

Game Initialization

Requests List

List of messages that the client(s) can send to the server:

- ServerStatusRequest**: The client queries the server to check for the current status. The response can be either:
 - No Game Started**: the server is ready to accept a GameStartRequest;
 - Inițializing Game**: the server hasn't already started, but a game is in the initializatio phase. Players can join in passing the appropriate information through a GameConnectionRequest;
 - Game Initialized**: the server has already started (and closed) a game session, and the current client will not be allowed to join;
- GameStartRequest**: The client sends the server a request with parameters necessary to create a new game session. The mandatory parameters for this request are (in addition to the required parameters for connecting a new user to the game):
 - Game Mode**: defines whether the game is to be played with 2, 3 or 4 players;
- GameConnectionRequest**: The client sends the server a connection request for joining the current to-be-initialized game. The required parameters for this request are:
 - Username**: the username for the user to be linked with the client making this request;
 - Protocol**: the protocol to be used in the sunsequent communication. Can be TCP/RMI.
- GameTear downRequest**: tells the server to close the to-be-initialized game.

Event List

List of events that the server can notify the client(s) of:

- ServerStatusResponse**: The server notifies the client about the current status of the game, if any has been started/initialized.
- ServerStatusUpdateEvent**: The server notifies an update regarding the users configuration. This event is only emitted by the server when a game is in its initialization/initialized phase.
- GameStartedEvent** The server notifies the client that the game has been initialized. Its final settings and status are transferred.

