Server to Client Interaction Scheme
CLIENT_AUTH_RESULT

Size(in bytes)	4	2	Variable
Description	Size	Action	Result
Value	XXXX	**0**	0 or 1

0 means fail, 1 means success

GET_AVAILABLE_ROOMS_RESULT:

Size(in bytes)	4	2	Variable	Variable	Variable
Description	Size	Action	# of rooms	room1	room2
Value	XXXX	**1**	0…*	ROOM_NAME	ROOM_NAME

GET_ROOM_STATUS_RESULT::

Size(in bytes)	4	2	Variable	2	Variable	Variable	Variable
Description	Size	Action	room name	capacity	# users	username1	username2
Value	XXXX	**2**	*	>= 0	>= 0	*	*

CREATE_ROOM_RESULT:

Size(in bytes)	4	2	2	Variable
Description	Size	Action	Result	Room name
Value	XXXX	**3**	0/1	ROOM_NAME,

JOIN_ROOM_RESULT: Make sure this prompts the server to inform other clients of this that this player joined the room.

Size(in bytes)	4	2	2	Variable
Description	Size	Action	Result	room_name
Value	XXXX	**4**	0/1	ROOM_NAME,

LEAVE_ROOM_RESULT:

Size	4	2	2	Variable
Description	Size	Action	Result	room_name

Value	XXXX	**5**	0 or 1	ROOMNAME,

DELIVER_MESSAGE_PACKET

Size(in bytes)	4	2	Variable	Variable
Description	size	action	username	message
Value	XXXX	**6**	USERNAME,	MESSAGE,