**Buzz Communication Protocol**

# *Game A:Pick a Card*

|  |  |  |
| --- | --- | --- |
| Action | Server | Client |
| 开局 | **{“gameid”:”CardProject”,”game”:”01”}🡪** | **{“gameid”:”CardProject”,”game”:”01”}** |
| 终局 | **{“gameid”:”CardProject”,”game”:”02”}🡪** | **{“gameid”:”CardProject”,”game”:”02”}** |
| 进入范围 | **{“beaconid”:”xxx”,”state”:”01”,”userid”:”xxx”}** | **🡨01 beaconid,userid** |
| 离开范围 | **{“beaconid”:”xxx”,”state”:”02”,”userid”:”xxx”}** | **🡨02 beaconid,userid** |
| 当前玩家 | **{“playing”:”xxx”}🡪** | **{“playing”:”xxx”}** |

# *Game B:52 Strong*

|  |  |  |
| --- | --- | --- |
| Action | Server | Client |
| 开局 | **{“gameid”:”Card52”,”game”:”01”}🡪** | **{“gameid”:”Card52”,”game”:”01”}** |
| 终局 | **{“gameid”:”Card52”,”game”:”02”}🡪**  **[{“userid”:”xxx”,”state”:”03”,”value”:”xxx”},…{}]🡪** | **{“gameid”:”Card52”,”game”:”02”}**  **[{“userid”:”xxx”,”state”:”03”,”value”:”xxx”},…{}]** |
| 进入范围 | **{“beaconid”:”xxx”,”state”:”01”,”userid”:”xxx”}** | **🡨01 beaconid,userid** |
| 离开范围 | **{“beaconid”:”xxx”,”state”:”02”,”userid”:”xxx”}** | **🡨02 beaconid,userid** |
| 进入游戏 | **{“server”:”01”,”userid”:”xxx”,”color”:”FFFFFF”}** | **🡨03 01,gameid,userid** |
| 游戏未开始 | **{“server”:”02”,”userid”:””,”color”:””}** | **🡨03 01,gameid,userid** |
| 开始游戏 | **{“userid”:”xxx”,”state”:”01”}** | **🡨04 userid,01** |
| 结束游戏 | **{“userid”:”xxx”,”state”:”02”}**  **{“userid”:”xxx”,”state”:”02”,”value”:”xxx”}🡪** | **🡨05 userid,02** |
| 游戏结果 | **{“userid”:”xxx”,”state”:”03”}** | **🡨06 userid,03** |