Protocole Raytracer - Type

Client	TCP	Serveur
Connect (uint16_t port)	--------> <--------	(uint16_t port) Connect
Register (uint16_t port)	--------> <--------	(uint16_t port) Register
RequireGameList (vector<uint32_t>)	--------> <--------	 GameList
JoinGame (gameId)	--------> <---------	 GameJoined
CreateGame	--------> <---------	 GameCreated
LaunchGame	--------> <---------	 GameLaunched
DiscoGame	-------->	
Disconnect	-------->	

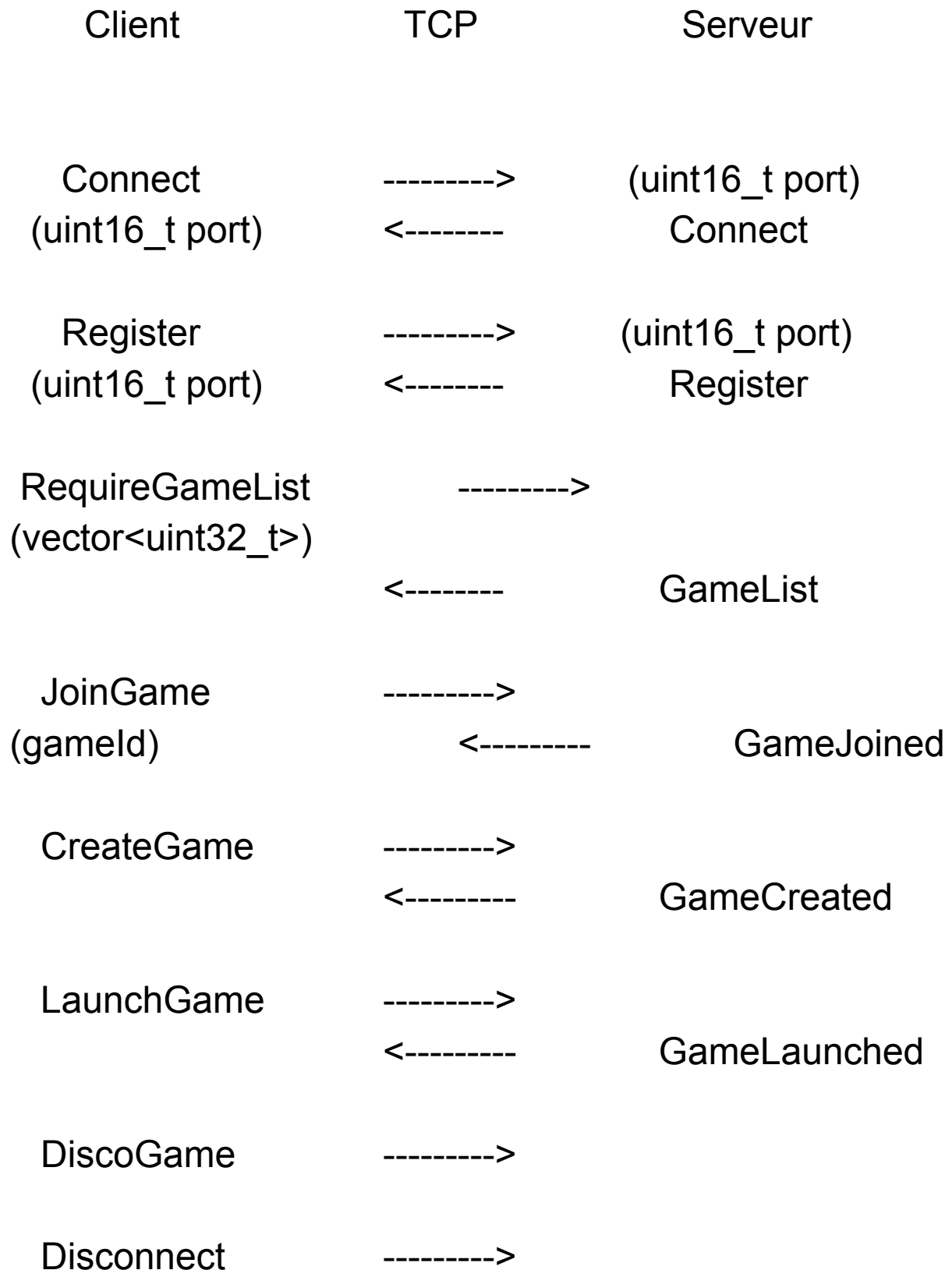# Protocole Raytracer - Type

Client   UDP   Serveur

                    <--------   EntityPos

                    Id Description,
                    Id Generation
                        [x, y] ,
                    [xDir, yDir]

JoistickEvent   --------->
                        [x,   y]

ButtonEvent   --------->

    enum ButtonType :

        ESCAPE,
        SPACE,
        RETURN,
        BACKSPACE,
        Z, UP,
        Q, DOWN,
        S, LEFT,

D, RIGHT,