**Sent from server:**

1. message: ‘join’

content: { ‘success’: boolean, ‘host’: boolean, ‘player\_id’: String, ‘name’: String }

success - true if included in active players, false if will be in queue to start in next hand

host - true if you are the host, false otherwise

player\_id - your devices id assigned by the Chromecast

name - name of the player (if given)

***Triggered by ‘join’ from android***

2. message: ‘turn’

content: { ‘last\_bet’: int, ‘player\_id’: String }

last\_bet - the value of the bet given by previous player

player\_id - the id of the player whose turn it is

***Triggered by ‘my\_turn’ from android***

3. message: ‘hand’

content: { ‘cards’: [ 2 card objects ], chips: int }

cards - cards that will make up players hand this turn

chips - number of chips given to new players

***Triggered by start of new hand***

4. message: ‘end\_hand’

content: { ‘winner\_id’: String, ‘pot\_value’: int }

winner\_id - the id of the player who won that hand

***Triggered when final round of hand ends***

**Sent from android:**

1. message: ‘join’

content: { ‘name’: String }

name - An optional key containing the player’s name if they elected to give it

***Server response: ‘join’***

2. message: ‘my\_turn’

content: { ‘bet’: int }

bet - The amount that the player bet in his turn (-1 is fold)

***Server response: ‘turn’***