|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| data | dataLength | Length- 3 byte | bin | Code - byte | title |
| {  Username: "?"  Password: "?"  } | Byte 1 – username  Byte 2 - password |  | 01001001 | I | login |
| {  Username: "?"  Password: "?"  Email: "?"  } | Byte 1 – username  Byte 2 – password  Byte 3 - email |  | 01010101 | U | signup |
|  |  | 000 |  | O | logout |
|  |  | 000 | 01011000 | X | exit |
| 0/1 bin |  | 001 | 01101001 | i | LoginResponse |
| 0/1 bin |  | 001 | 01110101 | u | SignupResponse |
|  |  | 000 | 01100101 | e | error |
| 0/1 bin |  | 000 | 01111000 | o | logoutResponse |
|  |  |  |  |  |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  |  | 000 |  | G | GetRooms |
| ? | Byte 1 – RoomId(1) | 001 |  | P | GetPlayersInRoom |
|  |  | 000 |  | H | GetHighScores |
| ? | Byte 1 – RoomId(1) | 001 |  | J | JoinRoom |
| {  RoomName:"?"  MaxUsers"?"  QuestionsCount:"?"  AnswerTime:"?"  } | Byte 1 – roomName  Byte 2 – maxUsers(1)  Byte 3 – questionsCount(1)  Byte 4 – answerTime(1) |  |  | C | CreateRoom |
|  |  | 000 |  | M | MyStatus |
| {  length: number of names  Rooms[  "name":id  …  …  ]  } | Byte 1 – status  Byte 2 – number of Bytes  <vector> Bytes  … |  |  | g | GetRoomResponse |
| {  length: number of names  Names[  "name"  …  …  ]  } | Byte 1 – number of bytes  <vector> Bytes |  |  | p | GetPlayersInRoomResponse |
| Status:(0/1) | Byte 1 - status | 001 |  | j | joinRoomResponse |
| Status:(0/1) | Byte 1 - status | 001 |  | c | CreateRoomResponse |
| {  length: number of names  Highscores[  "name":score  ...  ...  ]  } | Byte 1 – status  Byte 2 – number of Bytes  <vector>Bytes |  |  | h | highScoreResponse |
| m000(size){  NumberOfGames:"1"  NumRight:"4"  NumWrong:"1"  AvgTimePerAns:"1"  } |  | size |  | m | myStatusResponse |
|  |  | 000 |  | D | CloseRoom |
|  |  | 000 |  | S | StartGame |
|  |  | 000 |  | R | GetRoomState |
|  |  | 000 |  | L | LeaveRoom |
|  | Byte(1) - status | 001 |  | d | CloseRoomResponse |
|  | Byte(1) - status | 001 |  | s | StartGameResponse |
| r000(size) {  Status:"1"  HasStarted:"1"  QuestionCount:"4"  AnswerTimeout:"1"  length:number of names (string not ascii)  Names[  "name"  "name"  "name"  ]  } |  | size |  | r | GetRoomStateResponse |
|  | Byte(1) - status | 001 |  | l | LeaveRoomResponse |
|  |  |  |  |  |  |

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z