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

15 msg.length uint8 server to client 1 – 10

26 16 uint8 server to client 11 - 20

28 27 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:

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On Connection/Update

Length O Type Desc

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

sockets 0 uint8 connection

sockets-dis sockets uint8 disconnect

msg.length 0 ascii send message

username.length 0 uint8 new user

1 0 uint8 client request

15 1 uint8 update variable 1-10

26 16 Uint8 Update variable 11-20