**Battle Networking Spec**

Server-Client Packets:

* START\_BATTLE:
  + type: 8
  + payload:
    - battle\_id
    - pokemon\_a
    - polemon\_b
    - battle\_type (int)
    - background\_name (string)
* END\_BATTLE:
  + type: 9
  + payload:
    - battle\_id
    - winner\_id -> -1 if computer
    - loser\_id -> -1 if computer
    - winner\_currency\_won
    - loser\_currency\_lost
* BATTLE\_TURN\_UPDATE
  + type: 10
  + payload:
    - battle\_id
    - event\_description
    - pokemon\_a
    - pokemon\_b
    - game\_state\_a
    - game\_state\_b

Corresponding functions are found in packet sender:

sendBattleTurnPacket(**int** battleId, String eventDescription,

Pokemon a, Pokemon b, **int** gameStateA, **int** gameStateB)

sendEndBattlePacket(**int** battleId, **int** winnerId,

**int** loserId, **int** winnerCurrencyWon, **int** loserCurrencyLost)

sendInitiateBattlePacket(**int** battleId, Pokemon a, Pokemon b,

**int** battleType, String backgroundName)

Client-Server Packets:

* CLIENT\_BATTLE\_UPDATE
  + type: 11
  + payload:
    - turn\_id
    - action -> int corresponding to action enum given below

**public** **static** **enum** ACTION\_TYPE {

***RUN***,

***SWITCH***,

***USE\_ITEM***,

***FIGHT***

}