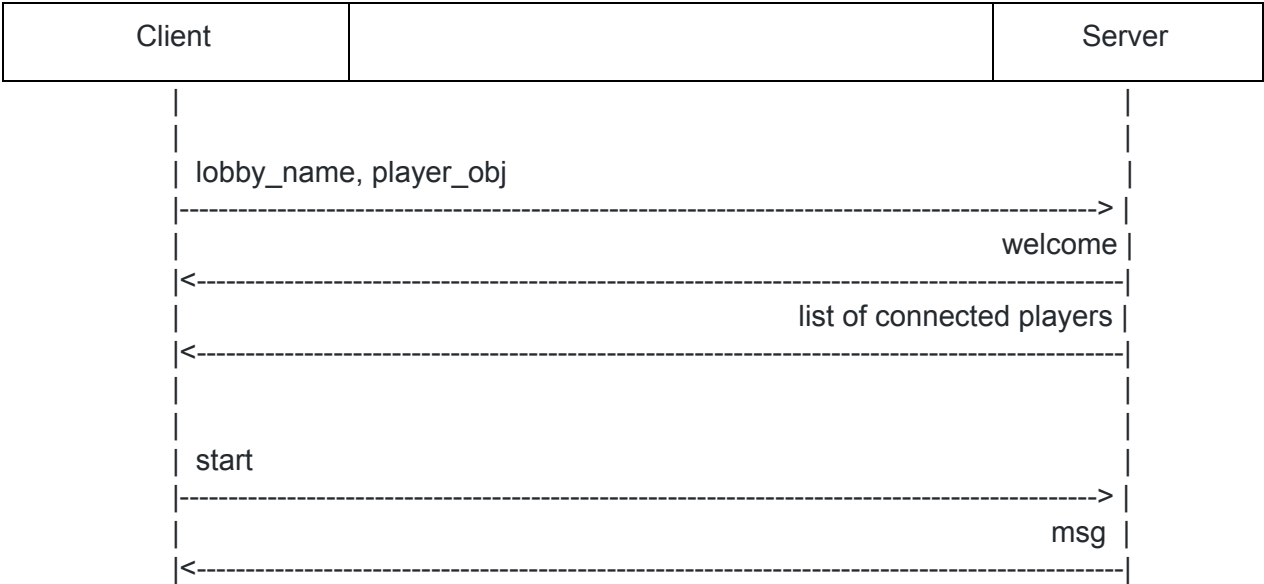


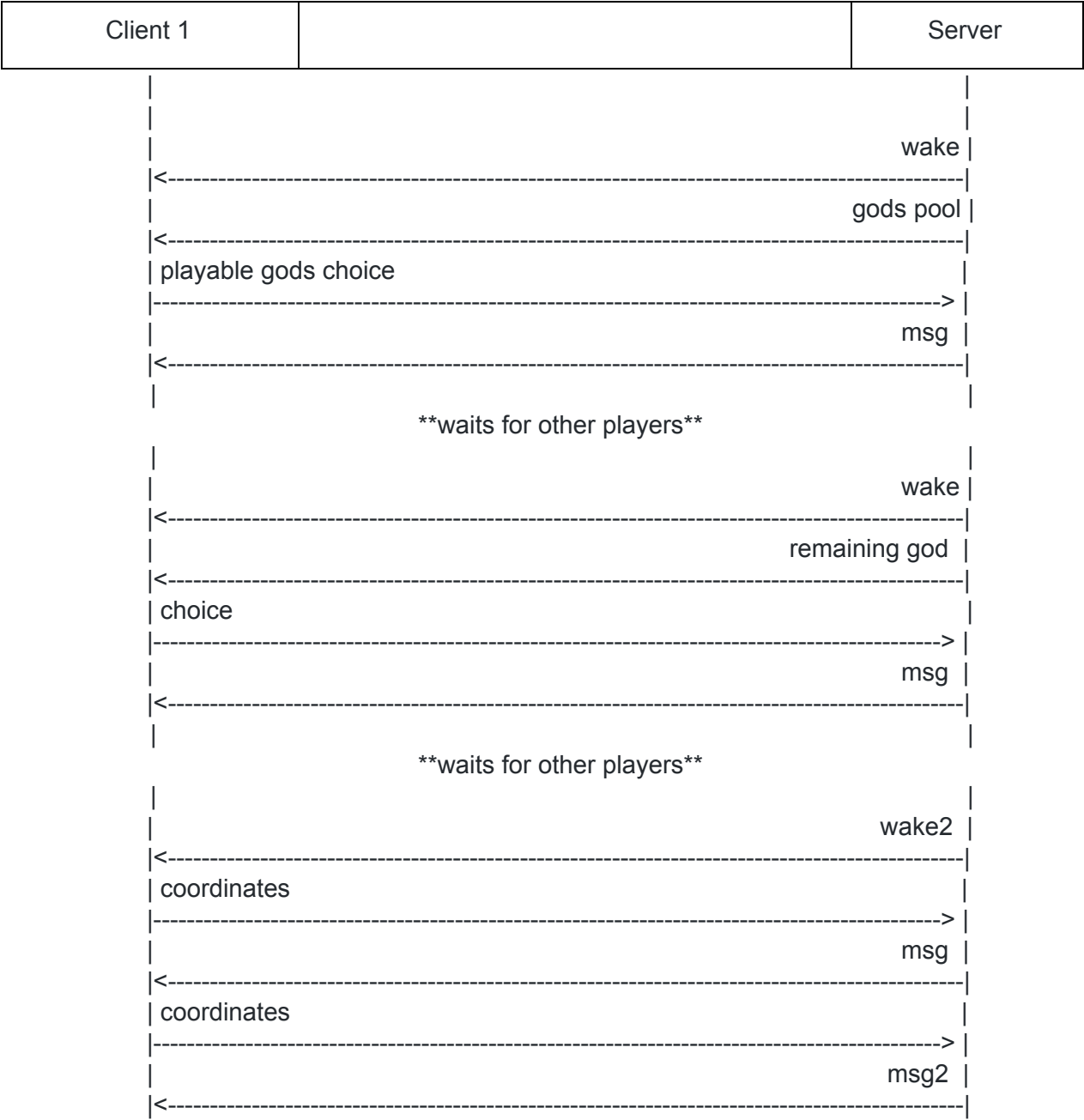
Connection



welcome (server)
“Welcome! You are the lobby owner”\n if player is creator (first one to connect)
“Welcome!”\n otherwise

msg (server)
“Game started!”\n if lobby has enough players
“Not enough players”\n otherwise
“Only the lobby creator may start the game”\n if client isn’t the creator
“Game is already in progress!”\n if game in progress

Game Setup



Client1 is the player with the highest GodlikeLevel

wake (server)

"It's your turn!"\n

gods pool (server)

list of playable gods

playable gods choice (client)

"godpool *godname1*, *godname2*, ..."\n

msg (server)

"Invalid god pool"\n if you type a godname incorrectly

"Ok"\n if everything is fine

****Here the other players will pick their god in turn****

remaining god (server)

"Available gods: *godname*"\n The player with the highest GodlikeLevel is the one who chooses the pool but also the last to pick his God, hence when it will be his turn there will only be one choice.

choice (client)

"god *godname*"\n

msg (server)

"Invalid god name"\n

"Ok"\n

****Here the other players will position their workers in turn****

wake2 (server)

"It's your turn! Set worker coordinates"\n

coordinates (client)

