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 (Value 8) (current score…contained in status?)

Scoreboard object

GAMEEND (Value 9) (Game over)  
<Winning Team ID – int>  
<Scoreboard - ?>

GAMESTART (Value 10) (Game starting)  
<Match time in seconds – int>

GAMELEAVE (Value 11) (Player left the game)  
<Player Name – string>  
<Player ID – int>