R-TYPE Group
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EPITECH R-TYPE Team
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RFC R-TYPE

Status of this Memo

This memo provides information for EPITECH APE about R-TYPE Protocol between Client and R-TYPE Server. Distribution of this memo is unlimited.

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1. Introduction

This document is intended for people working on implementing an Server Client Communication for R-TYPE Project.

2. Server

Server MUST send all the information about the game to client by different packets with in each packet an unsigned short “cmd”.

2.1 UDP

The data transfers between client and server MUST be done by UDP (User Datagram Protocol).

Packets can be lost. So, if a command between server and client failed server don’t send any error message.

The client MUST send multiple commands (For example: CONNECT) till he get the SUCCESS message.

2.2. Packets

```
ObjectPacket {

      For each item:
      unsigned int                id
      float                       X
      float                       Y
      bool                        hit
      bool                        animated
      enum                        ALIVE, DEAD, NOTDISPLAYED
      unsigned char               animation_id
}

ScorePacket {

      For each player:
      enum State                  INGAME, WON, LOST
      struct                      player_score[4]
      {
            char                  playerId
            unsigned int          score
      }
}
```

```
LobbyPacket {

      bool                        gameStarted
      unsigned short              seed
      unsigned char               numberOfPlayers
}

OnInput {

      short                       X_velocity
      short                       Y_velocity
      bool                        Release_shot
      bool                        Charge_shot
}
```

3. Clients

For each client, all servers MUST have the following information first: a seed to get the lobby you want by using the CONNECT command. The client MUST use the CONNECT command first.

4. Message Details

The server to which a client is connected is required to parse the complete message. A fatal error may follow from incorrect command, a destination which is otherwise unknown to the server, not enough parameters or incorrect privileges.

If a full set of parameters is presented, then each MUST be checked for validity and appropriate responses sent back to the client.

Example:

COMMAND parameter

5. Command client-server connection

All the command server and client MUST use to establish a success connection.

5.1. Establishing a client-server connection.

The client MUST use the CONNECT command to establish a client-server connection:

Command: CONNECT
Parameters: <packet> (LobbyPacket)

Default IP address is set to the local IP address (127.0.0.1)

When the CONNECT command is send by the client, the server responds CONNECTED if the connection success.

The server MUST NOT use this command.

5.2. Disconnect from the server

The client MUST use the DISCONNECT command to exit the connection between himself and the server:

Command: DISCONNECT
Parameters: NONE

When the DISCONNECT command is send by the client, the server respond DISCONNECTED if the disconnection success.

6. Command start and end game

All the command the client and server MUST use to start or end the game properly.

6.1. Launch the game

To launch the game the client MUST use the READY command:

Command: READY
Parameter: NONE

If the command succeed the server respond by the STARTGAME Command.

6.2. Start the game

To start the game the server MUST use the STARTGAME command.

Command: STARTGAME
Parameter: NONE

The sprite will be send to the client.

6.3. End the game

To end the game the server MUST use the ENDGAME command:

Command: ENDGAME
Parameters: NONE

7. Command Game Information

All the command the server and the client MUST use to send the informations about the game like players or enemies position, events etc…

7.1. Send the players or enemies position

To send the players position the server MUST use the PLAYERPOSITION command:

Command: PLAYERPOSITION
Parameter: <params> (ObjectPacket)

Like the players position to send the enemies position the server MUST send the same parameter. Only the command name change, the server MUST use ENEMIESPOSITION command.

7.2 Send the projectiles position

To send the projectiles position the server MUST use the PROJECTILESPOSITION command:

Command: PROJECTILESPOSITION
parameter: <params> (ObjectPacket)

7.3 Send the collide with players or enemies

To send the collide position of the player the server MUST use the HITPLAYER command:

Command: HITPLAYER
Parameter: <params> (ObjectPacket)

Like the player collision to send the enemies position the server MUST send the same parameter. Only the command name change, the server MUST use HITENEMIES command.

7.4 Send the events of the player

To send the events of the player the client MUST use the EVENTS command:

Command: EVENTS
Parameter: <events> (OnInput)

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9. Full Copyright Statement

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