**进入召唤：**

req:

{

group:

}

res:

{

group

costs = {},

heroes = [heroId,heroId,…]

}

**退出召唤：**

req:

res:

**召唤英雄：**

req:

heroId

res:

heroId

**英雄经验升级**

**英雄道具升级**

|  |  |  |  |
| --- | --- | --- | --- |
| **消息** | **协议号(integer 4字节)** | **消息体(json)** | **备注** |
| **req** | **450004** | **{**  **hid:12345678,**  **goods: {**  **道具ID: 道具数量**  **12345678: 1,**  **87654321: 2,**  **}**  **}** | **goods指道具** |
| **res** | **450004** | **{**  **hid:12345678,**  **props: {**  **lvl: 3,**  **hp: 3,**  **atk: 1,**  **def: 1,**  **mdef: 1,**  **luk: 1,**  **dex: 1,**  **sp: 12**  **}**  **}** |  |

**英雄升星(觉醒)**

|  |  |  |  |
| --- | --- | --- | --- |
| **消息** | **协议号(integer 4字节)** | **消息体(json)** | **备注** |
| **req** | **450005** | **{**  **hid:12345678,**  **goods: {**  **道具ID: 道具数量**  **12345678: 1,**  **87654321: 2,**  **}**  **}** | **goods指道具** |
| **res** | **450005** | **{**  **hid:12345678,**  **alvl:1,**  **}** | **alvl 觉醒等级** |

**英雄突破**

|  |  |  |  |
| --- | --- | --- | --- |
| **消息** | **协议号(integer 4字节)** | **消息体(json)** | **备注** |
| **req** | **450006** | **{**  **hid1:12345678,**  **hid2:23456789**  **}** | **hid1:要突破的英雄Id**  **hid2:要吞噬的英雄Id** |
| **res** | **450006** | **{**  **hid:12345678,**  **slvl:1**  **}** | **slvl 突破等级** |

**英雄转职**

|  |  |  |  |
| --- | --- | --- | --- |
| **消息** | **协议号(integer 4字节)** | **消息体(json)** | **备注** |
| **req** | **450007** | **hid:12345678,**  **goods: {**  **道具ID: 道具数量**  **12345678: 1,**  **87654321: 2,**  **}** | **goods指道具** |
| **res** | **450007** | **{**  **hid:12345678，**  **car: true**  **}** | **car: 是否转职** |

**战斗上报数据：**

**turns: 回合列表，awards: 奖励结算**

**src: 发起行动的英雄ID**

**target\_type: 目标类型1:英雄，2:可摧毁单元**

**target:**

**target\_type==1时，英雄的ID；**

**target\_type==2时，可摧毁单元的ID；**

**type: 行动的类型，move:移动，attack:攻击，aid:辅助，move\_attack:移动攻击，**

**move\_aid:移动辅助，**

**over\_turn:结束回合，over\_time:超时，dead:死亡，levelup:英雄升级，revival:道具复活**

**备注：**

**如果target代表关卡英雄ID，那么target生成规则是：CID + POSITION（可客户端商定）**

**如果target代表建筑ID，那么target生成规则是：POSITION（可客户端商定）**

req:

{

turns: [

{

attacker: [

{ type: move, src: xxx, pos: [x, y] },

{ type: attack, src: xxx, target\_type: 0, target: xxx },

{ type: move\_attack, src: xxx, target\_type: 0, target: xxx , pos: [x, y] },

{ type: over\_turn },

{ type: over\_time },

{ type: dead, target: xxx },

{

type: levelup,

target: xxx,

added: {hp:1, attack:0, defense:1, magic\_defense:1, sp: 20,……}

}

],

defender: [

{ type: move, src: xxx, pos: [x, y] },

{ type: attack, src: xxx, target\_type: 0, target: xxx },

{ type: support, src: xxx, target: xxx },

{ type: move\_attack, src: xxx, target\_type: 0, target: xxx , pos: [x, y] },

{ type: move\_support, src: xxx, target: xxx , pos: [x, y] },

{ type: over\_turn },

{ type: dead, target: xxx },

{

type: levelup,

target: xxx,

added: {hp:1, attack:0, defense:1, magic\_defense:1, sp: 20,……}

}

],

},

{},

{}

],

awards: {

}

}