**Netzwerkprotokoll:**

CS: Client -> Server

SC: Server-> Client

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| CS | YEAH | Player uses the username of his system |
| CS | NAME | Player changes his name |
| CS | QUIT | Player leaves the game |
| CS | PLAYERLIST | Player wants to see who is connected to the server |
| SC | SHOW\_PLAYERLIST | Server shows a list of currently connected players |
| CS | GAMELIST | Player wants to see open, ongoing and finished games |
| SC | SHOW\_GAMELIST | Server shows open, ongoing and finished games |
| CS | HIGHSCORE | Player wants to see high score |
| SC | SHOW\_HIGHSCORE | Server shows high score |
| CS | CHAT | Player joins chat |
| CS | QUIT\_CHAT (before QUIT) | Player leaves chat |
| CS | WHSP client\_ID | Player wants to enter a whisper-chat with other player (client\_ID) |
| SC | ERROR\_WHSP | Server gives an ERROR if the chosen player for whisper-chat does not exist or is already in a whisper-chat |
| SC | NEW\_WHSP\_CHAT | Server announces to both players that they are in a whisper-chat with each other |
| CS | QUIT\_WHSP\_CHAT | Player leaves whisper-chat |
| SC | CLOSE\_WHSP | Server announces that the player left the whisper-chat and closes it |
| CS | BRDC | Player enters Broadcast |
| CS | QUIT\_BRDC | Player leaves Broadcast |
| CS | CREATE game\_ID | Player creates a new game with a individual game\_ID |
| SC | CREATE\_GAME | Server creates game and shows that max. 4 players can be in this game and how many Players already are in this game |
| CS | JOIN game\_ID | Player joins a created game from the lobby with the fitting game\_ID |
| SC | ERROR\_JOIN String | Serves gives an ERROR if the game is full or/and started already or the game\_ID does not exist |
| SC | NEW\_JOIN | Server announces that the player successfully joined the game |
| CS | START | Player starts the game |
| SC | GAME\_START | Server starts the game |
| SC | ROUNDS | Server shows how many rounds are left |
| SC | YOUR\_TURN | Server announces if it is the players turn |
| SC | DICE | Server “rolls dice” and shows the steps the player got |
| CS | UP | Player moves one block up in the game |
| CS | DOWN | Player moves one block down in the game |
| CS | LEFT | Player moves one block left in the game |
| CS | RIGHT | Player moves one block right in the game |
| SC | ERROR\_MOVE String | Server gives an ERROR if the player makes an invalid move |
| SC | POINTS | Server shows the points the player gets for the landing on the block |
| SC | POINTS\_COIN | Server shows the points the player got for collecting the coin |
| SC | SCORE | Server shows the players score |
| SC | MOVES\_LEFT | Server shows how many steps the player got left |
| SC | NO\_MOVES | Server announces that the player got no more moves left |
| SC | EVENT | Server announces that an event is happening (flood or earthquake) |
| SC | DEAD | Server signals that the player is hit by an event and the player will return to the starting position |
| SC | MINUS\_POINTS | Server subtracts points from score when the player is hit by an event |
| SC | NEXT\_TURN | Server announces the next turn |
| SC | NO\_ROUNDS | Server announces that there are no rounds left |
| SC | EVEN\_SCORE | Server announces that there is an even score between two or more players |
| SC | ADD\_ROUND | Server adds an extra round |
| SC | WIN | Server announces winner |
| SC | NEW\_HIGH\_SCORE | Server adds new high score |
| SC | END | Server closes game |