Eric Versaw

Multiplayer Programming – 320

Black Jack Game – Protocol Design Document

TTTP v1.0

Eric Versaw

Packets from server:

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On Connection/Update (response)

Length O Type Desc

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

msg.length 0 ascii New Message

25 msg.length uint8 server to client 1 – 20

26 26 ascii text update

User# 27 uint8 get users

Player ID Codes:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

0 Dealer

1 Player

2 + Spectator(s)

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Packets from client:

=============================

On Connection/Update

Length O Type Desc

\_\_\_\_\_\_\_\_\_\_\_\_\_\_

sockets 0 uint8 connection

sockets-disconnect sockets uint8 disconnect

msg length 0 ascii send message

username length 0 uint8 new user

1 0 uint8 client request

26 1 uint8 update variable 1-20