Peer-Review 2: communication protocol

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Valuation of the message diagram of the group AM43

For the login phase it's mandatory that the CLIENT first sends a message to the server to open a connection

"Login" so should have a connection setup first with a CR and SR

"Ping pong" messages should have a time of frequency of when they happen and a timeout to see if the connection has dropped

There is no disconnection message handler

To the win could be useful an ack from the clients

Positive sides

The basic structure of the message is well structured for all possible cases and is versatile; the layout is clear and easy to understand. The order of which the messages are shown follows the logic of the game making it easy to understand the flow. There are all the server requests needed to make the game proceed correctly.

Negative sides

At the beginning there isn't a client message to set up the connection with the server and there isn't a ping cycle to check eventual disconnections. As miscellaneous could be added a tower colour message to allow the players to select their choice instead of assigning them automatically.

Architecture comparison

We used two radical different approaches, Json vs serialized messages. Even though the code structure is different due to the different approaches the messages used are basically the same. The drawback of using serializable is that is needed a class for every message when with Json this isn't needed. For Json the drawback is that the message type must be a one size fits all so it's less versatile than the serialization, where every message can be structured as needed.