Multimodal API description

This document briefly describes the API used to control the game prepared by the multimodal group.

WebSockets

The communication between the game and the control applications will be done using WebSockets. In the
current configuration this is done through the `"ws://localhost:8080/Auth"` address on one machine,
however this will likely change for the final setup.

Api description

The game contains a websocket server that expects a message with containing one (and only) string from
the below:

- `UP`
- `DOWN`
- `LEFT`
- `RIGHT` They correspond to the player movement in the game.

Examples

This folder contains two simple example applications prepared in python. To run them remember to install
all the necessary dependencies.

websocket_server_example.py

This script represents a simple websocket server listening on the given address. It simulates the server
present in the final game. You can run it without any modifications. It should print the received messages to
the console.

websocket_client_example.py

This script acts as a websocket client. It receives some input from the user (compatible with the game's API)
and sends it to the client. After you are familiar with the script, you can modify it to implement your own
control method.