

Game Protocol Commands

Below are some example commands used in the game protocol.

Note: All commands include a concealed parameters section appended after the visible parameters. This section always follows the structure:

```
S: gameObjectName, S: GameSessionName, S: username,  
S: messageUUID
```

Furthermore, all parameters use type prefixes:

- S: for String
- I: for Integer
- F: for Float
- D: for Double
- B: for Boolean
- L: for Long

Create a New Game Object:

```
CREATE {REQUEST} [S: Characters, S: USERNAME, F: positionX, F:  
positionY, F: width, S: Gamesession] | S: gameObjectName, S:  
GameSessionName, S: USERNAME, S: messageUUID |
```

This command creates a new game object with the specified parameters.

Create a Specific Object (e.g., for NinjaGuy and Ricardo using BandageGuy):

```
CREATE {REQUEST} [S: BandageGuy, S: USERNAME, S: GAMESESSION, F: 40.0,  
F: 40.0, S: sourcepath] | S: gameObjectName, S: GameSessionName, S:  
USERNAME, S: messageUUID |
```

This command creates a BandageGuy object with the provided parameters.

Login Command:

```
LOGIN {REQUEST} [S: USERNAME] | S: gameObjectName, S: GameSessionName,  
S: USERNAME, S: messageUUID |
```

This command connects the client's UUID to the GUI and assigns keybinds.

Exit Command:

```
EXIT {REQUEST} [] | S: gameObjectName, S: GameSessionName, S: USERNAME,  
S: messageUUID |
```

This command terminates the client.

Delete Command:

```
DELETE {REQUEST} [S: USERNAME] | S: gameObjectName, S: GameSessionName,  
S: USERNAME, S: messageUUID |
```

This command deletes the specified player.

Logout Command:

```
LOGOUT {REQUEST} [S: USERNAME] | S: gameObjectName, S: GameSessionName,  
S: USERNAME, S: messageUUID |
```

Chat Command:

```
CHAT {REQUEST} [S: hello] | S: gameObjectName, S: GameSessionName, S:  
USERNAME, S: messageUUID |
```

This command sends a chat message. The concealed parameters follow the same structure as noted above.

Generalized Command Format

The general format for commands in this protocol is:

```
<COMMAND> {OPTION} [<Parameter List>] | <Concealed Parameters> |
```

where:

- <COMMAND> is the command type (e.g., CREATE, LOGIN, EXIT, etc.).
- <OPTION> REQUEST: for commands, RESPONSE: for server answer, GAME: for non checked messages
- <Parameter List> is a comma-separated list of parameters using type prefixes (e.g., S: for String, F: for Float).
- <Concealed Parameters> is always a fixed sequence appended after a pipe delimiter:

```
S: gameObjectName, S: GameSessionName, S: username, S: messageUUID
```