# 接口文档

**错误码说明:**

['000000'] = '成功',

['400000'] = '错误请求',

['400001'] = '请求无效, 缺少必传参数',

['401000'] = '未授权',

['401001'] = '用户不存在或密码错误',

['403000'] = '禁止访问',

['404000'] = '找不到',

['500000'] = '内部服务器错误',

['600001'] = '请求微信接口异常',

['600002'] = '登录失败',

['600003'] = '签名验证未通过',

['600004'] = 'AES解密APPID验证失败',

['600101'] = '创建比赛失败',

['600102'] = '比赛查询失败',

['600103'] = '比赛更新失败',

['600104'] = '比赛删除失败',

['600105'] = '社团活动报名名单查询失败',

['600106'] = '报名人数查询失败',

['600201'] = '比赛报名失败',

['600202'] = '取消报名失败',

['600301'] = '赛程添加失败',

['600302'] = '赛程更新失败',

['600303'] = '赛程删除失败',

['700001'] = '数据库连接异常',

['700002'] = '数据库操作异常',

**1. 比赛创建**

1.1 请求地址

|  |  |
| --- | --- |
| 协议 | HTTPS |
| 方法 | POST |
| URL | /wx/game/create |

1.2 请求参数

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 参数名 | 数据类型 | 长度 | 必选 | 备注 |
| gameType | int |  | Y | 比赛类型:  1男单 2女单 3男双 4女双 5混双 6团体 7社团活动 |
| teamType | string | 16 | N | 团体比赛包含的种类:1男单 2女单 3男双 4女双 5混双 用,分割存储 |
| beginTime | string | 19 | Y | 比赛开始时间 |
| endTime | string | 19 | Y | 比赛结束时间 |
| deadline | string | 19 | Y | 报名截止时间 |
| address | string | 128 | Y | 比赛地点 |
| limitNum | int |  | N | 人数上限 |
| creator | string | 128 | Y | 创建者 |
| creatorPhone | string | 11 | Y | 创建者联系电话 |
| file | file |  | N | 海报 |

1.3 返回样例

{

"code": "000000",

"msg": "成功"

}

2. 比赛更新

2.1 请求地址

|  |  |
| --- | --- |
| 协议 | HTTPS |
| 方法 | POST |
| URL | /wx/game/update |

2.2 请求参数

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 参数名 | 数据类型 | 长度 | 必选 | 备注 |
| gameType | int |  | Y | 比赛类型:  1男单 2女单 3男双 4女双 5混双 6团体 7社团活动 |
| teamType | string | 16 | N | 团体比赛包含的种类:1男单 2女单 3男双 4女双 5混双 用,分割存储 |
| beginTime | string | 19 | Y | 比赛开始时间 |
| endTime | string | 19 | Y | 比赛结束时间 |
| deadline | string | 19 | Y | 报名截止时间 |
| address | string | 128 | Y | 比赛地点 |
| limitNum | int |  | N | 人数上限 |
| creator | string | 128 | Y | 创建者 |
| creatorPhone | string | 11 | Y | 创建者联系电话 |
| file | file |  | N | 海报 |
| id | int |  | Y | 比赛唯一ID |

2.3 返回样例

{

"code": "000000",

"msg": "成功"

}

3. 比赛删除

3.1 请求地址

|  |  |
| --- | --- |
| 协议 | HTTPS |
| 方法 | POST |
| URL | /wx/game/delete |

3.2 请求参数

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 参数名 | 数据类型 | 长度 | 必选 | 备注 |
| id | int |  | Y | 比赛唯一ID |

3.3 返回样例

{

"code": "000000",

"msg": "成功"

}

4. 比赛列表查询

4.1 请求地址

|  |  |
| --- | --- |
| 协议 | HTTPS |
| 方法 | POST |
| URL | /wx/game/list |

4.2 请求参数

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 参数名 | 数据类型 | 长度 | 必选 | 备注 |
| pageNum | int |  | Y | 页码 |
| perPage | int |  | Y | 每页条数 |
| orderType | string |  | N | 排序方式：  time(时间), progress(进度), heat(热度) |

