Server Client 界接API (非release lib) 2013.10.24初版

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

**User/logout(cKey)**

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

**User/isNameExist(name)**

**User/isAccountExist(account)**

**Game/create(name, password) return gKey**

**Game/isNameExist(name)**

**Game/getGameKey(name, password) return gKey**

**Game/loadEzWebGameLib(gKey) return EzWebGameLib**

**Room/create(title, minPlayer, maxPlayer, cKey) return roomID**

**// MaxPlayer = 2~20, MinPlayer <= 2 <=MaxPlayer**

Room/join (roomID, cKey) return roomInfo, roomPlayers

Room/leave(cKey)

Room/list(cKey) return list\_roomInfo

Room/modifyTitle(title, cKey)

Room/modifyMinPlayer(minPlayer, cKey)

Room/modifyMaxPlayer(maxPlayer, cKey)

Room/sendMessage(message, cKey)

Room/nextRound(cKey) return whichPlayerTurn

Room/arriveFinalStep(cKey)

Room/winGame(cKey)

event

onNewRoomCreated(title, minPlayer, maxPlayer)

onSbJoinedRoom(playerName)

onSbLeaveRoom(playerName)

onRoomTitleModified(title)

onRoomMinPlayerModified (minPlayer)

onRoomMaxPlayerModified (maxPlayer)

onRecieveMessage(message)

onNextRound(whichPlayerTurn)

onSbArriveFinalStep(whichPlayer)

onGameFinish(list\_Player)

onLoginSuccess()