**EzWebGameLib**

* **登入登出介面**

|  |  |  |
| --- | --- | --- |
| **Function name** | **Parameter** | **Description** |
| login | none | 登入 |
| logout | none | 登出 |

* **遊戲大廳介面**

|  |  |  |
| --- | --- | --- |
| **Function name** | **Parameter** | **Description** |
| listRoomInfos | none | 得到房間列表 |
| createGameRoom | 1. Room Title 2. Players Min Number 3. Players Max Number | 創立並進入房間 |
| joinGameRoom | 1. Room ID | 加入房間 |

* **房間介面**

|  |  |  |
| --- | --- | --- |
| **Function name** | **Parameter** | **Description** |
| startGameRoom | none | 開始遊戲 |
| leaveGameRoom | none | 離開房間 |

* **遊戲執行中介面**

|  |  |  |
| --- | --- | --- |
| **Function name** | **Parameter** | **Description** |
| doStep | 1. Instruction | 傳送指令 |
| finishStep | none | 結束此回合 |
| finishGame | none | 告知達成獲勝條件 |
| replyCheck | 1. bool | 確認其他玩家獲勝與否 |

* **其他介面**

|  |  |  |
| --- | --- | --- |
| **Function name** | **Parameter** | **Description** |
| isTurnSelf | none | 查詢是否輪到自己 |
| getNowTurnUserOrder | none | 查詢現在玩家的順序 |
| getUserTurnOrder | 1. (Player ID) | 查詢自己的順序，或指定玩家的順序 |
| getUserId | none | 查詢自己的ID |