

## Reversi Fight

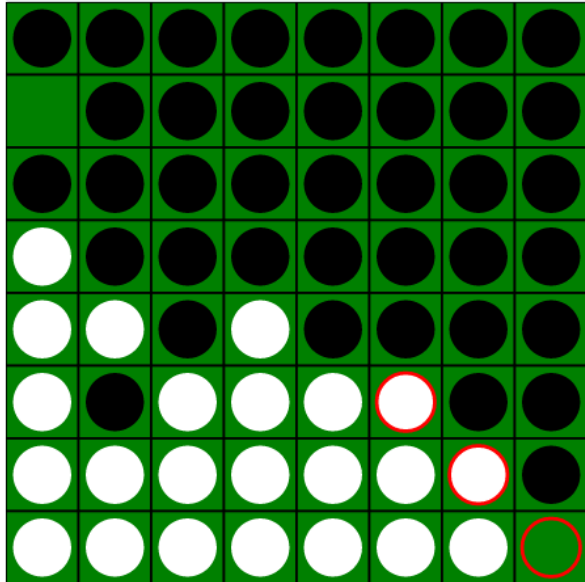
Table ID (number > 0)

Username

Enter

### Reversi Fight 100

Ben 39 : 23 Jakob

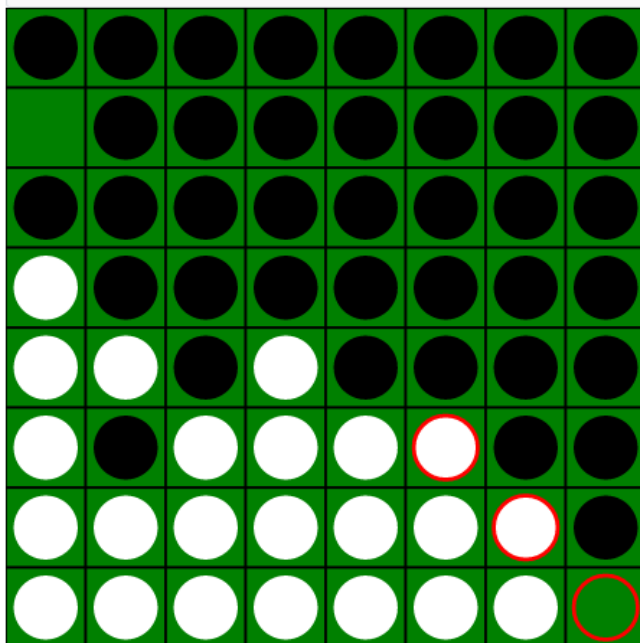


## Datenbank

Tables (1)		
game		
id	INTEGER	"id" INTEGER
gameid	INTEGER	"gameid" INTEGER UNIQUE
boardStr	TEXT	"boardStr" TEXT
player	INTEGER	"player" INTEGER
winner	INTEGER	"winner" INTEGER
moveStr	TEXT	"moveStr" TEXT
turn	INTEGER	"turn" INTEGER
cancel	INTEGER	"cancel" INTEGER
player1	INTEGER	"player1" INTEGER
player2	INTEGER	"player2" INTEGER
id1	INTEGER	"id1" INTEGER
id2	INTEGER	"id2" INTEGER
time1	INTEGER	"time1" INTEGER
time2	INTEGER	"time2" INTEGER
name1	TEXT	"name1" TEXT
name2	TEXT	"name2" TEXT



## Reversi Fight 100



**/enter** (get)

```
{  
  "tableId": int,  
  "username": str  
}  
{  
  "userId": int  
}
```

**/gameinfo** (get)

```
{  
  "tableId": int,  
  "userId": int  
}  
  
{  
  turn,  
  player,  
  boardStr,  
  cancel,  
  online,  
  opponent,  
  color  
}
```

**/makeMove** (post)

```
{  
  "move": 0-63  
  "player": 0|1  
  "tableId": int  
}
```

**/cancel** (post)

```
{  
  "player": 1|2,  
  "tableId": int  
}
```

**/resetDB**  
**/debugDB**  
**/example**

