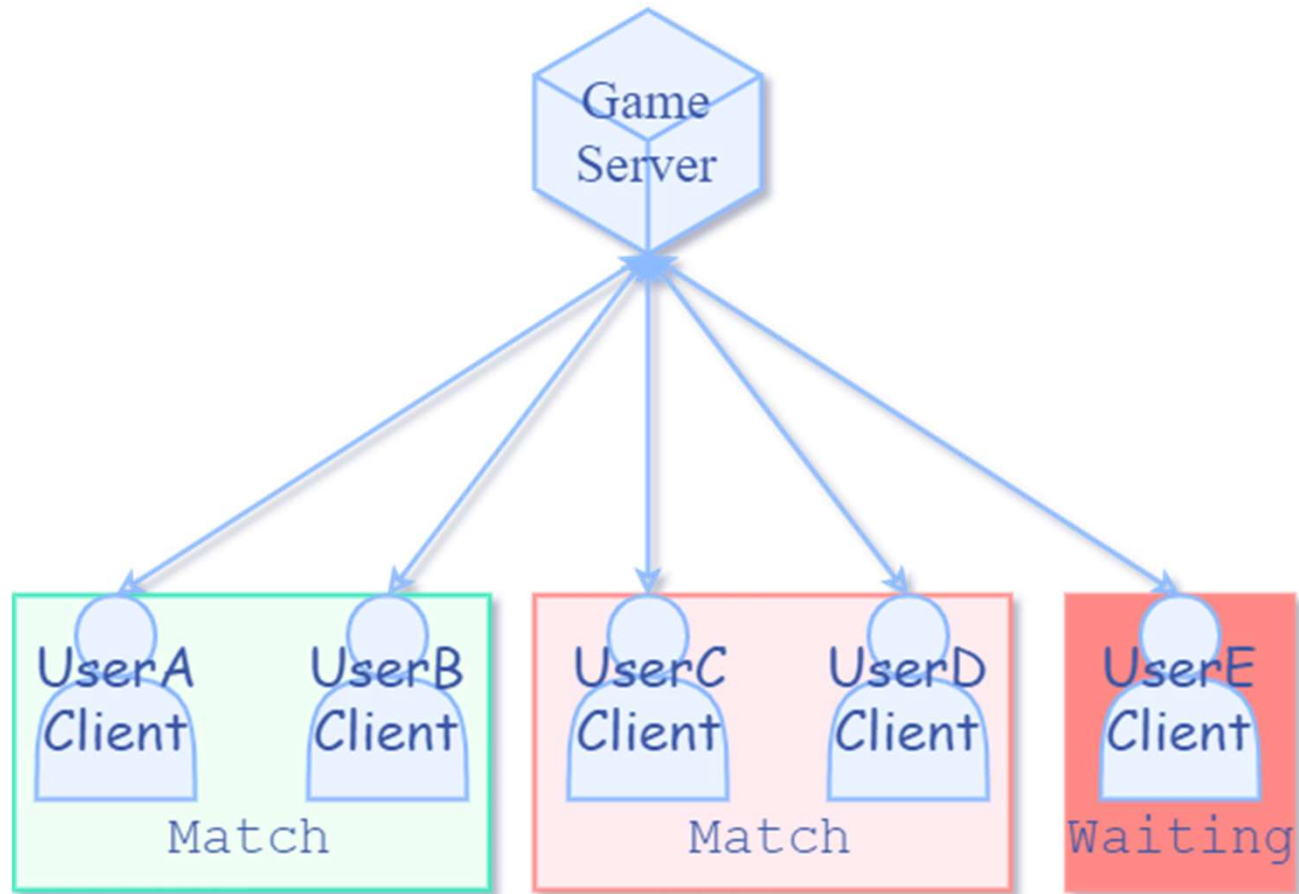
