**Multiplayer Minesweeper Event Object Transfer Protocol**

Abstract

This document is a specification of the Multiplayer Minesweeper Event Object Transfer Protocol (MMEOTP) used for communication between a MMEOTP compliant client and a MMEOTP compliant server over The WebSocket Protocol **[RFC6455]** using The JavaScript Object Notation (JSON) Data Interchange Format **[RFC7159]**. The protocol is used to play multiplayer minesweeper, find a multiplayer minesweeper game, and exchange data about users and user preferences.