**Documentation of the Protocol**

Message Format:

SETID– used for setting the ID of clients. If client successfully connects to the server, it will return a number (Ex. SETID <number>)

* SERVER\_FULL
* SERVER\_BUSY
* SERVER\_DEAD

SERVER\_LEFT – tells the clients if the server closed the connection

READY (ID NUMBER TRUE/FALSE) – tells the server that a client is ready to receive messages

KICK (ID NUMBER) – message to remove a client from the game

LEAVE (ID NUMBER) –tells the server when a client has left the game

LEFT – inform the clients that a certain client has left the game

PLAYERS – sends player data (id, alias, isReady) to the clients

SET\_ALIAS – sets alias to clients for the server to know

GAME UPDATE – contains the messages regarding the updates within the game and tells whether the game will still continue or not.

Actions Taken by the Client/Server:

* Server

READY

LEAVE

SET\_ALIAS

GAME UPDATE

* Client

SERVER\_LEFT

PLAYERS

LEFT

KICK

GAME UPDATE

SETID

* + SERVER\_FULL
  + SERVER\_BUSY
  + SERVER\_DEAD