Server Client 界接API (非release lib) 2013.10.24初版

**User/login(account,password) return key**

**User/logout(key)**

**User/signup(name, account, password)**

**User/isNameExist(name)**

**User/isAccountExist(account)**

createRoom(title, minPlayer, maxPlayer, key) return roomID

joinRoom(roomID,key) return roomInfo, roomPlayers

leaveRoom(key)

listRoom(key) return list\_roomInfo

modifyRoomTitle(title,key)

modifyRoomMinPlayer(minPlayer, key)

modifyRoomMaxPlayer(maxPlayer, key)

sendMessage(message,key)

nextRound(key) return whichPlayerTurn

arriveFinalStep(key)

winGame(key)

event

onNewRoomCreated(title, minPlayer, maxPlayer)

onSbJoinedRoom(playerName)

onSbLeaveRoom(playerName)

onRoomTitleModified(title)

onRoomMinPlayerModified (minPlayer)

onRoomMaxPlayerModified (maxPlayer)

onRecieveMessage(message)

onNextRound(whichPlayerTurn)

onSbArriveFinalStep(whichPlayer)

onGameFinish(list\_Player)