목차

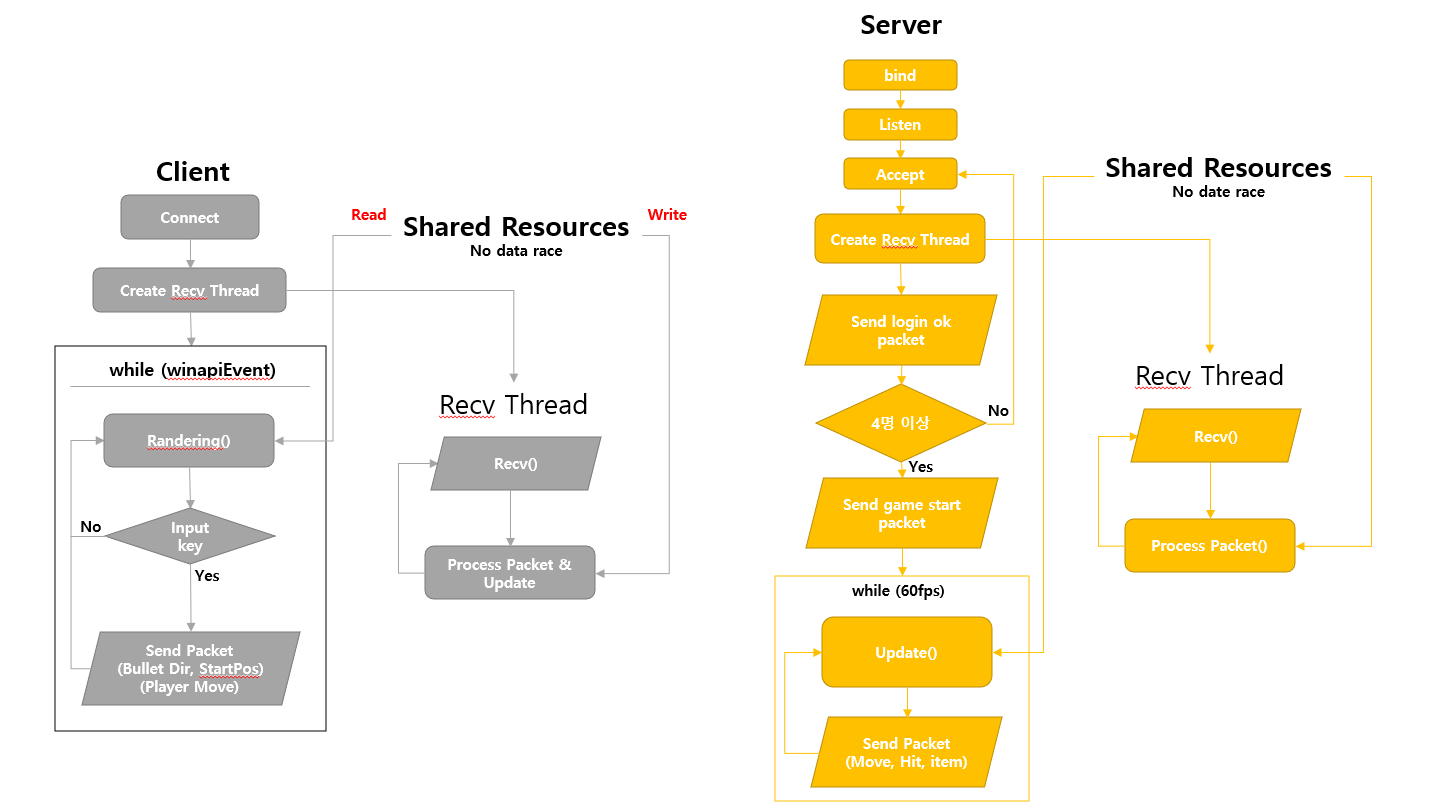
1. 애플리케이션 기획

* 게임 설명

1. High Level Design
2. Low Level Design

* 패킷

**High Level Design**

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**Low Level Design**

1. **Protocol**

* 서버 주소

const short SEVER\_PORT = 4000;

const char SEVER\_ADDR = “127.0.0.1”;

* 플레이어 종류

const char GenAn = 0; // 피스톨

const char Hinagiku = 1; // Uzi

const char Ichika = 2; // 샷건

* 최대 접속 가능 클라이언트

const char MAX\_USER = 3;

* 총알 발사 방향

const char DIR\_UP ///

* 패킷 타입 (Client -> Server)

const char CS\_PACKET\_LOGIN = 1;

const char CS\_PACKET\_MOVE = 2;

const char CS\_PACKET\_SHOOT\_BULLET = 3;

* 패킷 타입 (Server -> Client)

const char SC\_PACKET\_LOGIN\_OK = 1;

const char SC\_PACKET\_PLAYER\_MOVE = 2;

const char SC\_PACKET\_OBJ\_MOVE = 3;

const char SC\_PACKET\_PUT\_OBJ = 4;

const char SC\_PACKET\_REMOVE\_OBJ = 5;

const char SC\_PACKET\_HIT = 6;

const char SC\_PACKET\_ITEM = 7;

* 패킷 정의(Client -> Server)

struct cs\_packet\_login{

unsigned char packetSize;

char packetType;

char playerType;

}

struct cs\_packet\_move{

unsigned char packetSize;

char packetType;

char x, y;

}

struct cs\_packet\_shoot\_bullet{

unsigned char packetSize;

char packetType;

char shootX, shootY;

char dir;

}

* 패킷 정의(Server -> Client)

struct sc\_packet\_login\_ok{

unsigned char size;

char type;

char clientID;

char x, y;

}

struct sc\_packet\_player\_move{

unsigned char size;

char type;

char clientID;

char x, y;

}

struct sc\_packet\_obj\_move{

unsigned char size;

char type;

char clientID;

char objectType;

char x, y;

}

struct sc\_packet\_put\_obj {

unsigned char size;

char type;

char clientID;

char objectType;

char x, y;

}

struct sc\_packet\_remove\_obj {

unsigned char size;

char type;

char clientID;

char objectType;}

struct sc\_packet\_hit {

unsigned char size;

char type;

char clientID;

char objectType;

}

struct sc\_packet\_item {

unsigned char size;

char type;

…

}

1. **Method**