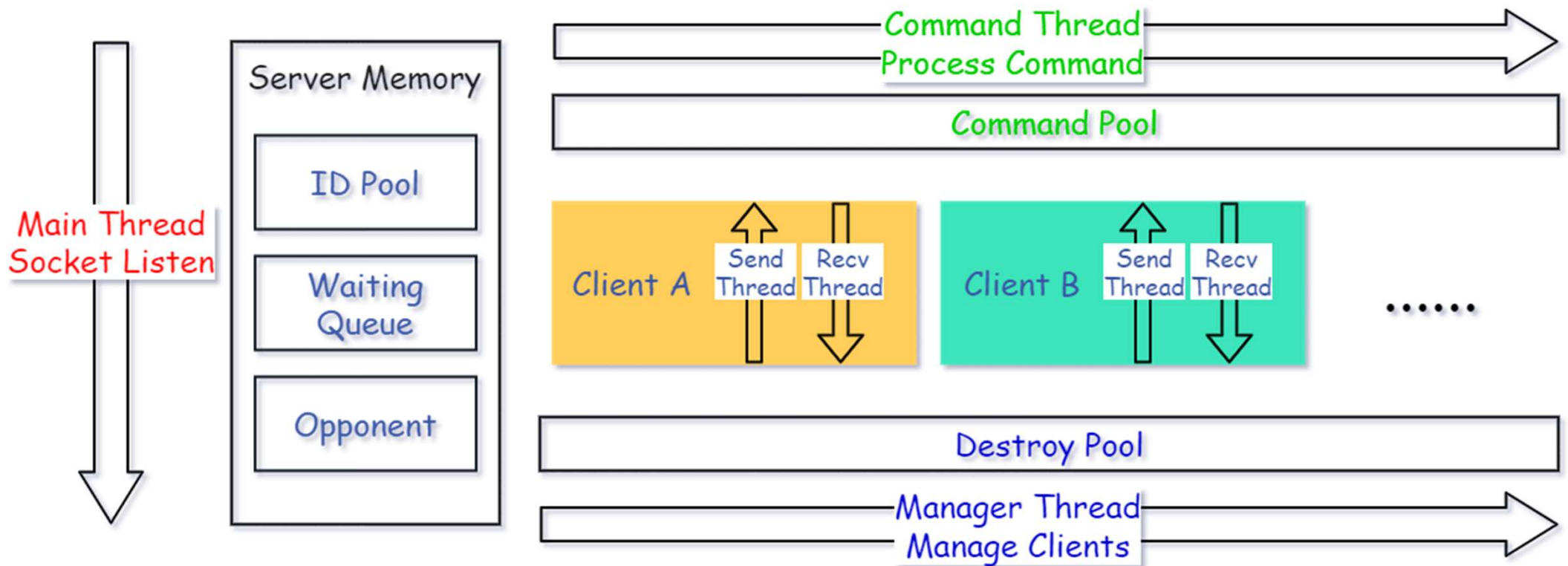