4.3 返回样例

{

"result": {

"pageNum": 1,

"data": [

{

"id": 3,

"beginTime": "2017-08-20 08:00:00",

"deadline": "2017-08-18 09:00:00",

"teamType": [

1,

2

],

"deleted": 0,

"progress": "报名中",

"third": "jack",

"endTime": "2017-08-30 09:00:00",

"second": "xxxx",

"champion": "朱玉",

"addtime": "2017-08-12 18:20:36",

"openId": "xdfoejofaoejowjof",

"pic": "e19668ec7f4711e79f7e0800277630c0.jpg",

"gameType": "团体",

"address": "xxx",

"limitNum": 5,

"creator": "张三",

"participantNum": 0,

"creatorPhone": "10000000000"

},

{

"id": 6,

"beginTime": "2017-08-20 08:00:00",

"deadline": "2017-08-18 09:00:00",

"teamType": [],

"deleted": 0,

"progress": "报名中",

"third": "",

"endTime": "2017-08-30 09:00:00",

"second": "",

"champion": "",

"addtime": "2017-08-20 11:14:14",

"openId": "xdfoejofaoejowjof",

"pic": "a4c4e826855511e7ac4b0800277630c0.jpg",

"gameType": "男单",

"address": "xxx",

"limitNum": 20,

"creator": "张三",

"participantNum": 0,

"creatorPhone": "10000000000"

}

],

"totalPage": 3

},

"msg": "成功",

"code": "000000"

}

5. 比赛列表查询(按比赛进度)

5.1 请求地址

|  |  |
| --- | --- |
| 协议 | HTTPS |
| 方法 | POST |
| URL | /wx/game/list\_by\_progress |

5.2 请求参数

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 参数名 | 数据类型 | 长度 | 必选 | 备注 |
| pageNum | int |  | Y | 页码 |
| perPage | int |  | Y | 每页条数 |
| progress | int |  | N | 比赛进度:  1报名中 2进行中 3已结束 |

5.3 返回样例

{

"result": {

"pageNum": 1,

"data": [

{

"id": 8,

"beginTime": "2017-08-26 08:00:00",

"deadline": "2017-08-18 09:00:00",

"teamType": [],

"deleted": 0,

"progress": "报名中",

"third": "",

"endTime": "2017-08-30 09:00:00",

"second": "",

"champion": "",

"addtime": "2017-08-20 11:14:40",

"openId": "xdfoejofaoejowjof",

"pic": "b4b0a14e855511e7ac4b0800277630c0.jpg",

"gameType": "男双",

"address": "xxx",

"limitNum": 20,

"creator": "张三",

"participantNum": 0,

"creatorPhone": "10000000000"

}

],

"totalPage": 5

},

"msg": "成功",

"code": "000000"

}

6. 比赛详情查询(按比赛ID)

6.1 请求地址

|  |  |
| --- | --- |
| 协议 | HTTPS |
| 方法 | POST |
| URL | /wx/game/query\_by\_id |

6.2 请求参数

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 参数名 | 数据类型 | 长度 | 必选 | 备注 |
| id | int |  | Y | 比赛唯一ID |

6.3 返回样例

{

"result": {

"data": {

"id": 3,

"beginTime": "2017-08-20 08:00:00",

"deadline": "2017-08-18 09:00:00",

"teamType": [

1,

2

],

"deleted": 0,

"progress": "报名中",

"third": "jack",

"endTime": "2017-08-30 09:00:00",

"second": "xxxx",

"champion": "朱玉",

"addtime": "2017-08-12 18:20:36",

"openId": "xdfoejofaoejowjof",

"pic": "e19668ec7f4711e79f7e0800277630c0.jpg",

"gameType": "团体",

"address": "xxx",

"limitNum": 5,

"creator": "张三",

"participantNum": 0,

"creatorPhone": "10000000000"

}

},

"msg": "成功",

"code": "000000"

