

Reports

Grupo PMC

15 de abril de 2022

Cube

```
{
  "color" = String ,
  "pos" = [ int x, int y ]
}
```

Board

```
{
  "shape" : String ,
  "cubes": [{ "color": String , "pos": [ int x, int y ] } ,
            ...
            , { "color": String , "pos": [ int x, int y ] } ]
}
```

Player

```
{
  "name" = String ,
  "score" = int ,
  "color" = String
}
```

Team

```
{
  "name" = String ,
  "score" = int ,
  "players" = [ { "name" = String , "score" = int , "color" = String } ,
                ...
                , { "name" = String , "score" = int , "color" = String } ]
}
```

GameClassic

```
{
  "type" = "GameClassic",
  "board" = {
    "shape" : String,
    "cubes": [{ "color": String, "pos": [int x, int y]},
              ...
              ,{"color": String, "pos": [int x, int y]}]
  },
  "players" = [{ "name" = String, "score" = int, "color" = String},
                ...
                ,{"name" = String, "score" = int, "color" = String}],
  "turn" = String
}
```

GameTeams

```
{
  "type" = "GameTeams",
  "board" = {
    "shape" : String,
    "cubes": [{ "color": String, "pos": [int x, int y]},
              ...
              ,{"color": String, "pos": [int x, int y]}]
  },
  "players" = [{ "name" = String, "score" = int, "color" = String},
                ...
                ,{"name" = String, "score" = int, "color" = String}],
  "teams" = [{ "name" = String, "score" = int, "players" =
                [{ "name" = String, "score" = int, "color" = String},
                  ...
                  ,{"name" = String, "score" = int, "color" = String}]}],
              ...
              ,{"name" = String, "score" = int, "players" =
                [{ "name" = String, "score" = int, "color" = String},
                  ...
                  ,{"name" = String, "score" = int, "color" = String}]}]
  },
  "players" = [{ "name" = String, "score" = int, "color" = String},
                ...
                ,{"name" = String, "score" = int, "color" = String}],
  "turn" = String
}
```

State

```
{  
  "command" = String ,  
  "game" = game.report() //consultar arriba ,  
}
```

Replay

```
{  
  "states" = [{ "command" = String ,  
                 "game" = game.report() //consultar arriba },  
               ...  
               , { "command" = String ,  
                   "game" = game.report() //consultar arriba } ] }  
}
```