SHAH Protocol:

* Type = “alive” => the server sends it to the client every 5 seconds, within 2 seonds the server receives the same message from the client, else the client is disconnected.
* Type = “name” => the client sends in the message the ign of the client.
* Type = “id” => the server sends the client’s id to the client on first connection. The id is found in the message component.
* Type = “request”
  + Message = “playerList” => client asks for a list of all the online players. The server returns a String with all the players, where the players are separated by a “;”
* Type = “match\_...”
  + “…request” => client wants to fight another player. The player to fight is in the message component. *Like: (do you want to fight player1?)*
  + “…request\_answer” => an answer on the match request. The message starts with “yes\_” or “no\_” . and after that the other player in the form of “client” + id. *Like:* *(yes I want to fight player1.)*
  + “…start” => send to both the players of the match as an announcement that there is an new match. In the message component is the opponents ign + “;” + the colour you are.
  + “…board” => sends the board to both players of the match. The client should override its own board and take this board as the board.
  + “…turn” => sends if it is the clients turn. Message is always true or false;
  + “…move” => send by the client when the player did a turn. Message is the new board.