

# PROTOCOL DESIGN

## SOMMARIO

2 - Bean Messaggio Client —> Server

3 - Bean Messaggio Client <— Server

4 - Initial Setup

5 - All Macroactions

5 - Buy From Market

7 - Activate Production

8 - Buy Dev Card

9 - Activate Leader

9 - Discard Leader

9 - Move One resource

9 - Switch Resource Slots

9 - End Turn

10 - List of updates

BEAN MESSAGGIO CLIENT ---> SERVER:

```
public class Command {
    String cmd;
    Int numOfPlayers;
    String username;
    Int chosenLeader1;
    Int chosenLeader2;
    String chosenResource1;
    String chosenResource2;
    Int marketPosition;
    Int shields;
    Int stones;
    Int servants;
    Int coins;
    String resourceType;
    Int slotNumber;
    Int fromSlotNumber;
    Int toSlotNumber;
    Boolean slot1Activation;
    Boolean slot1Activation;
    Boolean slot3Activation;
    Boolean baseProductionActivation;
    String baseInputResource1;
    String baseInputResource2;
    String baseOutputResource;
    Boolean leader1SlotProduction;
    Int leader1Code;
    String leader1ConvertedResource;
    Boolean leader2SlotProduction;
    Int leader2Code;
    String leader2ConvertedResource;
    Int chestCoins;
    Int chestStones;
    Int chestShields;
    Int chestServants;
    Int storageCoins;
    Int storageStones;
    Int storageShields;
    Int storageServants;
    Char devCardColour;
    Int devCardLevel;
    Int leaderCode;
}
```

## BEAN MESSAGGIO CLIENT <--- SERVER:

```
public class Response {
    String cmd;
    Boolean commandWasCorrect;
    String resp;
    Int leader1Code;
    Int leader2Code;
    Int numOfInitialResources;
    Int jolly;
    Int stones;
    Int shields;
    Int coins;
    Int servants;
    Int newTotalVictoryPoints;
    Int [] newPlayersPositions = new int[4];
    Int newBlackCrossPosition;
    Boolean[] newActiveFirstPapalFavourCard = new boolean[4];
    Boolean[] newActiveSecondPapalFavourCard = new boolean[4];
    Boolean[] newActiveThirdPapalFavourCard = new boolean[4];
    Int newGreen1
    int newGreen2
    int newGreen3
    Int newPurple1
    Int newPurple2
    Int newPurple3
    Int newBlue1
    int newBlue2
    Int newBlue3
    Int newYellow1
    int newYellow2
    Int newYellow3
    String[] newFirstMarketRow = new String[4];
    String[] newSecondMarketRow = new String[4];
    String[] newThirdMarketRow = new String[4];
    String newExtraMarble
    String playerUsername;
    String[] playerUsernames = new String[4];
    String newResourceTypeOfSlot1
    String newResourceTypeOfSlot2
    String newResourceTypeOfSlot3
    Int newQuantityOfSlot1
    Int newQuantityOfSlot2
    Int newQuantityOfSlot3
    String newResourceTypeOfLeaderSlot1
    String newResourceTypeOfLeaderSlot2
    Int newQuantityOfLeaderSlot1
    Int newQuantityOfLeaderSlot2
    Boolean leader1Active;
    Boolean leader2Active;
    Int newCoinsQuantity
    Int newStonesQuantity
    Int newShieldsQuantity
    Int newServantsQuantity
    Int newCurrentPlayer
    Int leaderCardsDrawn[] = new int[4]
    Int lastActionCardUsedCode;
}
```

INITIAL SETUP: (if the input isn't correct the server simply asks again the same thing)

(only if game == null)

Cmd = defineNumberOfPlayers

Resp = null or custom message

<-----  
numOfPlayers  
----->

Cmd = insertUsername

resp = null or "username already exists"

<-----  
username  
----->

Cmd = sorryGameAlreadyFull

resp = custom message

<-----  
Close connection on server and stop the client

cmd = leaderDistribution  
leaderCardsDrawn[]