["x", "y"]\n

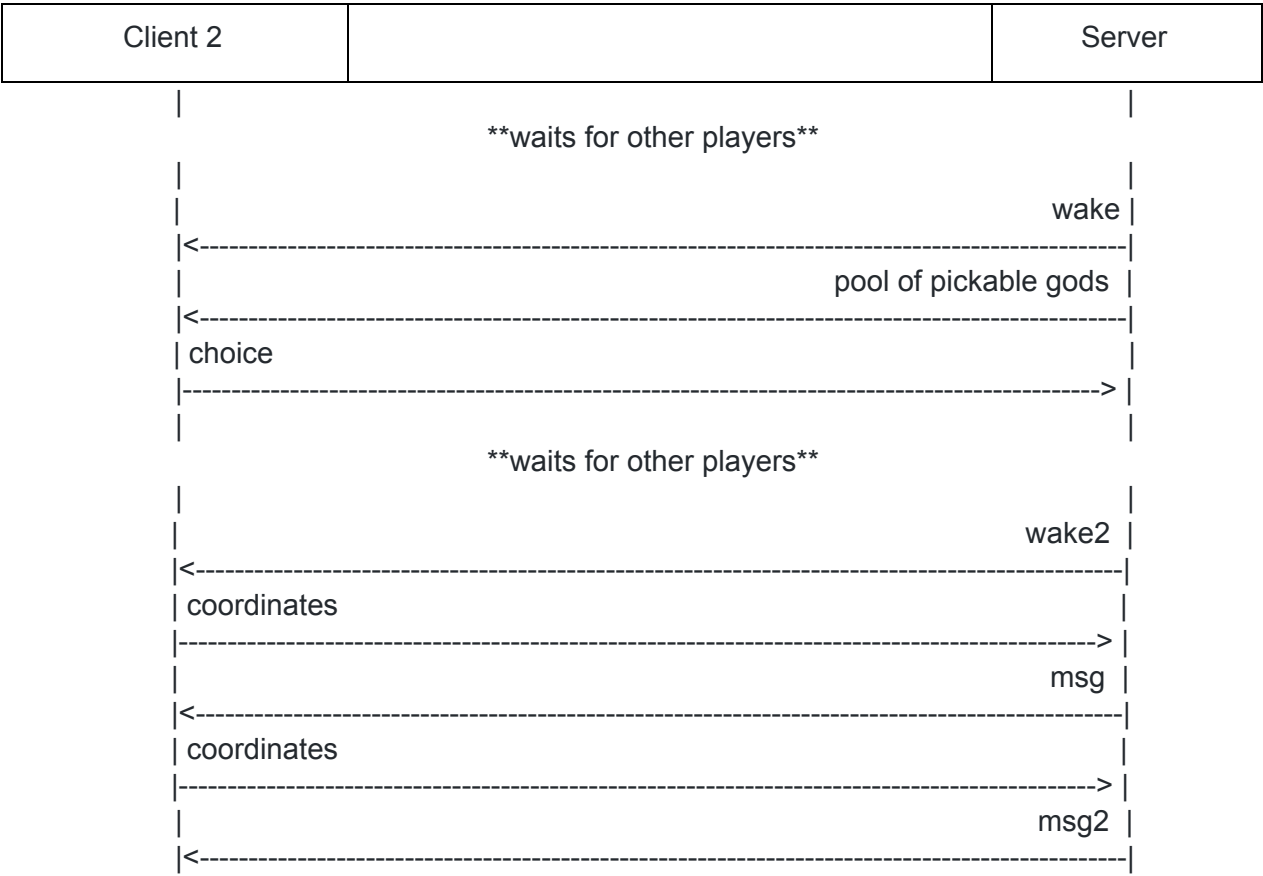
msg & msg2 (server)

"Set worker coordinates"\n exclusive to msg, not present in msg2

"The specified tile does not exist"\n in case of invalid tile coordinates

"The specified tile is already occupied"\n in case of already occupied tile

"Ok"\n otherwise



****Here the players wait for the Client1 to choose the god pool****

wake (server)

"It's your turn!"\n

pool of pickable gods (server)

list of gods chosen by Client1

choice (client)

"god *godname*"\n

****Here the player will wait for the other players to pick their own god****

wake2 (server)

"It's your turn! Set worker coordinates"\n

coordinates (client)

["x", "y"]\n

msg & msg2 (server)

