Bluetooth communication documentation

(Bluetooth communication between the Android App and the RFS board)

Initial handshaking message: The RFS board side should be waiting for incoming connection request at the beginning. The Android App are responsible for initiating the Bluetooth connection request. Once connection is established, RFS will send a hello message to the app. The Android app will then send the player's username to RFS board after receiving the hello message. The Android app then will send game setting information in the following order one at a time: playing mode selection (tapping["t"] or control through voice["v"]), game difficulty level(easy ["0"], medium ["1"], difficulty ["2"]), bird's color[undecided yet]. For example, for playing mode, tapping will be indicated by sending a "t" and voice control will be indicated by sending a "v". After RFS board receives the playing mode selection signal, sends back an acknowledgement message("OK"), the app can continue to send the next signal.

Jump signal: Android App sends 1 character(e.g. "1") to RFS board
(once the game logic C++ code detect an incoming character, it will let the bird jump)

Closing signal(Indicating game over): RFS board sends the gaming score(as string) to the Android App as a closing signal.