**Available commands:**

REG (USERNAME) (PASSWORD)

Sends a request for user to register. This provides the server with the user registration username and password details.

LOG (USERNAME) (PASSWORD)

Sends a request for user to login. This provides the server with the user details for identification and allows logged in user to access game data.

LOAD

Loads game user details, saved game data and other game components.

START

Beginnings game execution and records the score while user plays the game.

OVER

Saves game progress only when game is not over, then if the game is over, the final score details are saved and the user is logged out.

**Response to:**

REG (USERNAME) (PASSWORD)

When there's no error - code 01 ("Registered successfully")

When there's an error -code 05

LOG (USERNAME) (PASSWORD)

When there's no error - code 01 ("Logged in successfully")

When there's an error -code 02("Username/Password Incorrect")

LOAD

When there's no error - code 01 ("Load successful")

When there's an error -error code 03

START

When there's no error - code 01 ("Game start successful")

When there's an error -code 02 ("Load error")

OVER

When there's no error - code 01 ("Save successful, Goodbye")

When there's an error -code 04

**Error and response codes**

01 (MESSAGE)

Normal message code with message.

02 (MESSAGE)

Error response with message.

03

Invalid game data. Unable to load.

04

Save error, no response from server.

05

Registration error: Username exists on the server

**Sample server client communication**

//client registration successful

C: REG Mokoena Password

S: 01 Registered successfully

//client registration unsuccessful

C: REG Mokoena Password

S: Registration error: Username exists on the server

//client Login correct

C: LOG Mokoena Password

S: 01 Logged in successfully

//client Login incorrect

C: LOG Mokoena Password

S: 02 Username/password incorrect

//loads correctly

C: LOAD

S: 01 Game load successful

//loads incorrectly

C: LOAD

S: 03 Invalid game data. Unable to load.

//starts correctly

C: START

S: 01 Game start successful

//starts incorrectly

C: START

S: 02 Load error

//ends game with no error

C: OVER

S: 01 "Save successful, Goodbye

//ends game with error

C: OVER

S: 04 Save error, no response from server.