Network protocol

This document contains all the commands client to server you can use during this project. All these commands (action and request) have the same global structure :

Command|Argument 1|Argument 2|Arguement 3...

If there is no other indication, the server will always answer "OK" or "NOK|error message" to a command.

1 Actions

1.1 Build a spaceship

- **Name of the command :** BUILDSHIP
- **Argument 1 :** Type of the ship (Explorer,Constructor,Transport,Fighter)

1.2 Move a spaceship

- **Name of the command :** MOVE
- **Argument 1 :** Name of the ship
- **Argument 2 :** Type de movement (Top,Bottom,TopLeft,TopRight,BottomLeft,BottomRight)

1.3 Construct a station

- **Name of the command :** BUILD
- **Argument 1 :** Name of the ship
- **Argument 2 :** Type of the station (Mine,Factory)
- **Argument 3 :** Type of the resources (Durantium,Thulium,Cell)

1.4 Loading

- **Name of the command :** LOAD
- **Argument 1 :** Name of the ship

1.5 Unloading

- **Name of the command :** UNLOAD
- **Argument 1 :** Name of the ship

2 Requests

2.1 Position of the shipyard

- **Name of the command :** BASE
- **Answer :** Line,Column

2.2 Description of the map

- **Name of the command :** MAP
- **Answer :** A sequence of characters representing the map. The size of the map is always 41x55. The hexagon are listed line by line and from left to right with the following code :
  - E : empty
  - A : asteroids field
  - D : asteroids field with Durantium
  - T : asteroids field with Thulium
  - S : star
  - P : planet
  - X : unknown

2.3 Gold

- **Name of the command :** GOLD
- **Answer :** The quantity of gold own by the player.

2.4 Resources in a station

- **Name of the command :** RESOURCES
- **Answer :** Qte of Durantium,Qte of Thulium,Qte of Cells

3 End of turn and end of the game

3.1 End of turn

- **Name of the command :** ENDTURN

3.2 End of the game

- **Name of the command :** END
- **Answer :** END