**Codenames Pictures Socket Interface Specification**

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| **From client** | **From server** |
| createRoom:   * username: string   joinRoom:   * roomId * username   leaveRoom   * null   pickTeam:   * playerId * team: ’blue’ | ’red’   pickSpymaster:   * playerId   startGame:   * null   giveHint:   * word * number: 1-8, 0 – not, -1 (? on frontend) – any number   makeGuess:   * index: 0-19 int   endGuessing:   * null | receiveRoom:   * roomId: int * players: Player[]   + isSpymaster   + team: ’blue’ | ’red’   + name   + id * cards: Card[]   + id: 0 és MAX\_CARD\_NO között   + colour: CardColour   + isSecret * isStarted * turn: ‘red’ | ‘blue’ * remainingGuesses: int   error:   * errorType: valami enum * message: string   receiveHint:   * word * number: 1-8, 0 – not, -1 (? on frontend) – any number   receiveGuess:   * index: 0-19 int   gameOver:   * winningTeam |
| sendTeamMessage   * senderId (player id) * message   sendGlobalMessage   * senderId(player id) * message | receiveTeamMessage   * teamMessageArray   receiveGlobalMessage   * globalMessageArray |