This Document provide details on the different message structures contained within the Flow game.

Strings are left aligned. Integers are right aligned. More detail to come.

Todo:

Add security to prevent impersonation

Create persistent games

Create AI to play with

Needed Messages (will be expanded):

Connect

Disconnect

GetUserList

CreateGame

MakeMove

When reading a string the 0x00 byte will represent a null terminator within the field range.

Message types will be defined in a table, not in the messages spec.

Status will be defined in a table, eventually will show with messages are eligible for which status

The Two bytes prior to the status message are reserved for future growth

Had issues with tables in Word so moved all the messages to an excel document called Messagelayout. Details about each message will still be described here.

1. Message Descriptions
   1. GetPlayers
      1. Description  
         Message used to request a list of AI or Human Players available. Will not return self
      2. Message Fields  
         Type:

0x00- Human

0xFF - AI

* 1. GetPlayers Response
     1. Description  
        Message used for returning a list of players to the client
     2. Message Fields  
        **Last Flag:**

0x00 – Last

0x03 – More

**Type:**

**0x00 – Humans**

**0xFF - AI**

**Number of Players**

Number of players per message. Max 92

* 1. Connect
  2. TBD
  3. TBD
  4. Disconnect