Communication Protocol

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Title | id | Req Type | Res Type | File | Description |
| Register new user | 1 | post | xml | request.php | [go](#registerNewUser) |
| newSession (log in) | 2 | post | xml | request.php | [go](#newSession) |
| EndSession (log out) | 3 | post | xml | request.php | [go](#endSession) |
| Register GCM id | 4 | post | xml | request.php | [go](#registerGCMID) |
| Start a new game (pending game) | 5 | post | xml | request.php | [go](#startNewGame) |
| Retrieve the list of pending games | 6 | post | xml | request.php | [go](#listPendingGames) |
| Retrieve the list of games (matched games) | 7 | post | xml | request.php | [go](#listPendingGames) |
| Retrieve all game moves after a given date | 8 | post | xml | request.php | [go](#retrieveGameMoves) |
| Retrieve all chat messages for a game after a given date | 9 | post | xml | request.php | [go](#retrieveMessages) |
| Play a turn in a game | 10 | post | xml | request.php | [go](#withdrawGame) |
| Withdraw from a game | 11 | post | xml | request.php | [go](#withdrawGame) |
| Cancel pending game | 12 | post | xml | request.php | [go](#cancel_pending_game) |
| Report an error | 13 | post | xml | request.php | [go](#reportError) |
| Check for app update | 14 | post | xml | request.php |  |
| Submit a message | 15 | post | xml | request.php |  |
| Exchange keys | 16 | post | xml | request.php |  |
| Check for jobs | 17 | post | xml | request.php |  |

XML request template

|  |
| --- |
| <?xml version="1.0" encoding="UTF-8"?>  <request>  <header mode="[plain|encrypted]">  <version>  “[0-9]+"  </version>  </header>  <body>  <uuid></uuid>  <id>[0-9]+</id>  <session>hash</session>  </body>  </request> |

XML response template

|  |
| --- |
| <?xml version="1.0" encoding="UTF-8"?>  <response>  <header mode="[plain|encrypted]">  <version>1</version>  </header>  <body>  <id></id>  <status></status>  </body>  </response> |

Response syntax when failure

|  |
| --- |
| <?xml version="1.0" encoding="UTF-8"?>  <response>  <header mode="[plain|encrypted]">  <version>1</version>  </header>  <body>  <id></id>  <status>failed </status>  <error\_code></error\_code>  <reason>username already exists</reason> <!-- reason could be any error message →  </body>  </response> |

If the server couldn't interpret a request (e.g. incorrect formatted request), the following response will be given:

|  |
| --- |
| <?xml version="1.0" encoding="UTF-8"?>  <response>  <error>  <code></code>  <message></message>  </error>  </response> |

Error codes table

|  |  |  |
| --- | --- | --- |
| code | description | notes |
| 1 | Invalid session hash (need to log in again) |  |
| 2 | Database error |  |

Register new user

Request syntax:

|  |
| --- |
| <?xml version="1.0" encoding="UTF-8"?>  <request>  <header mode="[plain|encrypted]">  <version>1</version>  </header>  <body>  <uuid></uuid>  <id>1</id>  <username> </username>  <email> </email>  <password> </password>  </body>  </request> |

Response syntax when successful:

|  |
| --- |
| <?xml version="1.0" encoding="UTF-8"?>  <response>  <header mode="[plain|encrypted]">  <version>1</version>  </header>  <body>  <id>1</id>  <status>successful</status>  </body>  </response> |

New Session (log in)

Request syntax:

|  |
| --- |
| <?xml version="1.0" encoding="UTF-8"?>  <request>  <header mode="[plain|encrypted]">  <version>1</version>  </header>  <body>  <uuid></uuid>  <id>2</id>  <username> </username>  <password> </password>  <gcm>GCM ID</gcm> <!-- send GCM id if available-->  </body>  </request> |

Response syntax when successful:

|  |
| --- |
| <?xml version="1.0" encoding="UTF-8"?>  <response>  <header mode="[plain|encrypted]">  <version>1</version>  </header>  <body>  <id>2</id>  <status> successful</status>  <session>hash</session>  </body>  </response> |