}

7. 我创建的比赛列表

7.1 请求地址

|  |  |
| --- | --- |
| 协议 | HTTPS |
| 方法 | POST |
| URL | /wx/game/creator/query |

7.2 请求参数

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 参数名 | 数据类型 | 长度 | 必选 | 备注 |
| pageNum | int |  | Y | 页码 |
| perPage | int |  | Y | 每页条数 |

7.3 返回样例

{

"result": {

"pageNum": 1,

"data": [

{

"id": 9,

"beginTime": "2017-08-20 08:00:00",

"deadline": "2017-08-18 09:00:00",

"teamType": [],

"deleted": 0,

"progress": "报名中",

"third": "",

"endTime": "2017-08-30 09:00:00",

"second": "",

"champion": "",

"addtime": "2017-08-23 21:21:06",

"openId": "xdfoejofaoejowjof",

"pic": "eb6e1826880511e7a87f0800277630c0.jpg",

"gameType": "男单",

"address": "xxx",

"limitNum": 25,

"creator": "张三",

"participantNum": 0,

"creatorPhone": "10000000000"

}

],

"totalPage": 5

},

"msg": "成功",

"code": "000000"

}

8. 我创建的社团活动列表

8.1 请求地址

|  |  |
| --- | --- |
| 协议 | HTTPS |
| 方法 | POST |
| URL | /wx/club/creator/query |

8.2 请求参数

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 参数名 | 数据类型 | 长度 | 必选 | 备注 |
| pageNum | int |  | Y | 页码 |
| perPage | int |  | Y | 每页条数 |

8.3 返回样例

{

"result": {

"pageNum": 1,

"data": [

{

"id": 5,

"beginTime": "2017-08-20 08:00:00",

"deadline": "2017-08-18 09:00:00",

"teamType": [],

"deleted": 0,

"progress": "报名中",

"third": "",

"endTime": "2017-08-30 09:00:00",

"second": "",

"champion": "",

"addtime": "2017-08-12 21:11:56",

"openId": "xdfoejofaoejowjof",

"pic": "d1470d307f5f11e7b38d0800277630c0.jpg",

"gameType": "社团活动",

"address": "xxx",

"limitNum": 25,

"creator": "张三",

"participantNum": 2,

"creatorPhone": "10000000000"

}

],

"totalPage": 1

},

"msg": "成功",

"code": "000000"

}

9. 我参加的比赛列表

9.1 请求地址

|  |  |
| --- | --- |
| 协议 | HTTPS |
| 方法 | POST |
| URL | /wx/game/participant/query |

9.2 请求参数

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 参数名 | 数据类型 | 长度 | 必选 | 备注 |
| pageNum | int |  | Y | 页码 |
| perPage | int |  | Y | 每页条数 |

9.3 返回样例

{

"result": {

"pageNum": 1,

"data": [],

"totalPage": 0

},

"msg": "成功",

"code": "000000"

}

10. 我参加的社团活动列表

10.1 请求地址

|  |  |
| --- | --- |
| 协议 | HTTPS |
| 方法 | POST |
| URL | /wx/club/creator/query |

10.2 请求参数

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 参数名 | 数据类型 | 长度 | 必选 | 备注 |
| pageNum | int |  | Y | 页码 |
| perPage | int |  | Y | 每页条数 |

10.3 返回样例

{

"result": {

"pageNum": 1,

"data": [

{

"id": 5,

"beginTime": "2017-08-20 08:00:00",

"deadline": "2017-08-18 09:00:00",

"teamType": [],

"deleted": 0,

"progress": "报名中",

"third": "",

"endTime": "2017-08-30 09:00:00",

"second": "",

"champion": "",

"addtime": "2017-08-12 21:11:56",

"openId": "xdfoejofaoejowjof",

"pic": "d1470d307f5f11e7b38d0800277630c0.jpg",

"gameType": "社团活动",

"address": "xxx",

"limitNum": 25,

"creator": "张三",

"participantNum": 2,

"creatorPhone": "10000000000"

