Console:

|  |  |
| --- | --- |
| 0 | Title (game caro) |
| 1 | Screen general info |
| 2 |
| 3 |
| 4 | Get input or Screen Turn |
| 5 | Get input or Win info or Screen invalid |
| 6 | Screen invalid |
| 7 |
| 8 |
| 9 | Board |
| …. |

Player File:

|  |  |  |
| --- | --- | --- |
| 0 | Player: (const) | 8 bytes |
| 8 | Player name (data) + space (if) | 20 bytes |
| 28 | \n | 2 bytes |
| 30 | Password: (const) | 10 bytes |
| 40 | Password (Data) + space (if) | 20 bytes |
| 60 | \n | 2 bytes |
| 62 | Win: (const) | 5 bytes |
| 67 | Number win (data) + space (if) | 4 bytes |
| 71 | 3 x Space | 3 bytes |
| 74 | Draw: (const) | 6 bytes |
| 80 | Number draw (data) + space (if) | 4 bytes |
| 84 | 3 x Space | 3 bytes |
| 87 | Lose: (const) | 6 bytes |
| 93 | Number lose (data) + space (if) | 4 bytes |
| 97 | \n | 2 bytes |
| 99 | Elo: (const) | 5 bytes |
| 104 | Number Elo (data) + space (if) | 4 bytes |
| 108 | \n | 2 bytes |
| 110 | History game (const) | 12 bytes |
| 122 | \n | 2 bytes |
| 124 | \_\_DATE\_\_ (data) | 11 bytes |
| 135 | \n | 2 bytes |
| 137 | Name Player 1 (data) + space (if) | 20 bytes |
| 157 | Space + Vs + space (const) | 4 bytes |
| 161 | Name Player 1 (data) + space (if) | 20 bytes |
| 181 | \n | 2 bytes |
| 183 | Winner: (const) | 8 bytes |
| 191 | Name player win (data) + space (if) | 20 bytes |
| 211 | \n | 2 bytes |
| 213 | Board: (const) | 7 bytes |
| 220 | Board size X (data) + space (if) | 4 bytes |
| 224 | Space + x + space | 3 bytes |
| 227 | Board size Y (data) + space (if) | 4 bytes |
| 229 | \n | 2 bytes |
| 231 | List Move: (const) | 11 bytes |
| 242 | Number of move (data) + space (if) | 4 bytes |
| 246 | \n | 2 bytes |
| 248 | Move data X/Y player 1/2 + space (if)  + 1xSpace | 5 bytes |
| 248  +n\*5 | \n | 2 bytes |
| 250  +n\*5 | …. | … |

AccountList:

|  |  |  |
| --- | --- | --- |
| 0 | Number of Account: (const) | 19 bytes |
| 19 | Number account (data) + space (if) | 4 bytes |
| 23 | \n | 2 bytes |
| 25 | Name account (data) + space (if) | 20 bytes |
| 45 | \n | 2 bytes |
| 47 | Name account (data) + space (if) | 20 bytes |
| 67 | \n | 2 bytes |
| 25+k\*22 | Name account (data) + space (if) | 20 bytes |
| … | …. | … |

Protocol - Command analysis

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Send name account | 1 Byte Start | 1 Byte type | 20 Bytes Data | 1 Byte CRC |
| 0x84 | 0x01 |  |  |
| Feedback name account | 1 Byte Start | 1 Byte type | 1 Bytes command get name | 1 Byte CRC |
| 0x84 | 0x01 | 0x01 (true) / 0x00 (false) | 0x02 / 0x01 |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Send size of board | 1 Byte Start | 1 Byte type | 4 Bytes Data ( 2b X / 2b Y) | 1 Byte CRC |
| 0x84 | 0x02 |  |  |
| Feedback recv size | 1 Byte Start | 1 Byte type | 1 Bytes command get name | 1 Byte CRC |
| 0x84 | 0x02 | 0x01 (true) / 0x00 (false) | 0x03 / 0x02 |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Send command get game | 1 Byte Start | 1 Byte type | 4 Bytes Data ( 2b X / 2b Y) | 1 Byte CRC |
| 0x84 | 0x02 |  |  |
| Feedback game | 1 Byte Start | 1 Byte type | 1 Bytes command get name | 1 Byte CRC |
| 0x84 | 0x02 | 0x01 (true) / 0x00 (false) | 0x03 / 0x02 |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Send pos move | 1 Byte Start | 1 Byte type | 4 Bytes Data ( 2b X / 2b Y) | 1 Byte CRC |
| 0x84 | 0x03 |  |  |
| Feedback pos move | 1 Byte Start | 1 Byte type | 1 Bytes command get name | 1 Byte CRC |
| 0x84 | 0x03 | 0x01 (true) / 0x00 (false) | 0x04 / 0x03 |