

Matthew v3

1	2	3
4	5	6
7	8	9

| 1 byte | 1 byte | 1 byte | 1 byte |

Maximum size: 1000 bytes

Useful Size: 4 bytes

All integer values are unsigned

Field descriptions

- First byte: Version
- Second byte: Position
- Third byte: 2 == General Error, 1 == Game complete, 0 == Game in progress
- Fourth byte: Modifier of the third byte
 - Case: General error
 - 1 ==
 - Case: Game complete
 - 1 == draw
 - 2 == I win (sender of the message)
 - 3 == You win (receiver of the message)
 - Case: Game in progress
 - 1 ==
- All undefined bytes reserved for future use, can be considered as junk

Notes

- Client plays first
- User-chosen timeout
- Nothing is an ASCII value, example for all values: (1 -> 0b00000001)
- If possible to set the error message, it is strongly recommended to do so

These are not protocol these are error checking on your programs/additional info:

- Stdint.h has the typedefs
<https://pubs.opengroup.org/onlinepubs/009696799/basedefs/stdint.h.html>

- `<inttypes.h>` has definitions for `printf` on top of everything `stdint.h` includes
- <https://stackoverflow.com/questions/7597025/difference-between-stdint-h-and-inttypes-h>