SBP – Shesh Besh Protocol

The following protocol will be used to communicate successfully in the game of shesh besh.  
This protocol will be in a string format. All the messages will be send with their size (except the error messages that will be in a fixed size).

1. HelloServer – will be send by the client. The message signifies a client ready to play. Sends the user's name.  
   "HLS".
2. HelloClient – will be send by the server after HelloServer. Sends "A" or "B" for player recognition.   
   "HLC~A".
3. GameStart – will be send to the clients by the server after the second client will connect. This means the game should start.  
   "GMS".
4. SetTurn – will be send by the server after each turn (also in the beginning of the game) to determine who's turn is it.  
   "STT~A".
5. RollCubes – will be send after one of the clients will roll the cubes. By the client.  
   "RLC".
6. RollCubeResult – will be send by the server after a request to roll the cubes. A message will be send to both clients.  
   "RCR~6:6".
7. Move – will be send by one of the clients to the server. A move object will be send.  
   "mov~0015~src:XX~dst:YY".
8. MoveUpdate – will be send by server to the second client to update their board.  
   "MOU~0015~src:XX~dst:YY".
9. EndGame – will be send by the server after one of the clients wins.  
   "EDG~B".
10. Error – will be send only by the server if something does wrong.  
    There will be a file with all error codes.  
    "ERR~001".