

Protocol

King of Jawa

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1 Protocol Definitions

Our protocol is used as a part of a two dimensional package. The package contains header information (our protocol) and data contents. The header is defined as following:

header	meaning
type	This field describes the package type. A type can be registered inside the Client/Server initialiser and must be bound to a specified manager, which is an singleton instance.
name	The name describes the specific execution, which should be done. it will be registered inside the manager which is bound to the type and bound to an PackageExecutable - implementing class.
id	package id

Example for a chatPackage which changes the user's name:

```
'head'|{'name'|'setName','type'|'USER','id'|'33'},'body'|{'oldName'|'hidin','newName'|'LANLord'}
```

2 Protocol Types

- Server
 - connection
 - chat
 - ping
 - player
 - lobby
 - highscore
 - game
- Client
 - connection
 - chat
 - ping
 - player
 - lobby
 - highscore
 - game

3 Type Executions (Server)

- connection

name	call-reason	arguments
requestHandshake	a client wants to connect to the server	name : userName
onClientQuit	a client closed the game	none

- chat

name	call-reason	arguments
sendMessage	a client wants to send a message	id : the senders userId room : the chat-room the message has to be send to message : the message content

- ping

name	call-reason	arguments
ping	a client wants to know his ping	none
pong	the answer of a server ping	none

- player

name	call-reason	arguments
none	none	none

- lobby

name	call-reason	arguments
requestLobbies	a new client connects to the game and requests all existing lobbies	none
openLobbies	a client wants to open a new lobby	none
removeLobby	a client closed his lobby or disconnected while the game didn't run	lobbyId : the id of the lobby which has to be removed

- highscore

name	call-reason	arguments
requestHighscore	a newly connected client wants to receive the highscore	none

- game

name	call-reason	arguments
requestBuild	requests a building	BuildingType : type of the building tile : the tile the building should be placed
mapLoaded	tells the server that the map on the client is loaded	lobby : the game lobby

4 Type Executions (Client)

- connection

name	call-reason	arguments
validateHandshake	the server processed the handshake	outcome : ok if it's okay outcome : failed if not

- chat

name	call-reason	arguments
sendMessage	a client wants to send a message	id : the senders userId room : the chat-room the message has to be send to message : the message content
directMessage	there is a direct message for this specific client	id : should be none message : the direct message room : should be none
roomMessage	a message was sent to a chat-room in which the client is registered	id : should be none message : the message room : the chat-room the message has to be send to
privateMessage	a private message was sent to the client	id : should be none rId : the receipants id message : the message content room : none

- ping

name	call-reason	arguments
ping	the server wants to know the ping	none
pong	the answer of client ping	none

- player

name	call-reason	arguments
setName	the player has a new name	oldName : the player's old name newName : the player's new name
addPlayer	a new player has to be added to the local player list	newName : the player's name isLocal : a boolean whether the player is the local client id : the players id
removePlayer	a player has to be removed off the local player list	id : the player's id

- lobby

name	call-reason	arguments
sendLobbies	this lobby has to be added to the local lobby list	lobby : the lobby to be added
updateLobbies	a lobby has been changed e.g. the game is now running or can't join because it's full	lobby : the lobby to be updated
removeLobby	a lobby closed and has to be removed off the local lobby list	lobbyId : the id of the lobby to be removed

- highscore

name	call-reason	arguments
sendHighscore	at first connection the server sends the highscore	none
refreshHighscore	the highscore has to be updated	none

- game

name	call-reason	arguments
loadMap	the server tells the client to load the map	mapName : the name of the map lobbyId: the id of the lobby
broadcastBuilding	sends to all users in the lobby the built building	BuildingType : type of building owner : the owner of the building lobbyId : the id of the lobby
broadcastIsland Update	updates the minimap and the possibility to build on the corresponding Island	islandId : the id of the island lobbyId : the id of the lobby
updateResource	updates the resource panel	resourceType : the type of the resource resourceAmount : the amount of the corresponding resource lobbyId : the id o the lobby