

FINAL PROJECT

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Protocol

Type	Arguments	Description
LOGIN	USERNAME, PASSWORD	Attempts to log in client using the information provided
LOGOUT	none	Disconnects user from the server, and frees up account for login from other client
WHO	[-L, -ALL]	shows online; -L: shows online with scores; -ALL: shows all with scores
INVITE	USERNAME, [-R USERNAME [Y/N]]	invites USERNAME, or responds (-R) to the USERNAME with yes/no
HIT	XCOORDINATE YCOORDINATE	hits other player's grid at the set X,Y coordinates
SPECTATE	USERNAME	Adds person to the Spectator list for the game in with the USERNAME is found
none	TEXT	sends TEXT as message