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 = 2~10, MinPlayer <= 2 <=MaxPlayer**

**Room/Join(roomID, cKey) return roomInfo, roomPlayers**

**Room/Leave(cKey)**

**Room/ListRoomInfos(cKey)f 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

onNewRoomCreated(title, minPlayer, maxPlayer)

onSbJoinedRoom(playerName)

onSbLeaveRoom(playerName)

onRoomTitleModified(title)

onRoomMinPlayerModified (minPlayer)

onRoomMaxPlayerModified (maxPlayer)

onRecieveMessage(message)

onNextRound(whichPlayerTurn)

onSbArriveFinalStep(whichPlayer)

onGameFinish(list\_Player)

onLoginSuccess()