多人游戏服务器的设计

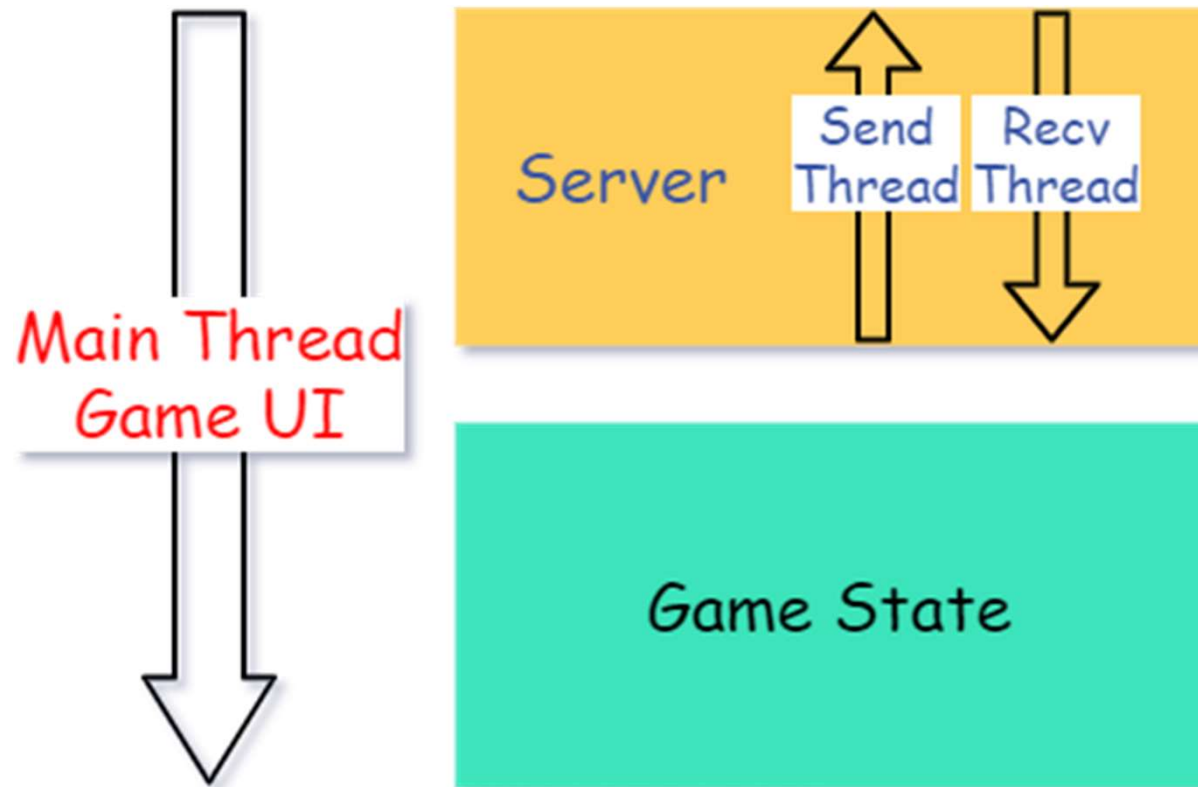
Construction



Server Construction



Client Construction



3 Kinds of Message

Message Type (1 Byte)

Message Type (1 Byte)

Message Parameter (Fixed Length)

Check Sum (1 Byte)

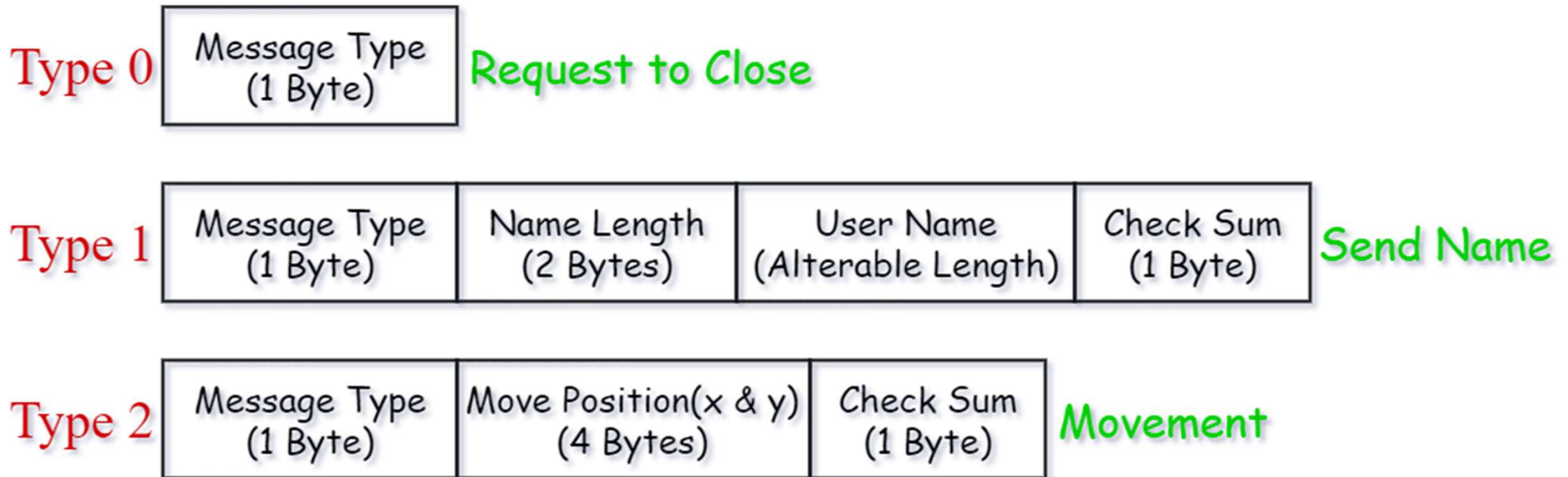
Message Type (1 Byte)

Message Length (2 Byte)

Message Parameter (Alterable Length)

Check Sum (1 Byte)

Message Type (Client to Server)



Message Type (Server to Client)

Type 3	Message Type (1 Byte)	Length (2 Bytes)	Order & Opponent`s Name (Alterable Length)	Check Sum (1 Byte)	Matched
Type 4	Message Type (1 Byte)	Opponent`s Move Position(x & y) (4 Bytes)		Check Sum (1 Byte)	Opponent`s Movement
Type 5	Message Type (1 Byte)	Another Player Left			

Check Algorithm (Optional)

Message Type (1 Byte)	Message Length (2 Byte)	Message Parameter (Alterable Length)	Check Sum (1 Byte)
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$$(\sum \text{Bytes}) \% 256 = \text{Sum}$$