

# CS244B MazeWar ChangeLog

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1. Added MissileHitACK packet to deal with the scenario that one rat gets hit by multiple missiles. It only acks one shooter. Missile owner sends MissileHit packet to victim. Victim decreases its own score, acks by sending MissileHitACK packet. Shooter increases its own score after receiving the MissileHitACK packet.
2. Used to keep track of a per player increasing sequence ID to handle packet drop, reverse and duplicate. Changed to track per user, per type sequence ID for better granularity. Only reversed packet from the same sender of the same type should be dropped. Different type of packets should still be processed.
3. Changed header and payload format to align with code definition.
4. New packet types:  
State Update (0)  
Missile Hit (1)  
Missile Hit ACK (2)  
Leave Game (3)
5. New Packet Header:  
uint16\_t type;  
uint16\_t rat\_id;  
int32\_t seq\_id;  
char[20] name;
6. New State Update Payload  
int16\_t posX;  
int16\_t posY;  
int16\_t dir;  
int16\_t cloaked;  
int32\_t score;
7. New Missile Hit Payload  
uint16\_t victim\_id;
8. Missile Hit ACK Payload  
uint16\_t shooter\_id;  
int32\_t score;