**Codenames Pictures Socket Interface Specification**

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

Cookie set on frontend: playerId, roomId, 4h 🡺 convert to number on parse!!!