Protocol

1. 0 - client name
   Request: 0#client_name
   Response: 0#0 - something gone wrong, 0#1 - everything is good
2. 1 - active games
   Request: 1
   Response: 1#0 - something gone wrong,
   1#number_of_active_games#game_id,game_board_size,number_of_players
   #...
    - everything is good
3. 2 - add new game session / add player to game
   Request: 2#0#field_size - for new game
           2#1#game_id - if you want to connect to game
   Response: 2#0 - something gone wrong, 2#1 - everything is good
4. 3 - add ships of player
   Request: 3#x,y,length,direction#x,y,length,direction#.....
   Response: 3#0 - something gone wrong, 3#1 - everything is good
5. 4 - make hit
   Request: 4#x,y - hitter when ready to hit, 4 - other clients
   Response:4#-1 - nothing changed,
   4#0#sinked_players(sep = ',') - player wasn't hitted,

   4#1#hitter,x,y#sinked_players(sep = ',') - player was hitted,
   4#4#number of hits#sinked_players(s   ep = ',') - for hitter
   4#5#number of shoots#x,y;x,y;...#..#sinked players list(sep = ',') - for
   disconnected
6. 5 - new round
   Request:5
   Respond: 5#-1 - something gone wrong, 5#player_id - id of active player
7. 6 - win condition
   Request:6
   Respond: 6#0 - noone win, 6#player_id - id of winner
           6#-1 - game havent started yet
8. 7 - number of active players
   Request: 7
   Response: 7#number_of_active_players
9. 8 - start game
   Request: 8
   Response: 8#0 - something gone wrong, 8#1 - everything is good
10. 9 - ask for being in spectator mode
   Request: 9

Response: 9#0 - Wrong, 9#-1 - nothing happened, 9#x,y#hitted_players(sep = ',')#sinked_players(sep = ',') - player is spectator

11. 10 - want to leave gamesession

Request: 10

Response: 10#0 - wrong, 10#1 - accepted

12. 11 - info about restarting game session

After end of current game session (receiving 6#login winner) each client starts sending request 11, master client will have 2 buttons restart session or kill session. When he choose one - he sends 11#1 - restart or 11#2 - kill game session.

Responses: 11#-1 - error

11#0 - not yet decided, continue sending requests

11#1 - restart game session

11#2 - kill game session and move client to game session choosing windows

13. 12 - find out who is the master

Request: 12

Respond: 12#-1 - error, 12#master_client_login