}

],

"totalPage": 1

},

"msg": "成功",

"code": "000000"

}

11. 报名人数查询

11.1 请求地址

|  |  |
| --- | --- |
| 协议 | HTTPS |
| 方法 | POST |
| URL | /wx/game/participant\_num |

11.2 请求参数

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 参数名 | 数据类型 | 长度 | 必选 | 备注 |
| gameId | int |  | Y | 比赛ID |

11.3 返回样例

{

"result": {

"data": {

"limitNum": 25,

"participantNum": 2

}

},

"msg": "成功",

"code": "000000"

}

12. 社团活动报名列表查询

12.1 请求地址

|  |  |
| --- | --- |
| 协议 | HTTPS |
| 方法 | POST |
| URL | /wx/club/participant/query\_num |

12.2 请求参数

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 参数名 | 数据类型 | 长度 | 必选 | 备注 |
| gameId | int |  | Y | 比赛ID |

12.3 返回样例

{

"result": {

"data": [

{

"openId": "xdfoejofaoejowjof",

"name": "zhuyu",

"participantNum": 2

}

]

},

"msg": "成功",

"code": "000000"

}

13. 报名比赛

13.1 请求地址

|  |  |
| --- | --- |
| 协议 | HTTPS |
| 方法 | POST |
| URL | /wx/participant/add |

13.2 请求参数

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 参数名 | 数据类型 | 长度 | 必选 | 备注 |
| gameId | int |  | Y | 比赛ID |
| name | string | 128 | Y | 名字 |
| phone | string | 11 | N | 电话 |
| comment | string | 128 | N | 备注 |

13.3 返回样例

{

"code": "000000",

"msg": "成功"

}

14. 取消报名

14.1 请求地址

|  |  |
| --- | --- |
| 协议 | HTTPS |
| 方法 | POST |
| URL | /wx/participant/cancel |

14.2 请求参数

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 参数名 | 数据类型 | 长度 | 必选 | 备注 |
| gameId | int |  | Y | 比赛ID |

14.3 返回样例

{

"code": "000000",

"msg": "成功"

}

15. 报名社团活动

15.1 请求地址

|  |  |
| --- | --- |
| 协议 | HTTPS |
| 方法 | POST |
| URL | /wx/clubparticipant/add |

15.2 请求参数

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 参数名 | 数据类型 | 长度 | 必选 | 备注 |
| gameId | int |  | Y | 比赛ID |
| name | string | 128 | Y | 名字 |
| phone | string | 11 | N | 电话 |
| comment | string | 128 | N | 备注 |
| participant\_num | int |  | N | 报名人数 |

15.3 返回样例

{

"code": "000000",

"msg": "成功"

}

16. 取消社团活动报名

16.1 请求地址

|  |  |
| --- | --- |
| 协议 | HTTPS |
| 方法 | POST |
| URL | /wx/clubparticipant/cancel |

16.2 请求参数

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 参数名 | 数据类型 | 长度 | 必选 | 备注 |
| gameId | int |  | Y | 比赛ID |

16.3 返回样例

{

"code": "000000",

"msg": "成功"

}

17. 创建小组赛

17.1 请求地址

|  |  |
| --- | --- |
| 协议 | HTTPS |
| 方法 | POST |
| URL | /wx/group\_game/create |

17.2 请求参数

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 参数名 | 数据类型 | 长度 | 必选 | 备注 |
| gameId | int |  | Y | 比赛ID |
| gameEvent | int |  | Y | 比赛项目:  对应game表的gameType |
| rounds | string | 8 | Y | 轮次: 第一轮 ... |
| groups | string | 8 | Y | 组别: A组... |
| participant | string | 128 | Y | 参赛方1 |
| participant2 | string | 128 | Y | 参赛方2 |
| gameDate | string | 10 | Y | 比赛日期 |
| beginTime | string | 5 | Y | 开始时间 |
| endTime | string | 5 | Y | 结束时间 |
| address | string | 128 | Y | 比赛地点 |
| score | int |  | N | 参赛方1的得分 |
| score2 | int |  | N | 参赛方2的得分 |

