Client to Server:

0: send ping (circle)

1: send ping (arrow)

5: send player data

6: send player color

7: send player pos

Server to Client:

0: receive ping (circle)

1: receive ping (arrow)

5: receive player data

6: receive player color

7: receive player pos

10: set tile color

11: set tile occupant (block)

12: set tile occupant (creature)

13: clear tile occupant

14: set occupant color

15: set creature health