

Network protocol

This document lists all network protocol commands that are used for the project and will be completed as we go.

Basic structure of command: *COMMAND\$Option\$Argument1\$Argument2...*

Command is always an all-caps 5-letter word, while option allows the program to use the same command for similar actions. While there is only one option per command until now, further ones will be added.

Example: *PRINT\$Terminal\$Welcome to Skip-Bo*

This command asks the receiving client to print „Welcome to Skip-Bo“ on its terminal.

| Section | Command | Option | Arguments | Description |
|---------|---------|----------|--------------------------|---|
| General | PRINT | Terminal | String message | prints ,message' on receiver's terminal |
| Lobby | SETTO | Nickname | String nickname | sets name of new player to ,nickname' |
| | CHNGE | Nickname | String nickname | changes name of sending player to ,nickname' |
| | | Status | PlayerStatus ps | sets senders PlayerStatus to ,ps' |
| | LGOUT | - | - | from client: logout request to server, from server: logout confirmation to client |
| | DISPL | players | - | gets a list of all players currently connected to the server |
| | | games | - | gets a list of all ongoing and finished games |
| Chat | CHATM | Global | String message | sends ,message' to write on the global chat (,global' chat being either the lobby or the game the player is in) |
| | | Private | Player p, String message | sends private ,message' to player p |

