

获取游戏详细

URL

<http://106.75.33.221:10001/api/game/{GameId}>

{GameId}: 欲获取信息的游戏Id

Method

GET

返回结果

Status Code: 200

Content:

```
{
  "id": "ce71d669e4d141a298472591de92f8e6",
  "Map": "RectSmall",
  "State": 0,
  "Players": [
    {
      "Index": 5,
      "Color": 1,
      "Name": "cc",
      "State": 1
    }
  ],
  "Cells": [
    [
      {
        "X": 0,
        "Y": 0,
        "Type": 0,
        "State": 0,
        "Owner": 0
      },
      {
        "X": 1,
        "Y": 0,
        "Type": 1,
        "State": 0,
        "Owner": 0
      }
    ],
    [
      {
        "X": 0,
        "Y": 1,
        "Type": 1,
        "State": 0,
        "Owner": 0
      },
      {
        "X": 1,
        "Y": 1,
        "Type": 0,
        "State": 0,
        "Owner": 0
      }
    ]
  ]
}
```

Id: 游戏Id

Map: 游戏所用地图名称

State: 游戏当前状态

Players: 当前游戏中的玩家数组

- Index: 玩家的标识号
- Color: 玩家的颜色
- Name: 玩家昵称
- State: 玩家状态

Cells: 游戏所有单元的状态二维数组

- X: 单元的x坐标
- Y: 单元的y坐标
- Type: 单元的类型
- State: 单元的状态
- Owner: 单元所属的玩家标识号

示例

Python

```
import requests

url = "http://106.75.33.221:10001/api/game/ce71d669e4d141a298472591de92f8e6"

headers = {
    'Cache-Control': "no-cache"
}

response = requests.request("GET", url, headers=headers)

print(response.text)
```

JavaScript

```
var settings = {
    "async": true,
    "crossDomain": true,
    "url": "http://106.75.33.221:10001/api/game/ce71d669e4d141a298472591de92f8e6",
    "method": "GET",
    "headers": {
        "Cache-Control": "no-cache"
    }
}

$.ajax(settings).done(function (response) {
    console.log(response);
});
```

In []: