Client

{

„msg\_code”:”connect”,

„nick”: …

}

{

„msg\_code”:” player\_move”,

„x”: …,

“y”: …,  
“uid”:…

}

{“msg\_code”: “player\_plant\_bomb”,  
“uid”:…

}

{  
“msg\_code”:”disconnect”,

“uid”:…

}

----------------------------------

Server

{

“msg\_code”:”welcome\_msg”,

“map\_size\_x”: …,

“map\_size\_y”: ….,

“client\_uid”: …,

“bombs\_amount”: …,

“current\_score”: …

"box":[

“box\_pos”: [x, y],  
“box\_uid”:….

]  
"gifts":[  
      "gift":{  
 "gift\_uid": ...,  
 "gift\_type": ... ,  
 "gift\_pos": [x, y],  
 },  
 "gift":{  
 "gift\_uid": ...,  
 "gift\_type": ... ,  
 "gift\_pos": [x, y],  
 },  
 ...  
]

}

{

“msg\_code”: “player\_pos”,

“nick”: …,

“x”: …,

“y”: …

}

{

“msg\_code”: “Bomb has been planted”,

“x”: …,

“y”: …,  
“bomb\_uid”: …

}

{

“msg\_code”: “Bomb exploded”,

“x\_range”: …,

“y\_range”: …,

“bomb\_uid”: …  
“objects\_hit”: […]

}

{

“msg\_code”: “current score”,

“score”: …

}

{

“msg\_code”: “new\_bomb\_box”,

“x”: …,

“y”: …,

“box\_uid”: …  
}

{

“msg\_code”: “bomb\_amount”,

“amount”: …,

}