**Protocol for Card Fight Game**

I have got some ideas from textbook and from Dr.Gladys Monagan project example that was shown in class.

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| **CLIENT REQUEST** | **ARGUMENTS SENT TO SERVER** | **SERVER RESPONSE** | **DESCRIPTION** |
| SET PLAYER | P | M | Create a new player |
| PLAYING | P | M | Set the playing player based on the number |
| DISPLAY CARDS COUNT | P V | P V | Update the cards count of the playerp |
| PLAY CARD | C V | C V | Will take player card that he wants to play and place it on the deck to let opponent use his cards to counter |
| HIDE CARDS | C C | M | Hide both cards on deck |
| WAIT | P | M | Wait for the player p to play the card |
| GIVE SCORE | P | M | Give current score of player p to player p |
| WINNER | P | M | Display the winner of the game |
| QUIT | P | M | Quit the game |

P – Player (can be a number that identifies individual player in the game, game can have unique ID if we have multiple sessions)

C – Card Number

V – Value of Card

M – Message Response