

Communication Protocol Client/Server - RType

- All messages sends ends with a '\n'.
- All words in italic are messages sends by the server or client.

Server-client exchange **to start the game** :

The client send to the server:

START

Start is the command that allow the server to send informations regarding the game to the client.

The server responds :

1, Bienvenue !

1 is the id of the player, it can go from 1 to 4.

If the game is already full the client receives :

The room is full !

Server-client exchange **during the game** :

The client sends the following commands to move and shoot :

SHOOT

UP

DOWN

LEFT

RIGHT

The server sends the following to the client every sixtieth of a second :

Entity [ID], X Y

Description of ID :

0 : Unknow

1 - 4 : Players

5 - 200 : Basic monster

201 - 500 : Missiles

Description of X and Y :

X - 0 to 1920

Y - 0 to 1080

Example :

Entity 1, 100 200

Entity 6, 300 400

Entity 201, 500, 600

The client create a sprite regarding the given id and draw it at the given coordinates

Server-client exchange **when the player died or disconnect** :

the server send to the client when a player is dead :

DEAD

To indicate that the client has quitted the game or just closed the game, the client send to the server:

QUIT

Protocole Version 0.1