RFC CardGame

Project : CardGame

Marc-Antoine Leconte
Maxime Cauvin

Code

010	START_GAME	the game start
011	WAIT_FOR_PLAYERS	the server is waiting for more players to start
012	PLAYER_ANNONCE_TURN	the server inform the player who can now annonce
013	PLAYER_TURN	the server inform the player who can now play
020	SET_ANNONCE	A player set an annonce
021	PLAY_CARD	A player play a card
022	ASK_FOR_RELANCE	A player want to relance the game
030	PLAYER_CONNECT	A player is connected
031	RENAME	a client has just rename
040	END_GAME	the game is over
041	PLAYER_LOST	the player lost the game
042	PLAYER_WON	the player won the game
050	PLAYER_QUIT	the client decide to quit
051	PLAYER_KICK	the server kick a player
052	PLAYER_EXIT	a player has quit
100	PLAYER_READY_TO_PLAY	the client signal to the server that he is ready to play
110	GET_GAME_STATE	the client ask for the state of the game
111	GET_MY_DECK	the client ask for his deck
112	GET_PILE	the client ask for the pile
113	GET_PLAYER_CARD_NB	the client ask for the number of card of another player
114	GET_SCORE	the client ask for the score of a player
120	WANT_ANNONCE	the client want to annonce
121	WANT_PLAY	the client wants to play a card
130	CONNECT	the client try to connect to a server
131	WANT_RENAME	the client want to rename
150	QUIT	the client quit the server
200	OK	the last request is successful
201	TAKE_GAME_INFO	the server return the games info
211	DECK	the server send the deck of the player
212	PILE	the server send the current pile
213	SEND_PLAYER_NB_CARD	the server send the last
214	SEND_SCORE	the server send the score of a player
230	CONNECTED	the client is connected to the server
301	CORRUPTED	the last struct sended is corrupted

302	INCOMPLETE	the last structure is incomplete
320	NO_TURN	it's not the turn of the client to play
321	NO_CARD	the player doesn't own this card
322	WRONG_ANNONCE	the player annonce a wrong contract
323	WRONG_CARD	the player play a wrong card
324	NO_ANNONCE	the player can't annonce
325	NO_PLAY	the player can't play
330	TOO_MANY_PLAYERS	the client can't be connected, the nb max of player is reached
400	KO	the last request failed
500	UNKNOWN	the last command is unknown

Example

Log-in

> 130 connection
      < 230 connection successful
           < 010 game start
           < 011 game is not started, wait for it
      < 330 connection fail, too many client

Explanation

FIRST DIGIT

0xx → information about the game

1xx → command

2xx → successful responses

3xx → incomplete responses

4xx → unsuccessful responses

5xx → unknown command

SECOND DIGIT

x00 → general

x10 → game

x20 → game action

x30 → connection

x40 → end

x50 → déconnection