

Network-Protocol

All queries start with a slash "/", followed by an "enum constant".

"Enum Constant", followed by a SPACE and finally a string argument.

Each task is handled either by the server or by the client. Not every request contains arguments. The network protocol is the "interface" between the client and the server. What server sends must be able to be received by client, what client sends must be able to be received by server.

The space between the key argument and the string is how the server can distinguish between the two!

Enum Constants

Enum Constant	Description
ABDUCTED	Server tells the Marked Player that he is Marked and kindly tells him to leave the Game because he has been abducted Use this commands as followed: /ABDUCTED
ACTMAP	To actualize the Map with a given Array column:row:textureID:fildUSE Use this commands as followed: /ACTMAP [column]:[row]:[textureID]:[fildUSE]: [column]:[row]:[textureID]:[fildUSE]: ... : [column]:[row]:[textureID]:[fildUSE]
ACTMAT	To actualize the Materiallist of a Player.
ADDMAT	If a player takes a material Use this commands as followed: /ADDMAT [xPos]:[yPos]:2
CHANGEHUNGER	Server changes hunger of the client.
CHANGESAFETY	Server changes safety of the village.
CONNECTIONLOST	Tells the Client that the Connection to the Server has been lost Use this commands as followed: /CONNECTIONLOST
DELMAT	Material is taken and removed from map Use this commands as followed: /DELMAT [xPos]:[yPos]:[2]
DOTASK	Client wants do a Task at his position.
EJECTION	Server tells client who is ejected, client sends response.
GAMEISLOST	Server says that the Aliens won.
GAMEISWON	Server says that Player have won.
GAMELIST	Server sends the CLient a List with all the Games on the Server (Open, Ongoing and Finished) Use this commands as followed: /GAMELIST [List of Games]
GETGAMELIST	Client asks Server to provide a List with all Games (Open, Ongoing and Finished) Use this commands as followed: /GETGAMELIST
GETSCORE	Client asks server for the highscorelist as String.
HELP	To show commands on chatwindow Use this commands as followed: /HELP
HUNGERED	Server tells player that he has run out of food And that he has been removed from the game and tells him to return to the Lobby
INIT	Sets the intial Name of the player.
JOINLOBBY	If a player presses the join button behind a lobby.
LEAVELOBBY	If a player presses the leave button on his GUI.
LOBBYSCREEN	Server tells Client to change Scene to the Lobby GUI Use this commands as followed: /LOBBYSCREEN
LOGIN	Sends the Server a Login request with the UserName Use this commands as followed: /LOGIN [userName]

LOGOUT	Sends the Server a Logout request The Server deletes the User from the Server tells the Client to quit Use this commands as followed: /LOGOUT
LOSTGAME	Server says that the Aliens won.
MAKEALIEN	Server tells who is the Alien.
MARK	Alien marks a player.
NEWLOBBY	If a player entered a lobby name an presses the start lobby button.
NEWMAT	Server sends position of the new Materials to the client.
NEWPOS	Server gives clients the new positions of the players.
PING	Prints a PING Use this commands as followed: /PING
PLAYERNUM	sets the Playernumber Use this commands as followed: /PLAYERNUM
PONG	Server sends a pong-request to the client.
QUIT	The server will be closed.
QUITGAMEGUI	Client asks Server to Quit the Game and close the Client after winning or losing a Game Use this commands as followed: /QUITGAMEGUI
QUITLOBBYGUI	Client asks the Server to quit the Lobby GUI The Servers tells him to QUIT and updates the Server accordingly Use this commands as followed: /QUITLOBBYGUI
RECMSG	Server sends Message to Client Use this commands as followed: /RECMSG [Message]
REVEAL	Server tells player to switch to revealGUI and his number and if he is an Alien.
SENDPOS	for sending position Use this commands as followed: /SENDPOS
SETACTIVE	Server tells client which playernumbers are still active.
SEMAP	Server changes Map.
SETMSG	To send a message to everyone in the same game Use this commands as followed: /SETMSG [Message]
SETNAME	To set the username, can just be written in chat.
SETOUTFIT	Server tells players everyones outfit/Image.
SETPLAYERIMAGE	Players can choose their Playerimage.
SETPOS	Client requests new position to be set for him Use this commands as followed: /SETPOS [xPos]:[yPos]
STARTDAY	Server starts Day.
STARTGAME	If a client presses the startgame button on his GUI and the lobby has status startable, then this command will be sent to the server who then starts the game.
TAKEMAT	Server sends Client the material he just picked up.
UPDATEGAMECLIENTS	Updates the List of the currently in the Clients Lobby joined Players Use this commands as followed: /UPDATEGAMECLIENTS [new Clientlist]
UPDATELEFTLOBBY	Server tells Client to update his GUI and change the CurrentLobby Name to blank after leaving the Lobby Use this commands as followed: /UPDATELEFTLOBBY
UPDATELOBBYGUI	Server gives the player updated Lobby infos like a new Lobbylist The Lobby Players and the Clients Name
UPDATELOBBYLIST	Server updates Lobbylist.
UPDATELOBBYPLAYERS	Server updates the names in the Lobby.
UPDATEMARKED	Server tells the Client who the latest Marked Player by an alien is Use this commands as followed: /UPDATEMARKED [marked Player]

UPDATENAME	Server tells the Client to update his GUI with his new Name Use this commands as followed: /UPDATENAME [userName]
UPDATEPLAYERLOBBY	Server tells Client to update his GUI with the LobbyName he just joined Use this commands as followed: /UPDATEPLAYERLOBBY [Lobbyname]
UPDATEPLAYERS	Client asks Server to Update the List with all Players for him which the Server sends back to him Use this commands as followed: /UPDATEPLAYERS
UPDATEPLIST	Server actualizes the Playerlist.
VOTEDOUT	Server tells the Client that he is the one who has been voted out and tells him to Change Scene to the Lobby GUI Use this commands as followed: /VOTEDOUT
VOTEFOR	Vote for a specific player in the voting Use this commands as followed: /VOTEFOR [player voted]
VOTESTART	The voting starts and every screen has to change to voting.
WONGAME	Server says that the Humans won.
YOURSCORE	Server sends the highscore as a String to the client.