End Session (log out)

Request syntax:

|  |
| --- |
| <?xml version="1.0" encoding="UTF-8"?>  <request>  <header mode="[plain|encrypted]">  <version>1</version>  </header>  <body>  <uuid></uuid>  <id>3</id>  <session>hash</session>  </body>  </request> |

Response syntax when successful:

|  |
| --- |
| <?xml version="1.0" encoding="UTF-8"?>  <response>  <header mode="[plain|encrypted]">  <version>1</version>  </header>  <body>  <id>3</id>  <status>successful</status>  <session>hash</session>  </body>  </response> |

Register GCM ID

Request syntax:

|  |
| --- |
| <?xml version="1.0" encoding="UTF-8"?>  <request>  <header mode="[plain|encrypted]">  <version>1</version>  </header>  <body>  <uuid></uuid>  <id>4</id>  <session>hash</session>  <gcm>id</gcm>  </body>  </request> |

Response syntax when successful:

|  |
| --- |
| <?xml version="1.0" encoding="UTF-8"?>  <response>  <header mode="[plain|encrypted]">  <version>1</version>  </header>  <body>  <id>4</id>  <status>successful</status>  <session>hash</session>  </body>  </response> |

Start a New Game (pending game)

Request syntax:

|  |
| --- |
| <?xml version="1.0" encoding="UTF-8"?>  <request>  <header mode="[plain|encrypted]">  <version>1</version>  </header>  <body>  <uuid></uuid>  <id>5</id>  <session>hash</session>  <size>[0-9]+</size>  </body>  </request> |

Response syntax when successful:

|  |
| --- |
| <?xml version="1.0" encoding="UTF-8"?>  <response>  <header mode="[plain|encrypted]">  <version>1</version>  </header>  <body>  <id>5</id>  <status>successful</status>  <session>hash</session>  </body>  </response> |

Retrieve the List of Pending Games

Request syntax:

|  |
| --- |
| <?xml version="1.0" encoding="UTF-8"?>  <request>  <header mode="[plain|encrypted]">  <version>1</version>  </header>  <body>  <uuid></uuid>  <id>6</id>  <session>hash</session>  </body>  </request> |

Response syntax when successful:

|  |
| --- |
| <?xml version="1.0" encoding="UTF-8"?>  <response>  <header mode="[plain|encrypted]">  <version>1</version>  </header>  <body>  <id>6</id>  <status>successful</status>  <session>hash</session>  <pending\_games>  <game>  <id></id>  <size> </size>  <date></date>  </game>  </pending\_games>  </body>  </response> |

Retrieve the List of Games (matched games)

Request syntax:

|  |
| --- |
| <?xml version="1.0" encoding="UTF-8"?>  <request>  <header mode="[plain|encrypted]">  <version>1</version>  </header>  <body>  <uuid></uuid>  <id>7</id>  <session>hash</session>  </body>  </request> |

Response syntax when successful:

|  |
| --- |
| <?xml version="1.0" encoding="UTF-8"?>  <response>  <header mode="[plain|encrypted]">  <version>1</version>  </header>  <body>  <id>7</id>  <status>successful</status>  <session>hash</session>  <games>  <game>  <id></id>  <size> </size>  <create\_date></create\_date>  <last\_activity\_date></last\_activity\_date>  <is\_it\_my\_trun>[yes|no]</is\_it\_my\_turn>  <opponent\_username></opponent\_username>  <is\_it\_over>[yes|no]</is\_it\_over>  <am\_i\_winner>yes|no|null</am\_i\_winner> <!-- null is when the game is not over yet -->  </game>  </games>  </body>  </response> |

Retrieve All Game Moves After a Given Date

Request syntax:

|  |
| --- |
| <?xml version="1.0" encoding="UTF-8"?>  <request>  <header mode="[plain|encrypted]">  <version>1</version>  </header>  <body>  <uuid></uuid>  <id>8</id>  <session>hash</session>  <game\_id></game\_id>  <date></date> <!-- the server will return a response with all the moves that occurred after this date-->  </body>  </request> |

