- Protocol
  - General conventions
    - Each item is on one line
      - \n is the line terminator
    - All numbers are numeric strings
  - Messages
    - get task specification
      - Agent to environment
        - string "GET_TASK"
      - Environment to agent
        - number of state variables (integer)
          - ⚠ agent may disconnect if this exceeds a predefined limit
        - number of action variables (integer)
          - ⚠ agent may disconnect if this exceeds a predefined limit
    - get initial state
      - Agent to environment
        - string "INIT"
      - Environment to agent
        - terminality flag: 1 = terminal, 0 = non-terminal
        - number of state variables being sent (integer)
          - ⚠ agent may disconnect if this is the wrong number
        - one number for each state variable (float)
    - send action
      - Agent to environment
        - string "STEP"
        - number of action variables being sent
          - ⚠ error if this is the wrong number
        - one number for each state variable (float)
      - Environment to agent
        - reward (float)
        - terminality flag, as above
        - number of state variables being sent (integer)
          - ⚠ agent may disconnect if this is the wrong number
        - one number for each state variable (float)
    - set state
      - Agent to environment
        - string "SET_STATE"
        - number of state variables being sent
          - ⚠ error if this is the wrong number
        - one number for each state variable (float)
      - Environment to agent
        - nothing
  - Error handling
    - If anything unexpected is received by the environment, it closes the socket and terminates the session.
      - May send a text error message beforehand.