Clicking Game Protocol CGP

Format: string

Delimiter: Colon “:”

The first part of each string is the command

**[1](https://tools.ietf.org/html/rfc959" \l "section-1). INTRODUCTION**

The objectives of CGP are:

1. Allow connection between gamers and server
2. provide communication between gamers and server to exchange required data
3. provide synchronization between different gamers

CGP, is only useable through the game and server application because it was designed for them.

This paper assumes knowledge of the Transmission Control Protocol

(TCP)

## [2](https://tools.ietf.org/html/rfc959" \l "section-2). OVERVIEW

In this section, the terminology, and the CGP model are

Discussed

**3. CGP Commands (from server to gamer)**

|  |  |
| --- | --- |
| Command | Functionality |
| Players | The first part is the number of players who have joined the game then it comes the players each as a part separated by semi colon the first part of each player is there id and then dash “-“ their nickname |
| Message | the first part is the message that was passed by gamer and the second part is the nickname of that player |
| Begin | It is used to initialize the gameConsist ofwidth of panellength of panelnumber of objectscircle scoresquare scorerectangle scoreshapes and each shape consist ofshape idtype of shape (circle, square, rectangle)position on the X axisposition on the Y axiscolor of shapeall of them separated by space |
| Continue | Have the same structure as for Begin but it is used to let the client side know that it is not to initialize the game but instead to continue after each click |
| update | Is to update the gamer’s score after he/she clicks on a shape and gain pointsHas only one part the new score |
| finish | Is to indicate the End of the game and it also include the name of the winner in the first part |

**4. CGP Replies (from gamer to server)**

|  |  |
| --- | --- |
| **Command** | **Functionality** |
| **Start** | Indicate that the gamer connected to the server and ready to start the game consists of  Second part is the nickname of the player  Forth part is the current time in the gamer machine in milliseconds |
| **Message** | To send message to the server which will send it accordingly to all gamers consists of one part which is the text of the message |
| **Time** | Consists only of one part which is the time in milliseconds |
| **Click** | Indicate that the gamer clicked on an object and it consists of   1. object id 2. time in milliseconds |



