|  |  |  |
| --- | --- | --- |
| Client Request | Server Response | Description |
| ENTERROOM name | ENTERROOM name  RETRIEVE msg | Name is the client’s name. Client enters the room, and set the name as window frame title.  If there is a game ongoing, server send RETRIEVE with a formatted game msg to the client, so the game board would display the current game process and players information. |
| READY | ASSIGN  NEWGAME  INVALIDTRY | Client be ready to play game. If there is 1 player is ready, then 2 players are in ready plus current one. Server would assign the color and send the ASSIGN command to client. And then send NEWGAME to everyone.  if there is only one client be ready, server does not response  If there are already 2 players in game, you are not allowed to join, server would send you INVALIDTRY |
| PLAY i j | DRAWBLACK points / DRAWWHITE points  INVALID  TURN | Client plays a move. The position value, i is the x value on game board, j is the y value on game board. Server send DRAWBLACK or DRAWWHITE depends on which color is in turn. After server receive the i and j, will send a list of points that need to be changed, which is the “points”.  If client plays an invalid move, send INVALID back to the client.  After DRAWBLACK/DRAWWHITE, server also sends TURN command. |
| RESIGN n1 | WIN n2 | The n1 followed by RESIGN is a the color that resigned, server would send WIN command to all the other clients to inform the WINNER is n2 |
| QUIT | DONE | Client send QUIT to server. Server remove the client from list and send DONE command back to client to close the connection, and disable the buttons, textfields and action listeners |
| CHAT msg | CHAT msg | Client send message to server, server send it to everyone |