Response syntax when successful:

|  |
| --- |
| <?xml version="1.0" encoding="UTF-8"?>  <response>  <header mode="[plain|encrypted]">  <version>1</version>  </header>  <body>  <id>8</id>  <status>successful</status>  <session>hash</session>  <moves game\_id="">  <move>  <x></x>  <y></y>  <edge></edge>  <player\_id></player\_id>  <date></date>  </move>  </moves>  </body>  </response> |

Retrieve All Chat Messages for a Game After a Given Date

Request syntax:

|  |
| --- |
| <?xml version="1.0" encoding="UTF-8"?>  <request>  <header mode="[plain|encrypted]">  <version>1</version>  </header>  <body>  <uuid></uuid>  <id>9</id>  <session>hash</session>  <game\_id></game\_id>  <date></date> <!-- the server will return a response with all the messages that occurred after this date-->  </body>  </request> |

Response syntax when successful:

|  |
| --- |
| <?xml version="1.0" encoding="UTF-8"?>  <response>  <header mode="[plain|encrypted]">  <version>1</version>  </header>  <body>  <id>9</id>  <status>successful</status>  <session>hash</session>  <messages game\_id="">  <message>  <text></text> <!-- this is the actual message text -->  <player\_id></player\_id>  <date></date>  </message>  </messages>  </body>  </response> |

Play a Turn in a Game

Request syntax:

|  |
| --- |
| <?xml version="1.0" encoding="UTF-8"?>  <request>  <header mode="[plain|encrypted]">  <version>1</version>  </header>  <body>  <uuid></uuid>  <id>10</id>  <session>hash</session>  <game\_id></game\_id>  <trun>  <x></x>  <y></y>  <edge></edge>  </turn>  </body>  </request> |

Response syntax when successful:

|  |
| --- |
| <?xml version="1.0" encoding="UTF-8"?>  <response>  <header mode="[plain|encrypted]">  <version>1</version>  </header>  <body>  <id>10</id>  <status>successful</status>  <session>hash</session>  </body>  </response> |

Withdraw From a Game

Request syntax:

|  |
| --- |
| <?xml version="1.0" encoding="UTF-8"?>  <request>  <header mode="[plain|encrypted]">  <version>1</version>  </header>  <body>  <uuid></uuid>  <id>11</id>  <session>hash</session>  <game\_id></game\_id>  </body>  </request> |

Response syntax when successful:

|  |
| --- |
| <?xml version="1.0" encoding="UTF-8"?>  <response>  <header mode="[plain|encrypted]">  <version>1</version>  </header>  <body>  <id>11</id>  <status>successful</status>  <session>hash</session>  </body>  </response> |

Cancel Pending Game

Request syntax:

|  |
| --- |
| <?xml version="1.0" encoding="UTF-8"?>  <request>  <header mode="[plain|encrypted]">  <version>1</version>  </header>  <body>  <uuid></uuid>  <id>12</id>  <session>hash</session>  <pending\_game\_id></pending\_game\_id>  </body>  </request> |

Response syntax when successful:

|  |
| --- |
| <?xml version="1.0" encoding="UTF-8"?>  <response>  <header mode="[plain|encrypted]">  <version>1</version>  </header>  <body>  <id>12</id>  <status>successful</status>  <session>hash</session>  </body>  </response> |

Report an Error

Request syntax:

|  |
| --- |
| <?xml version="1.0" encoding="UTF-8"?>  <request>  <header mode="[plain|encrypted]">  <version>1</version>  </header>  <body>  <uuid></uuid>  <id>13</id>  <session>hash</session>  <errors>  <error>  <description></description>  </error>  </errors>  </body>  </request> |

Response syntax when successful:

|  |
| --- |
| <?xml version="1.0" encoding="UTF-8"?>  <response>  <header mode="[plain|encrypted]">  <version>1</version>  </header>  <body>  <id>13</id>  <status>successful</status>  <session>hash</session>  </body>  </response> |