CLIENT

Typedef struct header_s {

       Int ClientId;

       Std:string type;

}header_t;

Packet example for move :

Header_t (int) x (int) y   -->   {3, "mv"} 40, 30

X : width (or horizontal) position

Y : height (or vertical) position

Name	Type	Data	Explication
Move	"mv"	Int x , int y	Send actual position of ship
Shoot	"shot"	Int x, int y	sends the position of a shot as soon as it is created
Disconnect	"quit"	Int id (disconnected client id)	A player left the game

Server

Type , (int) x , (int) y, (int) id   -->   "mv" 350 100 2

Name	Type	Data	Explication
Move	"mv"	Int x, int y, int id	Send actual position of
Win	"win"	result	Send that the game is won
Loose	"lose"	result	Send that the game is lose
SpawnEnemy	"enemy"	int x, int y, string type	Spawn an enemy on client
SpawnItem	"item"	Pos, type	Spawn item on client
Dead	"die"	Int id	Send death of player
New Player	"new"	Int id	New player has connected
Disconnect	"quit"	Int id (disconnected client id)	A player left the game