Eriantys Protocol Documentation

Riccardo Milici, Riccardo Motta, Matteo Negro
Group 2

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1 Messages

1.1 Ping

This message is sent from the server to each client in order to check if they're still online.

Request

```
{
    "type": "ping"
}
```

Response

```
{
    "type": "pong"
}
```

1.2 Error

This message is sent whenever an error occurs.

Request Parameters:

- `message`: the message which describes what happened.

```
{
    "type": "error",
    "message": "Message"
}
```

Response This message doesn't require a response.

1.3 Refill

This message is sent from a specific client to the server (which then redirects the same massage to all the other clients to update their views) when the player, at the end of his/her turn, takes the students from a cloud to refill the entrance.

Request Parameters:

- `player`: the name of the player that takes the students.
- `cloud`: the cloud from which the player takes the students.

```
{
    "type": "command",
    "subtype": "refill",
    "player": "Player 1",
    "cloud": 0
}
```

Response This message doesn't require a response.

1.4 Refill cloud

This message is sent from the server to each client to indicate which cloud has to be refilled of students and which of them will be added to it.

Request Parameters:

- `cloud`: id of the cloud to refill.
- `students`: number of students to add to the cloud, divided by colour.

```
{
    "type": "command",
    "subtype": "refillCloud",
    "cloud": 0,
    "students": {
        "BLUE": 1,
        "FUCHSIA": 0,
        "GREEN": 1,
        "RED": 0,
        "YELLOW": 1
    }
}
```

Response This message doesn't require a response.

1.5 End game

This message is sent from the server to each clients in order to indicate that the game is ended.

Request Parameters:

- `winner`: the name of the player who won the game. This could be either a `string` with the name, or `null` if the game ends tie.

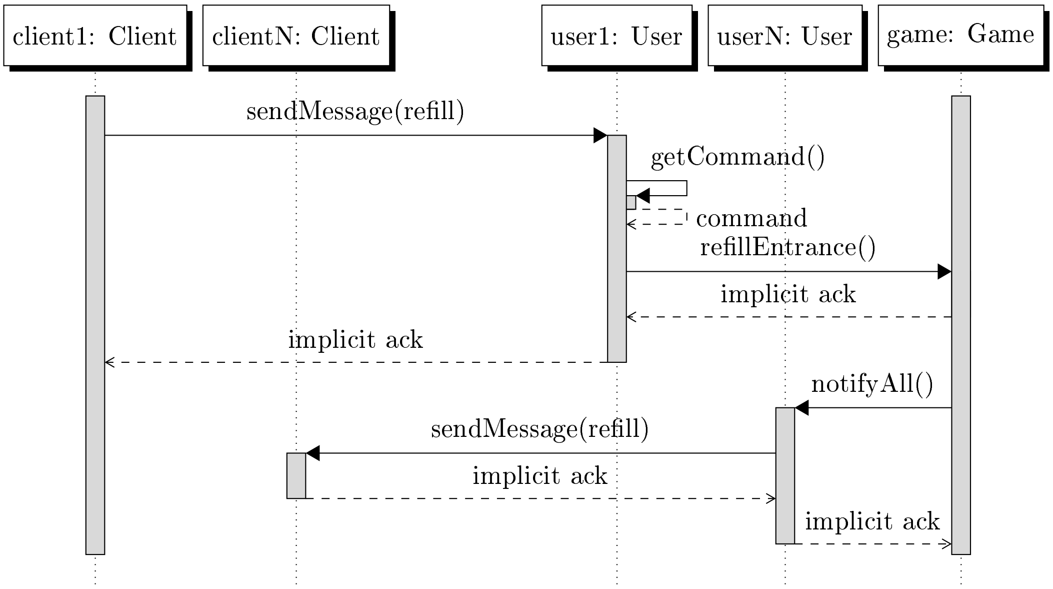
```
{
    "type": "end",
    "winner": "Player 1"
}
```

```
{
    "type": "end",
    "winner": null
}
```

Response This message doesn't require a response.

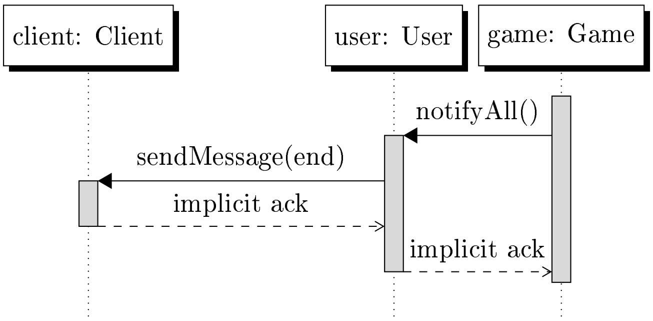
2 Scenarios

2.1 Action phase, move #3



This scenario represents the last action the player can do during his/her turn. The client behind that player send a message telling the server that s/he took the students from a specific cloud to refill his/her school entrance. The server, once receive the message, sends it back to every other client (here generically represented as `clientN`) in order to let them update their views.

2.2 Game end



This scenarios represents the notification that the game has reached a point where it's concluded. In this case, the server notifies every client that the game has ended and if there is a winner, tells every client who is, otherwise says that the game ended tie.