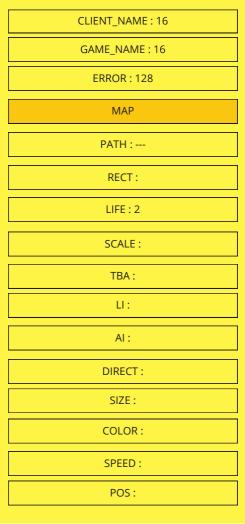


| 100(client) - Client connexion       |
|--------------------------------------|
|                                      |
| 110() - disconnect from server       |
|                                      |
| 120(game) - Create game              |
|                                      |
|                                      |
| 140(game) - join game                |
| 140(garrie) - John garrie            |
|                                      |
|                                      |
| 150() - leave game                   |
|                                      |
|                                      |
|                                      |
| 170() - Client ready                 |
|                                      |
| 180() - Client not ready             |
| 180() - Client Hot ready             |
|                                      |
|                                      |
|                                      |
|                                      |
|                                      |
|                                      |
|                                      |
|                                      |
| 210(ID) - loadingBeam                |
|                                      |
| 220(ID) - beamShooted                |
| 230(ID, Direction) - playerDirection |

| 121(Game) - Game created                        |
|---|
| 122(error) - Game couldn't be created           |
| 130(Games) - Update Game list                   |
| 141(Game) - Game joined                         |
| 142(error) - Game couldn't be joined            |
|   |
| 151() - Game left                               |
| 152(error) - Couldn't left game                 |
| 160(Clients, state) - Update player list        |
| 100(Clients, state) - opuate player list        |
| 171() - Client is ready                         |
| 172(error) - Client couldn't be set as ready    |
| 181() - Client isn't ready                      |
| 182(error) - Client couldn't be set as not read |
| 190() - Game start - Start sending map          |
|   |
| 211(ID) - send Player beam loading              |
| 221(ID) - send Player beam shooted              |
| 231(ID, Direction) - send Player direction      |
| 240(Projectile) - send enemy shoot              |
| 250(Entities) - update entites position         |

101(Game list) - Login Success 102(error) - Login Failure



Enemy;path;rect;pos;life;scale; timeBetweenAnim;lineIndex;animIndex

Player;pos;lineIndex

Projectile;path;pos;rect;timeBetweenAnim; direction;projectileSpeed;size;lineIndex;animIndex

Text;filepath;text;pos;size;color

Example: XYZ(args) - Request description

Description: X : Connection type (1 = TCP, 2 = UDP)

Y : Request id

Z : Request type (0 = ping, 1 = ping back success, 2 = ping back error)