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>  
<Team – string>  
<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 (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