

Protocol

Server --> Client

1) Successful login of a user. Contains the nickname of the user and the size of the lobby at the moment of the connection. Is sent to each player of the lobby.

LOGIN_SUCCESSFUL – nickname – size of the lobby

2) Unsuccessful login of a user. Contains the cause of the unsuccess. Is sent to the player.

LOGIN_ERROR – cause of the unsuccess

3) Logout of a user. Contains the nickname of the user. Is sent to each player in lobby.

LOGOUT - nickname

4) Remaning time before the start of the game. Is sent to each player in lobby.

TIMER_PING – time left

5) A game is started. Is sent to each player of the game.

STARTING_GAME_MSG

6) Set of four schemas different for each player of the game.

SET_SCHEMAS – name of the schema 1 - name of the schema 2 – name of the schema 3 – name of the schema 4

7) Colour of the private objective extracted for the player.

SET_PRIVATE_CARD – colour of the private objective of the client

8) Names of the public objectives extracted for the game. Is sent to each player of the game.

SET_PUBLIC_OBJECTIVES – name objective 1 – name objective 2 – name objective 3

9) Numbers of the tool cards extracted for the game. Is sent to each player of the game.

SET_TOOL_CARDS – number tool card 1 – number tool card 2 – number tool card 3

10) Name of the schema choosed by a user and accepted by the server. Is sent to the player.

APPROVED_SCHEMA – name of the schema

11) Name of each player of the game that has chosen a default schema and the name of the schema that he has chosen. Is sent to each player of the game.

SET_OPPONENTS_SCHEMAS – nickname 1 – name of the schema 1 – nickname 2 – name of the schema 2....

12) Json of the custom schema choosed by a user and accepted by the server. Is sent to the player.

APPROVED_SCHEMA_CUSTOM – json of the schema

13) Name of each player in the game that has choose a custom schema with the json of the schema that he has chosen. Is sent to each player of the game.

SET_OPPONENTS_CUSTOM_SCHEMAS - nickname 1 - json of the schema 1 - nickname 2 - json of the schema 2....

14) A new round is started. Is sento to each player of the game.

START_ROUND

15) A new turn is started, contains the name of the new turn's player . Is sent to each player of the game.

START_TURN - nickname

16) Actions that the player can perform at the moment. Is sent to the player that has the turn.

SET_ACTIONS - action1 - action2 - action3

17) Contains the colour and value of each dice extracted for the current round. Is sent to each player of the game.

SET_DICE_SPACE – colour of the first dice – value of the first dice – colour of the second dice - value of the second dice

18) Successfully draft of a dice. Is sent to the turn's player.

DRAFT_DICE_ACCEPTED

19) Successfully insertion of a dice in the schema of the turn's player. Is sent to the turn's player.

INSERT_DICE_ACCEPTED

20) Successfully change of position of a dice in the schema of the turn's player. Is sent to the turn's player.

MOVE_DICE_ACCEPTED

21) Unsuccessfully change of the position of a dice in the schema of the turn's player. Is sent to the turn's player.

MOVE_DICE_ERROR

22) Index of the dice space where a dice has been removed. Is sent to each player of the game.

PICK_DICE_SPACE – index of the dice space

23) Unsuccessfully pick of a dice from the dice space. Is sent to the turn's player

PICK_DICE_SPACE_ERROR

24) Name of the player that has inserted a dice in his schema, row and column of the schema where the dice has been inserted and colour and value of the dice. Is sent to each player of the game.

PLACE_DICE_SCHEMA – nickname – row of the schema – column of the schema – colour of the dice – value of the dice

25) Unsuccessfully insertion of a dice in the schema of the turn's player. Is sent to the turn's player.

PLACE_DICE_SCHEMA_ERROR

26) Name of the player that has removed a dice from his schema, row and column of the schema where the dice has been removed. Is sent to each player of the game.

PICK_DICE_SCHEMA – nickname – row of the schema – column of the schema

27) Unsuccessfully removal of a dice from the schema of the turn's player. Is sent to the turn's player.

PICK_DICE_SCHEMA_ERROR

28) Favors left to the player when he used a tool card successfully. Is sent to the turn's player.

USE_TOOL_CARD_ACCEPTED – favors

29) Number of the tool card that has been used. Is sent to each player of the game.

USED_TOOL_CARD – number of the tool card

30) Number of the tool card that has not been used. Is sent to each player of the game.

NOT_USED_TOOL_CARD – number of the tool card

31) Unsuccessfully use of a tool card. Is sent to the turn's player.

