# User Login Screen:

|  |  |
| --- | --- |
| Client to Java | Java to Client |
| USER CREATE USERNAME PWORD –  Tells Java to create a User with the specified username and password and add into the database. | **-1** if already exists  **USER\_ID** if it is successful |
| USER LOGIN USERNAME PWORD –  Tells Java to create a User with the specified username and password | **0** if success  **-1** if failure |

## Server Updates: None

# Game Lobby:

|  |  |
| --- | --- |
| Client to Java | Java to Client |
| LOBBY LIST – asks Java to list all the current users | JSON File with the command name, and all the game ids and users in that game formatted as follows:  {  command: “LOBBY\_LIST”,  data:{  [Game\_ID, name]  }  }  Ex:  {  command: “LOBBY\_LIST”,  data:{  5: “jonny”, “Jason”  6: “Akshay”, “Calvin”  7: “cooper”  }  } |

## Server Updates:

|  |  |
| --- | --- |
| Client to Java | Java to Client |
|  | **UPDATE [ gameID [userID]] –** Whenever someone creates a game, starts a game or when a game finishes |

# Game

|  |  |
| --- | --- |
| Client to Java | Java to Client |
| GAME ADD GAME\_ID USER\_ID – Tells Java to create a game | **0** if the game was added successfully  **-1** otherwise |
| GAME START GAME\_ID- Tells Java to start a game | **0** if the game was started successfully  **-1** otherwise |
| GAME SET GAME\_ID USER\_ID [three cards]- Tells Java to check if those three cards make a successful group, and if they exist on the board. If they do the Server removes the three cards, updates the corresponding score and returns three new cards if there are no more sets on the board. | **-1** if group selected was not on the board or wasn’t an actual group.  **[Three Cards]-** Returns Three cards if there are no more sets (ex. format: [0112 0212 1201])  **0**- if there are no more cards in the deck  **1**-if the selected cards were successfully removed from the board and scores updated |

## Server Updates:

|  |  |
| --- | --- |
| Client to Java | Java to Client |
|  | **UPDATE [all cards on the board] –** When the game starts and whenever someone gets a set, or when there are no sets on the board |