<-----  
ChosenLeader1  
ChosenLeader2  
----->

cmd = giveInitialResources  
numOfInitialResources

<-----  
ChosenResource1  
ChosenResource2  
----->

*A fine del setup di tutti i giocatori: (solo il thread collegato giocatore con turn order 1 manda gli update a tutti)*

Cmd = setupUpdate

Cmd = faithTrackUpdate

Poi 1 cmd = storageUpdate per ogni player del game

Poi 1 cmd = leaderCardsUpdate per ogni player del game

<-----  
gameStart  
----->

... Poi i thread del server si mettono in attesa di comandi del client a cui rispondere

#### ALL MACROACTIONS:

cmd = buyFromMarket activateProduction  
buyDevCard  
activateLeader  
discardLeader  
moveOneResourc  
switchResourceSlots  
endTurn

→

#### MORE IN DETAIL:

#### BUY FROM MARKET

Cmd = buyFromMarket  
MarketPosition

→

commandWasCorrect  
jolly  
coins  
stones  
shields  
servants

<

*ora il server si mette in attesa in un loop interno di messaggi del client che deve piazzare le risorse poiché deve decidere se piazzare ciascuna nello storage o nel chest*

Cmd = placeResourceInSlot  
ResourceType  
SlotNumber

→

commandWasCorrect coins  
stones  
shields  
servants

<

cmd = storageUpdate

<

Cmd = discardResource  
ResourceType

→

commandWasCorrect  
coins  
stones  
shields  
servants

<-----

cmd = faithTrackUpdate

<-----

Cmd =moveOneResource  
fromSlotNumber  
toSlotNumber

----->

commandWasCorrect  
coins  
stones  
shields  
servants

<-----

cmd = storageUpdate

<-----

Cmd =switchResourceSlots  
fromSlotNumber  
toSlotNumber

----->

commandWasCorrect  
coins  
stones  
shields  
servants

<-----

cmd = storageUpdate

<-----

Cmd = endPlacing

----->

cmd = faithTrackUpdate

<-----

## ACTIVATE PRODUCTION

Cmd = activateProduction

Slot1Activation

Slot2Activation

Slot3Activation

BaseProductionActivation

BaseInputResource1

BaseInputResource2

BaseOutputResource

LeaderSlot1Activation

Leader1Code

Leader1ConvertedResource

LeaderSlot2Activation

Leader2Code

leader2ConvertedResource

→

coins

commandWasCorrect

stones

shields

servants

←

Cmd = chosenResourcesToPay

ChestCoins

ChestStones

ChestShields

ChestServants

StorageCoins

StorageStones

StorageShields

StorageServants

→

commandWasCorrect

coins //only if the command was wrong

stones

shields

servants

←

cmd = faithTrackUpdate

cmd = storageUpdate

cmd = chestUpdate

←

## BUY DEV CARD

Cmd = buyDevCard  
DevCardColour  
DevCardLevel

→  
commandWasCorrect coins  
stones  
shields  
servants  
←

cmd = devCardsSpaceUpdate

←  
Cmd = chosenResourcesToPay  
ChestCoins  
ChestStones  
ChestShields  
ChestServants  
StorageCoins  
StorageStones  
StorageShields  
StorageServants  
→

