RFC JCOINCHE

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DESCRIPTION

This document present the RFC JCONCHE used for the projet Java_jcoinche_2016. The protocol used for this project is based on the Google Protocol Buffer.

It implements several classes of message for two binary files : the client and the server.

Each table present the type of the message, the required variables, the repetead variables and the optional variables for each protocol (server and client).

All type of message is correlated to a comment which defined the use of the message.

Good lecture !

SERVER Google Protocol Buffer messages				
TYPE	REQUIRED	REPETED	OPTIONAL	COMMENTS
WELCOME	String message			Sending when a client is connected with a welcoming message
GAME_START	String token Int32 playerId Int32 teamId Int32 partnerId String uniqueGameThreadId			Sending when 4 four clients are connected so the game is starting. Sending to a client with his token, his id, his teamid, his partnerId and his ThreadId.
ERROR	String message			Sending to a client when an error occurs with a specific message
GET_CARDS		Int32 colors Int32 ids		Sending to a client when the cards are generated and dispatched between all the clients. Sending with a tab of colors and a tab of ids representing the cards of a client.
GET_BID	Int32 value			Sending to a client when he has to made a bid with the minimum value for the bid.
SEND_BID	Int32 playerId Bool bid		Int32 bidvalue Int32 bidTrump	Broadcast a bid to all clients when a bid is taken or not with the bidder player Id, a boolean for the state of the bid, the bid value and the bid trump.
GET_COINCHE				Sending to a client when a bid has been approved by the adverse team.
SEND_COINCHE	Int32 playerId			Broadcast to all clients when one of them take a coinche with the id of the coinched player.
GET_SURCOINCHE				Sending to a bidder client when a coinche has been taken by the adverse team
SEND_SURCOINCHE	Int32 playerId			Broadcast to all clients when one of them take a surcoinche with the id of the surcoinched player.
GAME_STOPPED				Broadcast to all clients when their gameThread is stopped or when the game is over.

SEND_BID_INFO	Int32 playerId Int32 value Int32 trump			Broadcast to all clients when the bid is taken and over with the id of the bidder player, the value of the bid and the trump of the bid.
START_TRICK	Int32 trickNumber			Broadcast to all clients when a trick is started whith the number of the trick.
GET_CARD				Sending to a client when it's his time to play a card.
SEND_CARD	Int32 playerId Int32 cardId Int32 cardColor			Broadcast to all client when a card has been played by a player with the player id, the card id and the card color
SEND_WIN_TRICK	Int32 playerId Int32 teamId Int32 score			Broadcast to all clients when the tricks are over with the winner player id, the winner team id and the trickscore of the winner team.
SEND_WIN_ROUND	Int32 bidderTeamId Int32 bidderTeamRoundScore Int32 bidderTeamScore Int32 otherTeamId Int32 otherTeamRoundScore Int32 otherTeamScore String message			Broadcast to all clients when a round is over with the bidder team id, the bidder team round score, the bidder team total score, the other team id, the other team round score, the other team total score and a message specifying if the bid has been made or not.
END_GAME	Int32 winnerTeamId Int32 winnerTeamScore Int32 looserTeamId Int32 looserTeamScore			Broadcast to all clients when the game is over with the winner team id, the winner team score, the looser team id and the looser team score.

CLIENT Google Protocol Buffer Messages				
TYPE	REQUIRED	REPEATED	OPTIONAL	COMMENTS
SET_BID	Bool bid		Int32 bidvalue Int32 bidTrump String token	Sending to a server when the client set a bid with the bid value if the bid is taken or not, the bid value and the bid trump. This message is sending with the client's token otherwise it will be ignored by the server.
SET_COINCHE	Bool coinche		String token	Sending to a server when the client set the coinche with true if it's taken or false if it's not. This message is sending with the client's token, otherwise it will be ignored by the server.
SET_SURCOINCHE	Bool surcoinche		String token	Sending to a server when the client set the surcoinche with true if it's taken or false if it's not. This message is sending with the client's token, otherwise it will be ignored by the server.
SET_CARD	Int32 cardId Int32 cardColor			Sending when a client has to play a card with the card id and the color id. This message is sending with the client's token, otherwise it will be ignored by the server.