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/ListRoomInfos(cKey) return list\_roomInfo**

**Room/ListRoomPlayers(cKey) return roomPlayers**

**Room/ModifyTitle(title, cKey)**

Room/ModifyMinMaxPlayer(minPlayer, maxPlayer, cKey)

**Exec/Start(cKey)**

**Exec /SendMessage(message, cKey)**

**Exec /NextRound(cKey) return whichPlayerTurn**

Exec /ArriveFinalStep(cKey)

Exec /WinGame(cKey)

Event

onRoomInfoModified(newInfo)

onRoomPlayerChanged(newPlayersInfo)

onRecieveMessage(message)

onNextRound(whichPlayerTurn)

onSbArriveFinalStep(whichPlayer)

onGameFinish(list\_Player)