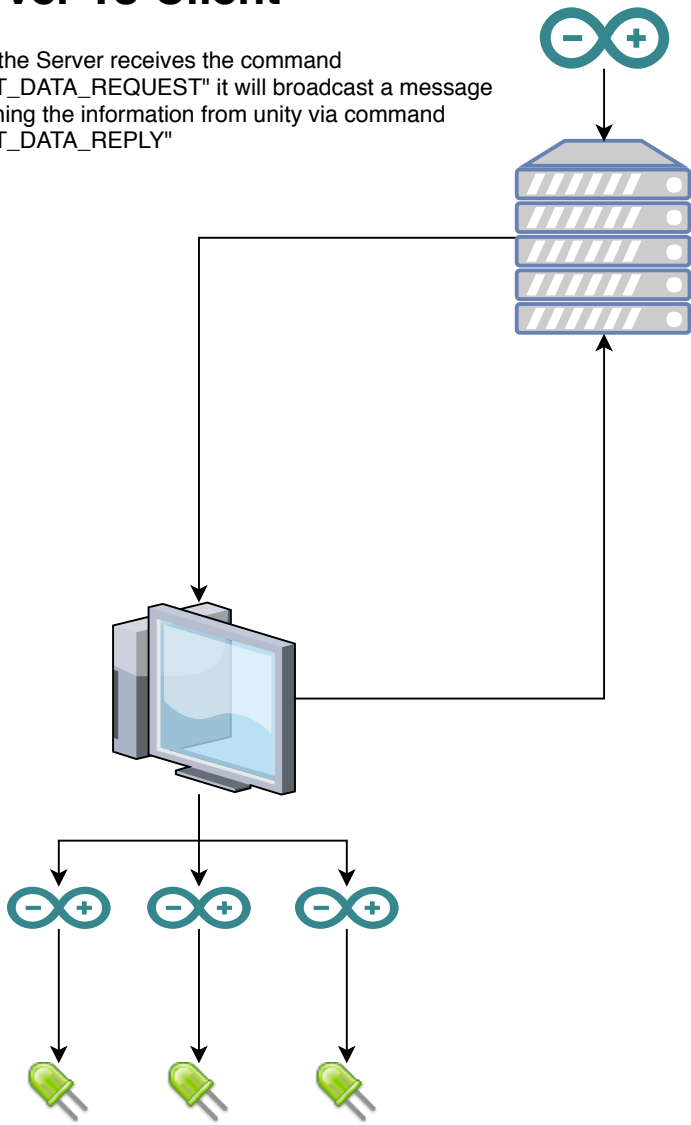


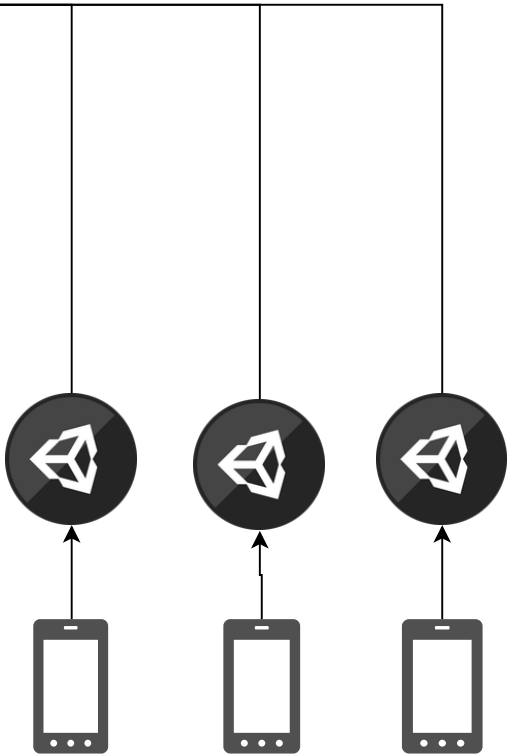
# Server To Client

When the Server receives the command "LIGHT\_DATA\_REQUEST" it will broadcast a message containing the information from unity via command "LIGHT\_DATA\_REPLY"



# Unity To Server

Unity sends Server "GRID\_INFORMATION" command whenever a user clicks a cell. Command will contain a message with the current state of each cell in the grid



# Client To Server

Client sends server the command "LIGHT\_DATA\_REQUEST" and waits for a reply

# Unity To Server

Unity sends Server "GRID\_INFORMATION\_REPLY #< A string of 0 and 1's that correspond to the On and Off state of grid cells i.e 0101" Cell 1 and 3 are off, Cell 2 and 4 are on.

# Client To LED Lights

Client passes Data to Arduino to be interpreted for light animations.