# Multiplayer Minesweeper Event Object Transfer Protocol

Version 0.1

## 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.

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TODO

## GenericClientEventObject

The GenericClientEventObject is the only object that should be sent as text from the client to the server on the MMEOTP. The object layout is as this:

{ type: (number), event: (TypedClientEvent) }

The value inside the type attribute depends on the type of the event. See TypedClientEvent for the possible values for this attribute.

## TypedClientEvent

The TypedClientEvent is one of the following:

1. ConnectionEvent
2. ListGamesEvent

## ConnectionEvent

The ConnectionEvent is sent when the client connects to the server. It is used to check if the server supports one of the MMEOTP versions that the client supports.

Object layout:

{ ver: [(string)…], id: (number) }

The ver attiribute is an array of versions of the protocol supported by the client. If the client supports v0.1 it must contain the string "MMEOTPv0.1". The id attribute can be chosen to be any number by the client, but should be unique from other event id’s. After sending the event the client should await a ConnectionResponseEvent with the same id from the server.

## ListGamesEvent

TODO

## GenericServerEventObject

The GenericEventObject is the only object that should be sent as text from the server to the client on the MMEOTP. The objects layout is as this:

{ type: (number), event: (TypedServerEvent) }

The value inside the type attribute depends on the type of the event. See TypedServerEvent for possible values for this attribute.

## TypedServerEvent

The TypedServerEvent is one of the following:

1. ConnectionResponseEvent
2. ListGamesResponseEvent

## ConnectionResponseEvent

The ConnectionResponseEvent should be sent in response to ConnectionEvent. The server should use the ConnectionEvent to check if the client supports the version of the protocol used by the server.

Object layout:

{ ver: (string), id: (number) }

The ver attribute should be "MMEOTPv0.1" if the client supports it, else it should be an empty string "". The id attribute should be equal to the id sent in the ConnectionEvent.

## ListGamesResponseEvent

TODO