"Set worker coordinates"\n exclusive to msg, not present in msg2

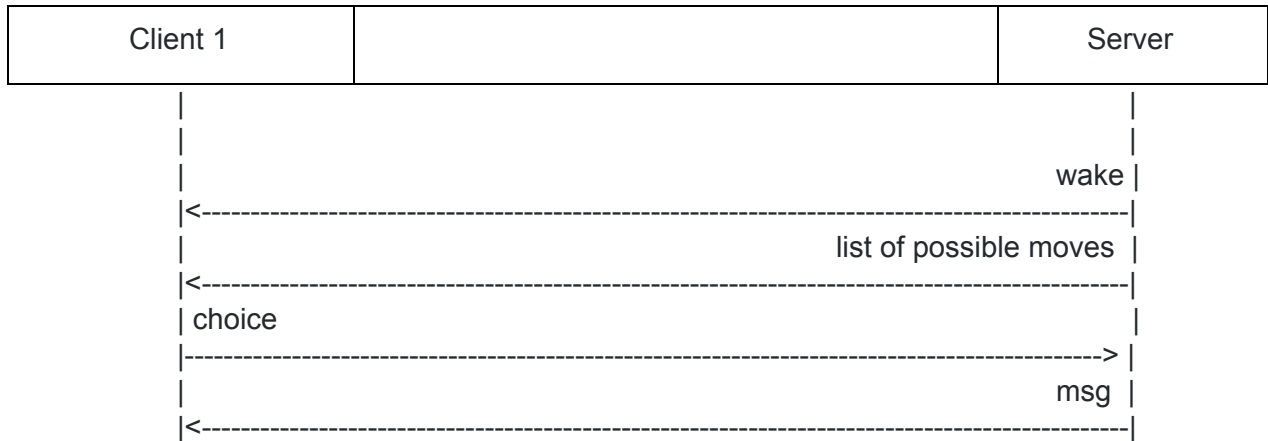
"The specified tile does not exist"\n in case of invalid tile coordinates

"The specified tile is already occupied"\n in case of already occupied tile

"Ok"\n otherwise

Game Basic Actions

Move



wake (server)

"It's your turn!"\n

list of possible moves (server)

returns a list of moves that can be performed

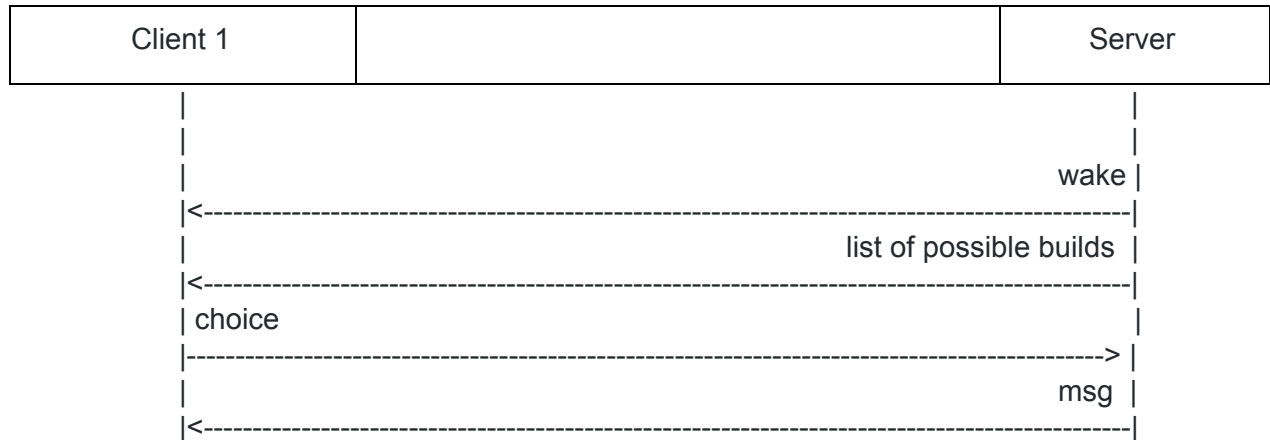
choice

"move" + ["fromX", "fromY", "toX", "toY"]\n 'from' coordinates to identify the worker. The move command is needed because some gods can perform multiple actions at any time.

msg

"This player cannot move to the desired position"\n If the move isn't valid
"Ok"\n Otherwise

Build



wake (server)

"It's your turn!"\n

list of possible moves (server)

returns a list of builds that can be performed

choice

"build" + ["fromX", "fromY", "toX", "toY"]\n 'from' coordinates to identify the worker. The build command is needed because some gods can perform multiple actions at any time.

msg

"This player cannot build to the desired position"\n If the build isn't valid
"Ok"\n Otherwise