

Tic Tac Toe documentation addon

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1 Player's guide

Author assumes that user is familiar with rules of ordinary Tic Tac Toe game.

1. Enter the exact same hostname and port as in server instance.
2. Enter some nickname and password. Check 'create new' box.
3. Click join. When a 2nd player joins, the game will start.
4. When a game finishes, you can play once more by selecting the proper option in the game's window menu.

More info soon.

2 Admin's guide

More info soon.

3 Developer's guide

3.1 List of xml messages types

systemmsg sent by both clients and server

chatmsg sent by clients

game sent by server to all clients at the same time

celldata sent by a client that just made a move

participant sent by client when logging in to the server

3.2 System messages sent by clients to server

pong response for ping

permissionToCreate signals that there was permission given to create account in case that username is free

turnend signals that player made the move

onemoregame signals that player wants to play one more game

incPlayed signals that player received result of the game (and it was draw or his defeat)

incWin signals that player received result of the game (and he won)

3.3 System messages sent by server to client

ping

webid=123 sets webID of client to 123

status=Abc sets the status message of the client to Abc

side=n sets the side of the player to n (1 or 2)

toomanyplayers 3rd player tries to join the game

nosuchaccount there is no such account in the database - login failed

alreadyindb creation failed - the username is taken

badpassword login failed - wrong password

accountcreated creation successful - user was added to database

loggedin sent by server when 3rd player tries to join the game

playable board is now playable

notplayable board is not playable anymore

turnstart turn starts for this player

turnend turn ends for this player

duelended duel has ended

youwon this player has won

youlost this player has lost

draw this match has ended for this player with draw

3.4 System messages that may be sent both ways

disconnect indicates that the other side has ended the communication, and disconnected (gentle way, because you can always cut your ethernet cable)

4 Known issues

I did not manage to establish a connection via Internet using this application. One machine, and LAN (including WLAN) connections were made, but no success with wide scale.