

## Change log

1. State inquiry ack is abandoned. Added Join phase, which the late joined player keeps sending request for 3 second.

Reason: Make implementation easier, since there are too many thing to take consider of if the Join phase and Play phase are combined together.

2. In state inquiry response, added uncommitted number.
3. Shifted missile info 16 bits, and are fixed size of 4.
4. Event specific data = 64 bits fixed.

Reason: To make translation from data structure to packet bits easier.

5. In absolute information, change missileID into exist.

Reason: Since Missile's field is fixed, there is no benefit of their ID. Simply send them in order.