USE_TOOL_CARD_ERROR

32) Successfully increment or decrement of the value of a dice. Is sent to the turn's player.

CHANGE_VALUE_ACCEPTED

33) Unsuccessfully increment or decrement of the value of a dice. Is sent to the turn's player.

CHANGE_VALUE_ERROR

34) Successfully insertion of a dice in the schema of the turn's player.

PLACE_DICE_ACCEPTED

35) Successfully rolled a dice. Contains the new value of the dice. Is sent to the turn's player.

ROLL_DICE_ACCEPTED – new value of the dice

36) Successfully swap of a dice with one of the dice bag. Is sent to the turn's player.

SWAP_DICE_ACCEPTED

37) Indexes of round and dice of a dice in the round track that has been removed. Is sent to each player of the game.

PICK_DICE_ROUND_TRACK – index of the round – index of the dice

38) Unsuccessfully removal of a dice from the round track. Is sent to the turn's player.

PICK_DICE_ROUND_TRACK_ERROR

39) Index of the round, colour and value of each dice inserted in the round track. Is sent to each player of the game.

PLACE_DICE_ROUND_TRACK - index of the round - colour of the first dice - value of the first dice - colour of the second dice - value of the second dice...

40) Successfully flip of a dice. Contains the new value of the dice.

FLIP_DICE_ACCEPTED - new value of the dice

41) Successfully cancel of the use of a toolcard. Contains the favors left to the turn's player. Is sent to the turn's player.

CANCEL_USE_TOOL_CARD_ACCEPTED – favors

42) Successfully insertion of a dice in the dice space. Contains the colour and the value of the dice. Is sent to each player of the game.

PLACE_DICE_SPACE – colour of the dice – value of the dice

43) Successfully insertion of a dice in the dice space. Is sent to the turn's player.

PLACE_DICE_SPACE_ACCEPTED

44) Successfully rolled a dice. Is sent to the turn's player.

ROLL_DICE_SPACE_ACCEPTED

45) Successfully swapped a dice with one of the dice bag. Contains the colour and the value of the new dice. Is sent to the turn's player.

SWAP_DICE_BAG_ACCEPTED – colour of the dice – value of the dice

46) Successfully changed value of a dice. Is sent to the turn's player.

CHOOSE_VALUE_ACCEPTED

47) Unsuccessfully changed value of a dice. Is sent to the turn's player.

CHOOSE_VALUE_ERROR

48) Time left until the end of the turn. Is sent to each player of the game.

TURN_TIMER_PING – time left

49) Name of the player that has won the game. Is sent to each player of the game.

SET_WINNER – nickname

50) Name of each player of the game and score that he has totalized. Is sent to each player of the game.

SET_RANKINGS - nickname of the first player - score of the first player - nickname of the second player - score of the second player....

Client --> Server

1) Message of login of the player. Contains the name of the player.

LOGIN – nickname

2) Message of logout of the player.

DISCONNECTED

3) Name of the user and the name of the schema that he has choosen.

CHOOSE_SCHEMA – nickname - name of the schema

4) Contains the index of the dice space where a dice will be removed, row and column of the schema where it will be inserted.

INSERT_DICE – index of the dice space – row of the schema – column of the schema

5) Contains the number of the tool card that will be used.

USE_TOOL_CARD – number of the tool card

6) Contains row and column of the schema where there is a dice and row and column where it will be moved.

MOVE_DICE – old row – old column – new row – new column

7) Contains the index of the dice space from where the dice will be drafted.

DRAFT_DICE – index of the dice space

8) Contains the row and column of the schema where a dice will be inserted.

PLACE_DICE – row of the schema – column of the schema

9) Contains INCREMENT if the user wants to increment by one the value of a dice or DECREMENT if he wants to decrement it by one.

CHANGE_VALUE - INCREMENT/DECREMENT

10) Rolls a dice.

ROLL_DICE

11) Contains the indices of a round and a dice of the round track where the actual dice will be swapped with another one.

SWAP_DICE - index of the round - index of the dice

12) Cancels the use of a tool card.

CANCEL_USE_TOOL_CARD

13) Ends the turn of the player.

END_TURN

14) Flips a dice.

FLIP_DICE

15) Place a dice in the dice space.

PLACE_DICE_SPACE

16) Rolls each dice in the dice space.

ROLL_DICE_SPACE

17) Change a dice with another one of the dice bag.

SWAP_DICE_BAG

18) Changes the value of a dice to the specified value.

CHOOSE_VALUE – new value of the dice

19) Name of the user and json of the custom schema that he has chosen.

CUSTOM_SCHEMA – nickname - json of the schema