## SWE544 RFC 2 Requirements Diff

#### 11/01/2015

## - STEARD is rephrased

**FROM** 

STEARD is the server message to clients to inform that a player who is currently playing a match has lost its connection to the server (2 back-to-back SVPING messages).

TO

STEARD is the server message to clients to inform that a player who is currently playing a match has lost its connection to the server (2 back-to-back SVPING messages missed).

### - 2.6. is added to Message Format

2.6. There is no ordering relationship between lines in a message body. It can change in every message. Therefore,

```
SREQRP
```

```
{
    "type": "play",
    "result": "success",
    "opponent": "bar",
    "turn": "1",
}

SREQRP

{
    "result": "success",
    "type": "play",
    "turn": "1",
    "color": "white",
    "opponent": "bar",
}
```

both of the above messages are the same and legal.

# - SREQRP response for watch request message content is changed for easiness.

```
"player_turn": "username",
- STDICE message content was changed in previous iteration but some
instances had stayed in their first form. They were forgot to be changed. Now
all instances of STDICE has the following format:
STDICE
{
       "dice1": "numeral",
      "dice2": "numeral",
- All the integer fields are converted to string for easiness. Nothing special. For
example
FROM
SREQRP
      "turn": 1,
TO
SREQRP
{
      "turn": "1",
FROM
STDICE
       "dice1": numeral,
       "dice2": numeral,
ŤΟ
STDICE
      "dice1": "numeral",
      "dice2": "numeral",
FROM
SSTOVR
```

```
"winner": "foobar",
        "points": 1,
}
TO
SSTOVR
        "winner": "foobar",
        "points": "1",
FROM
SGMOVR
        "winner": "foobar",
       "looser": "nobody", "winnerpoints": 5,
        "looserpoints": 3,
TO
SGMOVR
{
        "winner": "foobar",
       "looser": "nobody",
"winnerpoints": "5",
        "looserpoints": "3",
- Last modification date is added next to Author's name
```