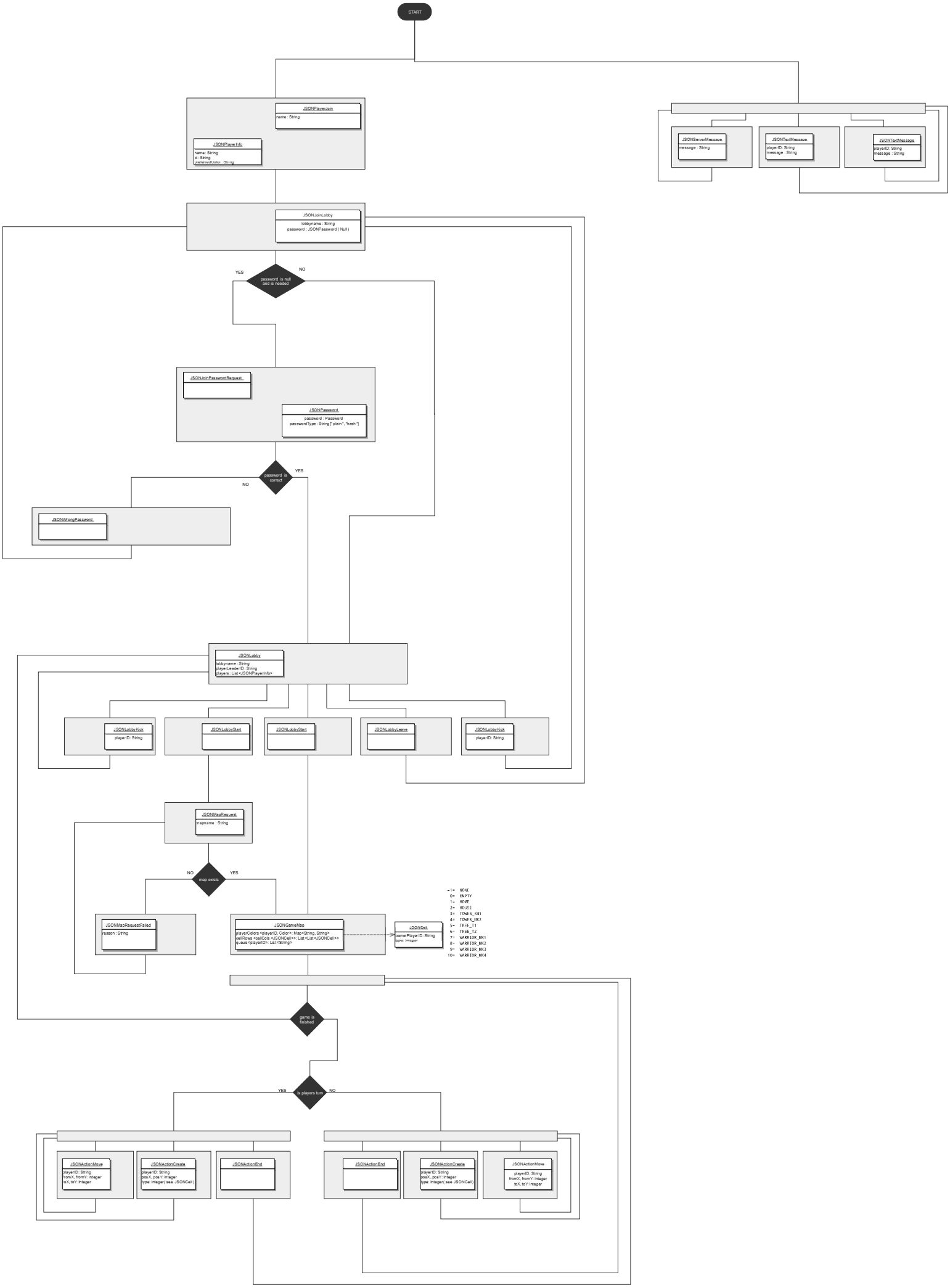
START
JSONPlayerJoin
name : String
JSONPlayerInfo
name : String
id : String
preferredColor : String
JSONJoinLobby
lobbyname : String
password : JSONPassword (Null)
password is null and is needed
YES
NO
JSONJoinPasswordRequest
JSONPassword
password : Password
passwordType : String["plain", "hash"]
password is correct
YES
NO
JSONWrongPassword
JSONLobby
lobbyname : String
playerLeaderID: String
players : List<JSONPlayerInfo>
JSONLobbyKick
playerID: String
JSONLobbyStart
JSONLobbyStart
JSONLobbyLeave
JSONLobbyKick
playerID: String
JSONMapRequest
mapname : String
map exists
NO
YES
JSONMapRequestFailed
reason : String
JSONGameMap
playerColors <playerID, Color>: Map<String, String>
cellRows <cellCols <JSONCell>>: List<List<JSONCell>>
queue <playerID>: List<String>
JSONCell
ownerPlayerID: String
type: Integer
-1= NONE
0= EMPTY
1= HOME
2= HOUSE
3= TOWER_KW1
4= TOWER_MK2
5= TREE_T1
6= TREE_T2
7= WARRIOR_MK1
8= WARRIOR_MK2
9= WARRIOR_MK3
10= WARRIOR_MK4
JSONSendMessage
message : String
JSONTeamMessage
playerID: String
message : String
JSONTagMessage
playerID: String
message : String
game is finished
is players turn
YES
NO
JSONActionMove
playerID: String
fromX, fromY: Integer
toX, toY: Integer
JSONActionCreate
playerID: String
posX, posY: integer
type: Integer(see JSONCell)
JSONActionEnd
JSONActionEnd
JSONActionCreate
playerID: String
posX, posY: integer
type: Integer(see JSONCell)
JSONActionMove
playerID: String
fromX, fromY: Integer
toX, toY: Integer