Protocols – Jekal Project

# Chat

JOIN (Value 1) (join message to chat)  
<Player Name – string>  
<Player Session ID – int>

LEAVE (Value 2) (Player leaving chat)  
<Player Name – string>  
<Player Session ID – int>

SYSTEM (Value 3) (System Message)  
<message – string>

MSG (Value 4) (general message)  
<Player Name – string>  
<Player Session ID – int>  
<Message – string>

PMSG (Value 5) (private message)  
<Source Player Name – string>  
<Source Player Session ID – int>  
<Target Player Name – string>  
<Message – string>

TMSG (Value 6) (team message)  
<Source Player Name – string>  
<Source Player Session ID – int>  
<Message – string>

REJECT (Value 7) (Player not authenticated)  
<Message– string>

CLOSE (Value 8) – Closing the connection to the client.

# Login

LOGIN (Value 1) (Login from client)  
<Player Name - string>

AUTH (Value 2) (approved)  
<Chat Server IP - string>  
<Chat Server Port - int>  
<Game Server IP - string>  
<Game Server Port - int>  
<Session ID – int>

REJECT (Value 3) (User Rejected)  
<message – string>

DOWN (Value 4) (Game system is down)  
<message>

Game  
GAMEJOIN (Value 1) (Player joins a game)  
<Player Name – string>  
<Player Session ID – int>

REJECT (Value 2) (Player not authenticated)  
<Message – string>

TEAMJOIN (Value 3) (Player joins a team)  
<Player Name – string>  
<Team ID – int>

TEAMSWITCH (Value 4) (Player switches teams after a tag)  
<Player Name – string>  
<Tagger Name – string>  
<Old Team ID – int>  
<New Team ID – int>

UPDATE (Value 5) (Player info)  
<Player Name – string>  
<Player ID – int>  
<Player PosX – float>  
<Player PosY – float>  
<Player PosZ – float>  
<Player RotX – float>  
<Player RotY – float>  
<Player RotZ – float>

TAG (Value 6) (Player tag was made)  
< Source Player – string>  
<Tagged Player – string>

STATUS (Value 7) (Game Update Info)  
<Time Remaining – int>  
<Player ID – int>  
<Player PosX – float>  
<Player PosY – float>  
<Player PosZ – float>  
<Player RotX – float>  
<Player RotY – float>  
<Player RotZ – float>  
<Player RotW – float>  
(Repeated for each player)  
  
SCORE (current score…contained in status?)

Scoreboard object

GAMEEND (Game over)

Timestamp  
 Winning Team  
 Scoreboard Object?

GAMESTART (Game starting)

Match Time  
 Player List

GAMEWAIT (Waiting to start)

Player Info List