

Network Messages

Chat Messages

These are the normal messages that are sent from player to player. A message is written to a text field located in the bottom right corner, and when players press “Enter”, their message will be appended to the chat area. While this happens, their message will also be sent over the network for other players to receive and append to their own chat areas.

Chat Message Format

[P(intPNumber)] (message)

Examples

Ex1: [P1] hello

Ex2: [P3] hi everyone

Public Game Messages

These are messages that are sent automatically after a matchup is completed. When the countdown runs out and a faceoff has taken place, whether the outcome is a win, loss, or tie, there will be a game message sent out to all players, describing the result.

Public Game Message Format

Winner is [P(intPNumber)] **OR** Tie between [P(intPNumberA)] and [P(intPNumberB)]

Examples

Ex1: Winner is [P2]

Ex2: Tie between [P5] and [P6]

Private Game Messages

These are messages that a player receives after making a choice in a matchup (either rock, paper, scissors, lizard, or spock). These messages can only be seen by the player who has pressed the button.

Private Game Message Format

YOU chose (strChoiceR(Round Number)(Round Letter))

Examples

Ex1: YOU chose ROCK

Ex2: YOU chose SCISSORS

To-Host Messages

These are messages automatically sent by players who are NOT the host to provide the host with extra information. For example, telling the host to increase the player count, round 2 matches completed count, or who the winner of the game is. This information is important because the host's program is constantly performing logic checks and calculations based on in-game data to keep the game progressing. To differentiate between To-Host Messages and From-Host Messages, player number checks are put into place, making sure that To-Host messages are only viewed by whoever's player number is equal to 1.

To-Host Message Format

These messages are made of all capital letters with underscores separating certain characters

Examples

Ex1: SERVER_NEW_PLAYER

Ex2: WINNER_3

From-Host Messages

These are messages automatically sent by the host to players, providing their program with relevant game information or instructions on what to do. For example, telling them the player count, what to change a label's text to, or instructing them to move to the next round of matches. This information is important because the programs of the players are also performing logic checks and calculations to keep the game progressing.

From-Host Message Format

These messages are also made of all capital letters with underscores separating certain characters

Examples

Ex1: PLAYER_COUNT_6

Ex2: GAME_START_EVEN