Protocols – Jekal Project

# Chat

JOIN (join message to chat)

Player Name  
 Player Acct Info

SYSTEM (System Message)

Message  
 Timestamp?

MSG (general message)

Source Player  
 Message  
 Timestamp

PMSG (private message)

Source Player  
 Target Player  
 Message  
 Timestamp

TMSG (team message)

Source Player  
 Team  
 Message  
 Timestamp

# Login

LOGIN (login request)

Player Account  
 Player Password

AUTH (approved)

Session ID

REJECT (reject)

Reason

DOWN (Game system is down)

Message

# Game

TEAMJOIN (Player joins a team)

Player Info  
 Team

TEAMSWITCH (Player switches teams)

Player Info  
 Team

UPDATE (Player info)

Player Info  
 Action?  
 Location

TAG (Player tag was made)

Tagging Player  
 Tagging Player Team  
 Tagged Player  
 Tagged Player Team

STATUS (Server Info)

Game Time Remaining  
 All players info

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