

Partie Protocole POOCA

These messages can be sent to the server by the client or to a client by the server :

- SIGN[username:password] : The client signs in with username and password.
- SIOK[id] : The server informs the client that he's connected to the game.
- SINO : The server informs the client that his account doesn't exist.

- CACC[username:password] : The client wants to create an account.
- CAOK[id] : The server informs the client that his account is created.
- CANO : The server informs the client that his account creation failed (already exists in the database).

- GETI[id] : The client wants to see his items.
- ILEN[size] : The server sends the size of the player's items list.
- ITEM[item] : The server sends an item to a player/client (one by one).
- ITOK : The client sends an acknowledgement to the server when he receives the list of item.

- GETC[id] : The client wants to see his collection of pokémons.
- CLEN[size] : The server sends the size of the player's pokémon collection.
- COLL[pokemon] : The server sends a Pokémon to a player/client (one by one).
- COOK : The client sends an acknowledgement to the server when he receives the list of pokémons.

- MOVE[x y] : The clients wants to move to a location (x,y).
- MOOK : The server updates the player's position in the database, and the map.
- MONO : The server informs the player that the move was not made (error occurred etc).

- IPOI[idpoi] : The client wants to interact with the POI 'poi'.
- POIA : The server updates the state of the player (his list of items) and the state of the POI (has been visited by this player).
- IPOK[x y] : The client wants to interact with the 'pokemon'.
- POKA : After the mini-game, the server updates the state of the player (his list of pokémons and items).

if you meet an error you receive the following message:

- ERPR : Error during transmission of protocol
- ERSD : Error when the server send a list
- ERIT : Error during the interaction between the player and something

Spécification des fonctionnalités

***Connexion**

client		Serveur
SIGN[username:password]	->	
	<-	SIOK[id] /SINO

***Création**

client		Serveur
CACC[username:password]	->	
	<-	CAOK[id] /CANO

***Récupération des objets**

client		Serveur
GETI[id]	->	
	<-	ILEN[size]
	<-	ITEM[item]
	...	
	<-	ITEM[item] (size fois)
ITOK	->	

***Récupération de la collection de pokemons**

client		Serveur
GETC[id]	->	
	<-	CLEN[size]
	<-	COLL[pokemon]
	...	
	<-	COLL[pokemon] (size fois)
COOK	->	

***Déplacement**

client		Serveur
MOVE[x y]	->	
	<-	MOOK/MONO

***Interaction avec un point d'interaction**

client		Serveur
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IPOI[idpoi] ->
 <- POIA

***Interaction avec un Pokémon**

client		Serveur
IPOK[x y]	->	
	<-	OKPO/NOPO
POCA /PONO	->	
	<-	POKA