Protocol

Gruppe 7 - Key H(a)unt

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Encoding of network traffic

The Structure of any message traversing the network is identical, first the short form of the command to be followed/executed is sent, then, after the delimiter "∼", optionally parameters are sent, each separated by another delimiter. Finally, after the last delimiter any messages in plain text will be sent. For example, a valid message would be: "CHAT∼Hello World!". Generally, it would look like "CMD∼param1∼param2∼msg".

Table 1: Protocol code with short description

Command	Short Command	Description
GLOBALCHAT	CHAT	Client to Server: The client sends a message to the server for the global chat Example: CHAT$\sim msg$
BROADCAST	BCST	Server sends message to every player/client Example: BCST$\sim msg$
ERROR	ERRR	Server sends error to client Example: ERRR
NOTFOUND		gets returned in case no command matches Example:
CHANGENICKNAME	CNGN	command send by the client to change his nickname Example: CNGN$\sim nickname$
PING	PING	sends a ping message Example: PING
PONG	PONG	Used to send a Pong back Example: PONG
DISCONNECT	DSCN	is used to force disconnects, effectively closing the socket Example: DSCN
LOGOUT	LOGO	Client can logout and disconnect himself Example: LOGO
DISPLAY	DSPL	The client just prints the message it receives in the console Example: DSPL