17.3 返回样例

{

"code": "000000",

"msg": "成功"

}

18. 更新小组赛

18.1 请求地址

|  |  |
| --- | --- |
| 协议 | HTTPS |
| 方法 | POST |
| URL | /wx/group\_game/update |

18.2 请求参数

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 参数名 | 数据类型 | 长度 | 必选 | 备注 |
| gameId | int |  | Y | 比赛ID |
| gameEvent | int |  | Y | 比赛项目:  对应game表的gameType |
| rounds | string |  | Y | 轮次: 第一轮 ... |
| groups | string |  | Y | 组别: A组... |
| participant | string |  | Y | 参赛方1 |
| participant2 | string |  | Y | 参赛方2 |
| gameDate | string |  | Y | 比赛日期 |
| beginTime | string |  | Y | 开始时间 |
| endTime | string |  | Y | 结束时间 |
| address | string |  | Y | 比赛地点 |
| score | int |  | N | 参赛方1的得分 |
| score2 | int |  | N | 参赛方2的得分 |
| id | int |  | Y | 小组赛ID |

18.3 返回样例

{

"code": "000000",

"msg": "成功"

}

19. 删除小组赛

19.1 请求地址

|  |  |
| --- | --- |
| 协议 | HTTPS |
| 方法 | POST |
| URL | /wx/group\_game/delete |

19.2 请求参数

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 参数名 | 数据类型 | 长度 | 必选 | 备注 |
| gameId | int |  | Y | 比赛ID |
| id | int |  | Y | 小组赛ID |

19.3 返回样例

{

"code": "000000",

"msg": "成功"

}

20. 小组赛信息查询

20.1 请求地址

|  |  |
| --- | --- |
| 协议 | HTTPS |
| 方法 | POST |
| URL | /wx/group\_game/query |

20.2 请求参数

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 参数名 | 数据类型 | 长度 | 必选 | 备注 |
| id | int |  | Y | 小组赛ID |

20.3 返回样例

{

"result": {

"data": {

"gameId": 2,

"participant2": "李四",

"id": 1,

"groups": "A组",

"endTime": "11:00",

"address": "xxx",

"rounds": "第一轮",

"beginTime": "09:00",

"addtime": "2017-08-17 21:15:50",

"gameDate": "2017-08-13",

"participant": "张三",

"gameEvent": 1,

"score2": 3,

"score": 11

}

},

"msg": "成功",

"code": "000000"

}

21. 小组赛列表查询

20.1 请求地址

|  |  |
| --- | --- |
| 协议 | HTTPS |
| 方法 | POST |
| URL | /wx/group\_game/list |

20.2 请求参数

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 参数名 | 数据类型 | 长度 | 必选 | 备注 |
| gameId | int |  | Y | 比赛ID |

20.3 返回样例

{

"result": {

"data": [

{

"gameId": 3,

"participant2": "李四",

"id": 2,

"groups": "A组",

"endTime": "11:00",

"address": "xxx",

"rounds": "第一轮",

"beginTime": "09:00",

"addtime": "2017-08-17 22:38:47",

"gameDate": "2017-08-13",

"participant": "张三",

"gameEvent": 1,

"score2": 0,

"score": 0

},

{

"gameId": 3,

"participant2": "李四",

"id": 3,

"groups": "A组",

"endTime": "11:00",

"address": "xxx",

"rounds": "第二轮",

"beginTime": "09:00",

"addtime": "2017-08-23 22:28:21",

"gameDate": "2017-08-13",

"participant": "张三",

"gameEvent": 1,

"score2": 0,

"score": 0

}

]

},

"msg": "成功",

"code": "000000"

