

# 加入游戏

## URL

<http://106.75.33.221:10001/api/game>

## Method

PATCH

## Header

Content-Type: application/json

## Body

```
{
  "Game": "1b0aa68195de4a2ba5a43437672dc56a",
  "Player": "a8fe42fd032e45f2bc9579e573d89f06"
}
```

Game: 欲参加的游戏Id

Player: 自己作为玩家的Id

## 返回结果

成功 Status Code: 200

失败 Status Code: 403

## 示例

### Python

```
import requests

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

payload = "{\"Game\":\"1b0aa68195de4a2ba5a43437672dc56a\",
  \"Player\":\"a8fe42fd032e45f2bc9579e573d89f06\"}"
headers = {
    'Content-Type': 'application/json',
    'Cache-Control': 'no-cache'
}

response = requests.request("PATCH", url, data=payload, headers=headers)

print(response.text)
```

### JavaScript

```
var settings = {
  "async": true,
  "crossDomain": true,
  "url": "http://106.75.33.221:10001/api/game/",
  "method": "PATCH",
  "headers": {
    "Content-Type": "application/json",
    "Cache-Control": "no-cache"
  },
  "processData": false.
```

```

    "data": "{\\"Game\\":\\"1b0aa68195de4a2ba5a43437672dc56a\\",
    \\"Player\\":\\"a8fe42fd032e45f2bc9579e573d89f06\\"}"
  }

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

```

In [ ]: