Server Data requests and responses

The app will need to get the following data from the server:

1. Get resources for player
2. Get devcards for player
3. Get current board status (cities, settlements, roads, robber)
4. Get resources generated by roll (can be same request as 1)

The app will need to send the following data to the server:

1. A request for the roll to occur
2. A board state change (city/settlement/road built, robber moved)
3. A resource expenditure (may be combined with 2)
4. A dev card use
   1. Card: Road Building (instant +2 roads: can use query (2))
   2. Card: Bankroll (instant +2 any type resources)
   3. Card: Monopoly (take 1 resource type from all other players)
   4. Card: Knight (move robber: can use query (2))
5. An end turn notification

NOTES:

To synchronize the app during other player’s turns, the app will need to either be receptive to pushed updates, or periodically poll the server for updates (no requests would be sent)

Server coordination for trading resources between players has been omitted from this document: I don’t think we’ll have time to implement and I’m also not entirely sure how it would be done

Implementing the Robber should be relatively trivial on the app side, after the other stuff has been implemented. I believe it would not be too difficult on the server side as well, but if that is not the case the robber can be left out.