

ServerCode

1.0

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Chapter 1

Hierarchical Index

1.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

Gamestate	5
lobby	6
Map	7
Message	8
Player	9
User	11
SetupGame	10

Chapter 2

Data Structure Index

2.1 Data Structures

Here are the data structures with brief descriptions:

Gamestate	5
lobby	6
Map	7
Message	8
Player	9
SetupGame	10
User	11

Chapter 3

Data Structure Documentation

3.1 Gamestate Class Reference

Public Member Functions

- [set_gamestate](#) (\$x, \$y, \$ready)

Data Fields

- **\$x**
- **\$y**
- **\$ready**

3.1.1 Detailed Description

Created by PhpStorm.

For now its really really basic. In the future we will need to add much more variables to represent the gamestate.

[User](#): johan Date: 08.10.2017 Time: 10:20

Definition at line 12 of file Gamestate.php.

3.1.2 Member Function Documentation

3.1.2.1 set_gamestate()

```
set_gamestate (
    $x,
    $y,
    $ready )
```

Set the gamestate

Parameters

<code>\$x</code>	
<code>\$y</code>	
<code>\$ready</code>	

Definition at line 24 of file Gamestate.php.

The documentation for this class was generated from the following file:

- `json_helper/Gamestate.php`

3.2 lobby Class Reference

Public Member Functions

- [set_lobby](#) (`$leaderID`, `$leaderUsername`, `$gamemode`, `$gameID`, `$opponentID`, `$opponentUsername`)

Data Fields

- `$leaderID`
- `$leaderUsername`
- `$gamemode`
- `$gameID`
- `$opponentID`
- `$opponentUsername`

3.2.1 Detailed Description

Created by PhpStorm. [User](#): johan Date: 05.11.2017 Time: 17:32

Definition at line 9 of file Lobby.php.

3.2.2 Member Function Documentation

3.2.2.1 set_lobby()

```
set_lobby (
    $leaderID,
    $leaderUsername,
    $gamemode,
    $gameID,
    $opponentID,
    $opponentUsername )
```

Set the lobby

Parameters

<i>\$leaderID</i>	
<i>\$leaderUsername</i>	
<i>\$gamemode</i>	
<i>\$gameID</i>	
<i>\$opponentID</i>	
<i>\$opponentUsername</i>	

Definition at line 27 of file Lobby.php.

The documentation for this class was generated from the following file:

- json_helper/Lobby.php

3.3 Map Class Reference

Public Member Functions

- [set_map](#) (\$mapID, \$mapName, \$mapDescription, \$author)

Data Fields

- **\$mapID**
- **\$mapName**
- **\$mapDescription**
- **\$author**

3.3.1 Detailed Description

Created by PhpStorm. This is just a holder for the [Map](#). It helps when we want to convert it into a JSON

User: johan Date: 12.10.2017 Time: 15:58

Definition at line 12 of file Map.php.

3.3.2 Member Function Documentation

3.3.2.1 set_map()

```
set_map (
    $mapID,
    $mapName,
    $mapDescription,
    $author )
```

set the map

Parameters

<i>\$mapID</i>	
<i>\$mapName</i>	
<i>\$mapDescription</i>	
<i>\$author</i>	

Definition at line 26 of file Map.php.

The documentation for this class was generated from the following file:

- json_helper/Map.php

3.4 Message Class Reference

Public Member Functions

- [set_message](#) (\$fromID, \$fromUsername, \$message)

Data Fields

- **\$messageID**
- **\$fromID**
- **\$fromUsername**
- **\$message**

3.4.1 Detailed Description

Created by PhpStorm. [User](#): johan Date: 02.11.2017 Time: 18:14

Definition at line 9 of file Message.php.

3.4.2 Member Function Documentation

3.4.2.1 set_message()

```
set_message (
    $fromID,
    $fromUsername,
    $message )
```

sett the message

Parameters

<i>\$fromID</i>	
<i>\$fromUsername</i>	
<i>\$message</i>	

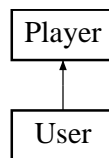
Definition at line 22 of file Message.php.

The documentation for this class was generated from the following file:

- json_helper/Message.php

3.5 Player Class Reference

Inheritance diagram for Player:



Public Member Functions

- [set_player](#) (*\$PlayerID*, *\$username*, *\$message*)

Data Fields

- ***\$username***
- ***\$PlayerID***
- ***\$message***

3.5.1 Detailed Description

Definition at line 2 of file Player.php.

3.5.2 Member Function Documentation

3.5.2.1 set_player()

```
set_player (
    $PlayerID,
    $username,
    $message )
```

set the player

Parameters

<i>\$PlayerID</i>	
<i>\$username</i>	
<i>\$message</i>	

Definition at line 13 of file Player.php.

The documentation for this class was generated from the following file:

- json_helper/Player.php

3.6 SetupGame Class Reference

Public Member Functions

- [set_setup](#) (\$race1, \$race2, \$mapID, \$leaderID, \$opponentID, \$gameID, \$gamemode)

Data Fields

- **\$leaderID**
- **\$race1**
- **\$race2**
- **\$gameID**
- **\$mapID**
- **\$opponentID**
- **\$gamemode**

3.6.1 Detailed Description

Created by PhpStorm. [User](#): johan Date: 05.11.2017 Time: 19:05

Definition at line 9 of file SetupGame.php.

3.6.2 Member Function Documentation

3.6.2.1 set_setup()

```
set_setup (
    $race1,
    $race2,
    $mapID,
    $leaderID,
    $opponentID,
    $gameID,
    $gamemode )
```

Set the setup

Parameters

<i>\$race1</i>	
<i>\$race2</i>	
<i>\$mapID</i>	
<i>\$leaderID</i>	
<i>\$opponentID</i>	
<i>\$gameID</i>	
<i>\$gamemode</i>	

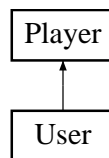
Definition at line 31 of file SetupGame.php.

The documentation for this class was generated from the following file:

- json_helper/SetupGame.php

3.7 User Class Reference

Inheritance diagram for User:



Public Member Functions

- [set_user](#) (\$playerID, \$username, \$message, \$numberWins, \$numberLoss, \$imageID)

Data Fields

- **\$numberWins**
- **\$numberLoss**
- **\$imageID**

3.7.1 Detailed Description

Created by PhpStorm. [User](#): johan Date: 23.10.2017 Time: 12:15

Definition at line 10 of file User.php.

3.7.2 Member Function Documentation

3.7.2.1 set_user()

```
set_user (
    $playerID,
    $username,
    $message,
    $numberWins,
    $numberLoss,
    $imageID )
```

Set the user.

Parameters

<i>\$playerID</i>	
<i>\$username</i>	
<i>\$message</i>	
<i>\$numberWins</i>	
<i>\$numberLoss</i>	
<i>\$imageID</i>	

Definition at line 26 of file User.php.

The documentation for this class was generated from the following file:

- json_helper/User.php

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