

SWE544_RFC_2 Requirements Diff

30/12/2014

- **SREQRP (Server Request Response)** is added to BC-BS messages list. When a user who wants to play is put to waiting room, later it may be informed by the server that an opponent logged in to the server and wants to play also. This is some sort of asynchronous message. It was there, but noticeable.

- **STDICE message format is changed.**

FROM:

STDICE

```
{
    "dice": "in backgammon notation",
}
```

TO:

STDICE

```
{
    "dice1": numeral,
    "dice2": numeral,
}
```

- **SREQRP: success response for watch request does not contain enough information. It is changed:**

FROM

SREQRP

```
{
    "type": "watch",
    "result": "success",
    "boardstate": "in backgammon notation",
}
```

TO

SREQRP

```
{
    "type": "watch",
    "result": "success",
    "player1": "username",
    "player2": "username",
    "player1_color": "white",
    "player2_color": "black",
    "score": "3-2",
    "player_turn": "player1",
    "boardstate": "in backgammon notation",
}
```

- **STEARD: Server Teardown definition is changed according to the requirements. Leaving is only possible while waiting an opponent or watching a game.**

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) or leave the server.

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).

- SREQRP (Server Request Response) message content is changed. No need to convey messages from server to client. Client can produce them. All the “msg” fields are removed from SREQRP

FROM

SREQRP

```
{
    "type": "play",
    "result": "success",
    "opponent": "bar",
    "color": "white",
    "turn": 1,
    "msg": "Your turn. Start playing"
}
```

TO

SREQRP

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

- SLRSPS (Server Login Response) message content is changed. No need to convey messages from server to client. Client can produce them.

FROM

SLRSPS

```
{
    "result": "success",
    "msg": "Hi foobar",
    "msg": "You are connected to server_IP:10001",
    "msg": "I want to play",
    "msg": "I want to watch",
}
```

SLRSPS

```
{
    "result": "fail",
    "msg": "foobar is already exists",
}
```

```
"msg": "Choose another user name and try to reconnect again",  
"msg": "Connection is closed",  
}  
TO  
SLRSPS
```

```
{  
    "result": "success or fail",  
}
```

- SVRNOK is placed to wrong section. It should be server response to an unrecognized or invalid client request or at wrong time. BC-BS client requests are changed to include SVRNOK as a response. Message content is changed to reflect the new situation

Ex Section

BC-BS Server Messages

New Section

BC-BS Server Responses

- Proofreading, better wording, consistency and some minor typos. Some Examples:

requests.to -> requests to

folows -> follows

it -> its

Expected Response: CLPONG -> Not needed so deleted

- Author's name is added to the top of the document