

## Rules

Type	Rule
General	Every call follows the structure: Command Option Arguments
	Command, Option and Arguments are separated by space
Player	PlayerID+ " "+PlayerName+ " "+CurrentGameID
Game	GameID+ " "+Player1ID+ " "+Player2ID+ " "+Player3ID

## Server

Section	Command	Option	Arguments	Comments
Ping	Ping	Marco	randomInt	Periodically called to test if client is connected
		Polo	int from Marco	Response to Ping Marco
Chat	Chat	Global	SenderID, Message	Received new message to all players in lobby or gameselect
		Private	SenderID, Message	Received new message to specific receiver (Target client)
		ServerMessage	Message	Used to send a message popping up in a jPane
		Information	Message	Used to send a message appearing in chat window
Setup	UpdateLobby	AddGame	Game	Add game to Lobby
		AddPlayer	Player	Add Player to Lobby
		RemoveGame	GameID	Remove Game from Lobby
		RemovePlayer	PlayerID	Remove Player from Lobby
		GetOldGames	PlayerName1, PlayerName2, PlayerName3, Player1Goals, Player2Goals, Player3Goals, Date (For each old game)	
	UpdateGame	PlayerJoined	GameID, PlayerID	A player has joined a game or confirm join request

Section	Command	Option	Arguments	Comments
		PlayerLeft	GameID, PlayerID	A player has left a game or confirm leave request
		PlayerReady	GameID, PlayerID	A player is ready or confirm ready request
		StartGame	GameID, Starttime	A game will start on start time
		EndGame	GameID, DisconnectedPlayerID (0 if no-one has disconnected)	A game has ended
		KeyInputs	W, S, A, D (1 if pressed 0 else)	regularly during Game
		ScoreBoard	PlayerID, NumberOfGoalsGot	A Goal has been scored against player
	UpdatePlayer	PlayerUpdateCoord	Player1x, Player1y,...Player3y, ballx, bally, TimeLeft	
		ID	PlayerID	Return the users playerID
General	Error	Player	PlayerID, Name, CurrentGameID	A player's status has changed
		UnkownCommand	Command	e.g. Cheese Steak Jimmy's
		UnexpectedOption		
		UnexpectedArgument		
		MissingArgument		
		UsernameTaken		

## Client

Section	Command	Option	Arguments	Comments	Urgence
Ping	Ping	Marco	randomInt	Periodically called to test if server is connected	✓
		Polo	int from Marco	Response to Ping Marco	✓
Chat	Chat	Global	SenderID, Message	Send new message to all players in lobby or gameselect	✓
		Private	SenderID, RecieverID, Message	Send new message to specific receiver	✓
Setup	UpdateLobby	All		Request all games and players in lobby	✓
		GetGame	GameID	Request update for game	x

Section	Command	Option	Arguments	Comments	Urgence
		GetPlayer	PlayerID	Request update for player	x
		LeaveLobby		Request to leave lobby	✓
		CreateGame		Create new game	x
	UpdateGame	JoinGame	GameID	Ask to join Game	x
		LeaveGame		Ask to leave Game	x
		IAmReady		Lock in, ready for game to start	x
	UpdatePlayer	ID		Request own ID	✓
		SetName	Name	Request new Name	✓
		Player	playerID	Get player by ID	x