commandWasCorrect  
coins //if something wrong  
stones  
shields  
servants

←

cmd = chestUpdate  
cmd = storageUpdate

←

Cmd = chosenSlotNumberForDevCard  
SlotNumber

→

CommandWasCorrect

←

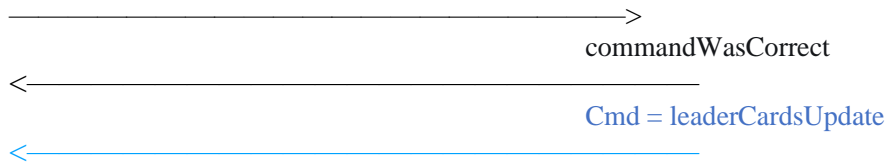
Cmd = personalDevCardSlotUpdate

←



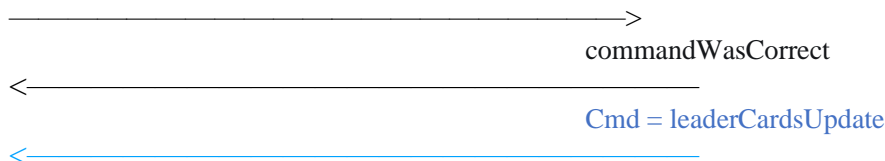
### ACTIVATE LEADER

Cmd = activateLeader  
leaderCode



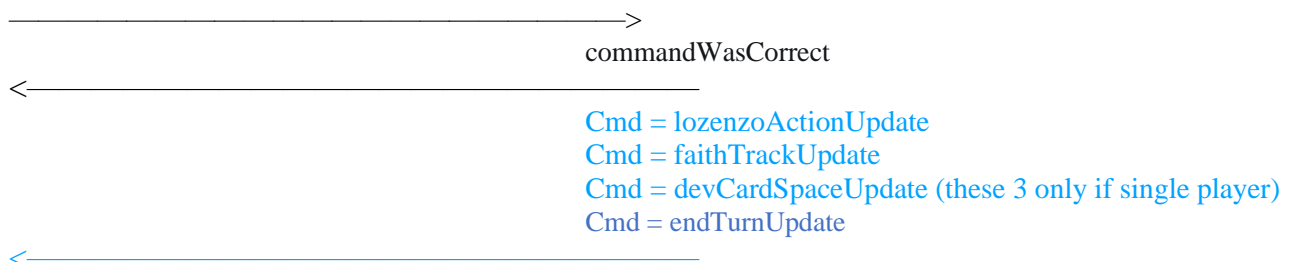
### DISCARD LEADER

Cmd = discardLeader  
leaderCode



### END TURN

Cmd = endTurn

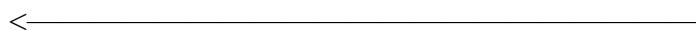


### LIST OF UPDATES

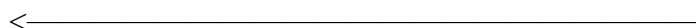
Cmd= setupUpdate  
PlayerUsernames[]



Cmd = leaderCardsUpdate  
PlayerUsername  
Leader1Code; //if == 0 vuol dire che è stato scartato Leader1Active;  
Leader1Active;  
Leader2code; //if == 0 vuol dire che è stato scartato Leader2Active;  
Leader2Active;



Cmd = totalvictorypointsUpdate  
newTotalVictoryPoints



Cmd = fathTrackUpdate  
newPlayersPositions[]

newBlackCrossPosition  
newActiveFirstPapalFavourCard[]  
newActiveSecondPapalFavourCard[]  
newActiveThirdPapalFavourCard[]

<

---

cmd = devCardSpaceUpdate NewGreen1  
NewGreen2  
NewGreen3  
NewPurple1  
NewPurple2  
NewPurple3  
NewBlue1  
NewBlue2  
NewBlue3  
NewYellow1  
NewYellow2  
NewYellow3

<

---

Cmd = marketUpdate  
NewFirstMarketRow[]  
NewSecondMarketRow[]  
NewThirdMarketRow[]  
NewExtraMarble

<

---

Cmd = StorageUpdate  
playerUsername  
NewResourceTypeOfSlot1  
NewResourceTypeOfSlot2  
NewResourceTypeOfSlot3  
NewQuantityOfSlot1  
NewQuantityOfSlot2  
NewQuantityOfSlot3  
NewResourceTypeOfLeaderSlot1  
NewResourceTypeOfLeaderSlot2  
NewQuantityOfLeaderSlot1  
NewQuantityOfLeaderSlot2

<

---

Cmd = chestUpdate  
playerUsername  
NewCoinsQuantity  
NewStonesQuantity  
NewShieldsQuantity  
NewServantsQuantity

<

---

Cmd = PersonalDevCardSlotUpdate  
playerUsername  
newDevCardCode  
stackSlotNumberToPlace

<—————

Cmd = lorenzoActionUpdate  
lastActionCardUsedCode

<—————

Cmd = endTurnUpdate  
newCurrentPlayer

<—————