**CLIENT MASSEGES:**

* **LoginRequest (String nickname**): message used to request server login. **nickname** is the player’s identifier.
* **MoveMotherNatureMessage (String player, byte movement):** message used to move mother nature by a number of islands as the number written on the player’s assistant card. **player** is the player’s tag whom card is yet to be played and **movement** is the maximum number of island that mother nature can be moved by.
* **PlayAssistantCardMessage(String playerModel, AssistantCardModel assistantCardModel**): message used to record which assistant card is chosen by the player. **playerModel** is the player’s tag who uses that assistant card and **assistantCardModel** is the assistant card played.
* **GameModeResponse (String nickname, GameMode gameMode):** message used to select game mode. **nickname** is the player’s identifier and **gameMode** is the game mode chosen.
* **InitialConfigurationResponseMessage (PlayerModel player, List<AssistantCardModel> playerDeck, ColorTower colorTower, int towerNumber, MessageType messageType):** message used to set the game’s initial configuration for each player. **player** is the player’s identifier, **playerDeck** is the card’s list which’ll be assigned to the player, **colorTower** is the tower’s colour assigned to the player, **towerNumber** is the number of towers assigned depending on the player’s number and **messageType** is the type of message sent.
* **StudentToHallMessage (String nickname, List<ColorPawns> students, MessageType messageType):** message used to move student from the entrance to the hall of the player’s game board. **nickname** is the player who makes the move, **students** the list of students to move e **messageType** the type of message exchanged.
* **StudentToIslandMessage (String nickname, List<ColorPawns> students, int indexIsland, MessageType messageType):** message used to move students from the entrance of the player’s board to one of the islands. **nickname** is the player who makes the move, **indexIsland** is the index of the island in which the students are moved and **messageType** the type of message exchanged.
* **AddStudentFromCloudToWaitingMessage (String nickname, int cloudIndex, MessageType messageType):** message used to move students from a cloud to a player’s board’s entrance. **nickname** is the player who makes the move, **cloudIndex** the index of the cloud from which students are taken and **messageType** is the type of message exchanged.

**SERVER MESSAGES:**

* **DisconnectionMessage ():** message used to report a disconnection.
* **LoginReply (boolean nicknameAccepted, boolean connectionSuccessful):** message used to warn the player about successfull login. **nicknameAccepted** states if the nickname chosen is already taken and **connectionSuccessfull** states if the connection was successfull.
* **ErrorCardMessageResponse (String nickname, AssistantCardModel card):** message used to warn about an assistant card that was already played. **nickname** is the player who played the wrong card and card is the **card** that generated the error.
* **ErrorMessage (String nickname, String error):** generic error message. **nickname** is the player who recieved the message and **error** is the description of the error.
* **GameModeRequest ():** message used to request the game mode to the player.
* **InitialConfigurationRequestMessage (List<String> players, List<ColorTower> towers, GameMode gameMode):** message used to request the initial configuration of the curret game. **player** is the player’s list, **towers** is list of tower colours e **gameMode** is the chosen game mode.
* **NextPlayerToPlayMessage (String nickname, MessageType messageType):** message used to identify the next player to make a move in the current game turn. **nickname** is the player who’s about to make a move e **messageType** is the type of message sent.
* **PingMessage ():** ping message used to mantain active the connection between client and server.
* **AssignProfResponseMessage (String nickname, MessageType messageType**): message that states the correct assignment of a professor to a player. **nickname** is the player whom the prof is assigned and **messageType** is the type of message exchanged.
* **AssignPlayerDeckResponseMessage(String nickname, List<AssistantCardModel> assistantCardModels):** message that states the correct assignment of an assistant cards’ deck to a player. **nickname** is the player whom the deck is assigned and **assistantCardModel** is the list of cards the deck is made of.
* **PlayersResponse (String nickname, List<PlayerModel> players):** message used to inform the player’s clients.
* **TowerMessage (String nickname, ColorTower colorTower, int towerNumber):** message used to inform the player about the colour and the number of towers given. **nickname** is the player’s tag, **colorTower** is the towers’ colour and **towerNumber** the towers’ number.