

# Communication Protocol

Client and server communicate via JSON messages.

Each client request/action sent to the server is followed by a response to each client if it is a broadcast message (e.g. event on the map) or to the original sender (e.g. "legal/illegal action").

Example Message:

Client moving builder from (0,0) to (0,1)

```
{
  "type": "move",
  "src": {
    "i": 0,
    "j": 0
  },
  "dst": {
    "i": 0,
    "j": 1
  }
}
```

Server notifies all clients (if there was no problem):

```
{
  "type": "move",
  "name": "player1",
  "src": {
    "i": 0,
    "j": 0
  },
  "dst": {
    "i": 0,
    "j": 1
  },
  "result": true
}
```

After every move or build event the Server sends a message containing the list of every suitable Cell for moving or building.