}

22. 创建淘汰赛

22.1 请求地址

|  |  |
| --- | --- |
| 协议 | HTTPS |
| 方法 | POST |
| URL | /wx/knockout/create |

22.2 请求参数

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 参数名 | 数据类型 | 长度 | 必选 | 备注 |
| gameId | int |  | Y | 比赛ID |
| gameEvent | int |  | Y | 比赛项目:  对应game表的gameType |
| rounds | string |  | Y | 半决赛 决赛. |
| participant | string |  | Y | 参赛方1 |
| participant2 | string |  | Y | 参赛方2 |
| gameDate | string |  | Y | 比赛日期 |
| beginTime | string |  | Y | 开始时间 |
| endTime | string |  | Y | 结束时间 |
| address | string |  | Y | 比赛地点 |
| score | int |  | N | 参赛方1的得分 |
| score2 | int |  | N | 参赛方2的得分 |

22.3 返回样例

{

"code": "000000",

"msg": "成功"

}

23. 更新淘汰赛

23.1 请求地址

|  |  |
| --- | --- |
| 协议 | HTTPS |
| 方法 | POST |
| URL | /wx/knockout/update |

23.2 请求参数

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 参数名 | 数据类型 | 长度 | 必选 | 备注 |
| gameId | int |  | Y | 比赛ID |
| gameEvent | int |  | Y | 比赛项目:  对应game表的gameType |
| rounds | string |  | Y | 轮次: 第一轮 ... |
| groups | string |  | Y | 组别: A组... |
| participant | string |  | Y | 参赛方1 |
| participant2 | string |  | Y | 参赛方2 |
| gameDate | string |  | Y | 比赛日期 |
| beginTime | string |  | Y | 开始时间 |
| endTime | string |  | Y | 结束时间 |
| address | string |  | Y | 比赛地点 |
| score | int |  | N | 参赛方1的得分 |
| score2 | int |  | N | 参赛方2的得分 |
| id | int |  | Y | 淘汰赛ID |
| champion | string |  | N | 冠军 |
| second | string |  | N | 亚军 |
| third | string |  | N | 季军 |

23.3 返回样例

{

"code": "000000",

"msg": "成功"

}

24. 删除淘汰赛

24.1 请求地址

|  |  |
| --- | --- |
| 协议 | HTTPS |
| 方法 | POST |
| URL | /wx/knockout/delete |

24.2 请求参数

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 参数名 | 数据类型 | 长度 | 必选 | 备注 |
| gameId | int |  | Y | 比赛ID |
| id | int |  | Y | 淘汰赛ID |

24.3 返回样例

{

"code": "000000",

"msg": "成功"

}

25. 淘汰赛信息查询

25.1 请求地址

|  |  |
| --- | --- |
| 协议 | HTTPS |
| 方法 | POST |
| URL | /wx/knockout/query |

25.2 请求参数

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 参数名 | 数据类型 | 长度 | 必选 | 备注 |
| id | int |  | Y | 淘汰赛ID |

25.3 返回样例

{

"result": {

"data": {

"gameId": 3,

"participant2": "李四",

"third": "jack",

"id": 3,

"endTime": "11:00",

"second": "xxxx",

"champion": "朱玉",

"address": "xxx",

"rounds": "半决赛",

"beginTime": "09:00",

"addtime": "2017-08-17 21:55:43",

"gameDate": "2017-08-13",

"participant": "张三",

"gameEvent": 1,

"score2": 3,

"score": 11

}

},

"msg": "成功",

"code": "000000"

}

26. 淘汰赛列表查询

26.1 请求地址

|  |  |
| --- | --- |
| 协议 | HTTPS |
| 方法 | POST |
| URL | /wx/knockout/list |

26.2 请求参数

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 参数名 | 数据类型 | 长度 | 必选 | 备注 |
| gameId | int |  | Y | 比赛ID |

26.3 返回样例

{

"result": {

"data": [

{

"gameId": 3,

"participant2": "李四",

"id": 3,

"endTime": "11:00",

"address": "xxx",

"rounds": "半决赛",

"beginTime": "09:00",

"addtime": "2017-08-17 21:55:43",

"gameDate": "2017-08-13",

"participant": "张三",

"gameEvent": 1,

"score2": 3,

"score": 11

}

]

},

"msg": "成功",

"code": "000000"

}