

ChangeLog

Ratpack Protocol

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1. The JoinGameRequest message is used when a node wishes to join a game. Existing nodes respond with a JoinGameResponse message. The JoinGameResponse message includes a field with the total number of players currently playing in the game. The requestor can then use this value to ensure that the number of responses match the number of players.

In the previous version of the protocol, the requestor could send a total of 5 JoinGameRequests every 1 second if the number of responses did not match the number of players. This was changed to a maximum of 3 JoinGameRequests using exponential delays between requests.

2. The previous version of the protocol specified that a node that obtained a RetryAnotherJoinInProgress should make additional retry attempts. It should give up if it got 4 subsequent RetryAnotherJoinInProgress messages after the first one. This number has been changed from 4 to 2.
3. Changed the language in the LocationStatus section to make it more explicit that an update must be sent if a rat moves, changes direction, or one second has elapsed since the last update was sent.