

Algo ゲーム対戦サーバ概要

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システム目的

- ▶ 本システムは以下の対戦機能を提供
 - ▶ 同一チームのAI同士の対戦(実装完了)
 - ▶ 異なるチームのAI同士の対戦(実装完了)
 - ▶ 対戦状況をウェブで閲覧(未実装)
 - ▶ 人間同士の対戦(3年生課題)
 - ▶ 人間とAIの対戦(3年生課題)

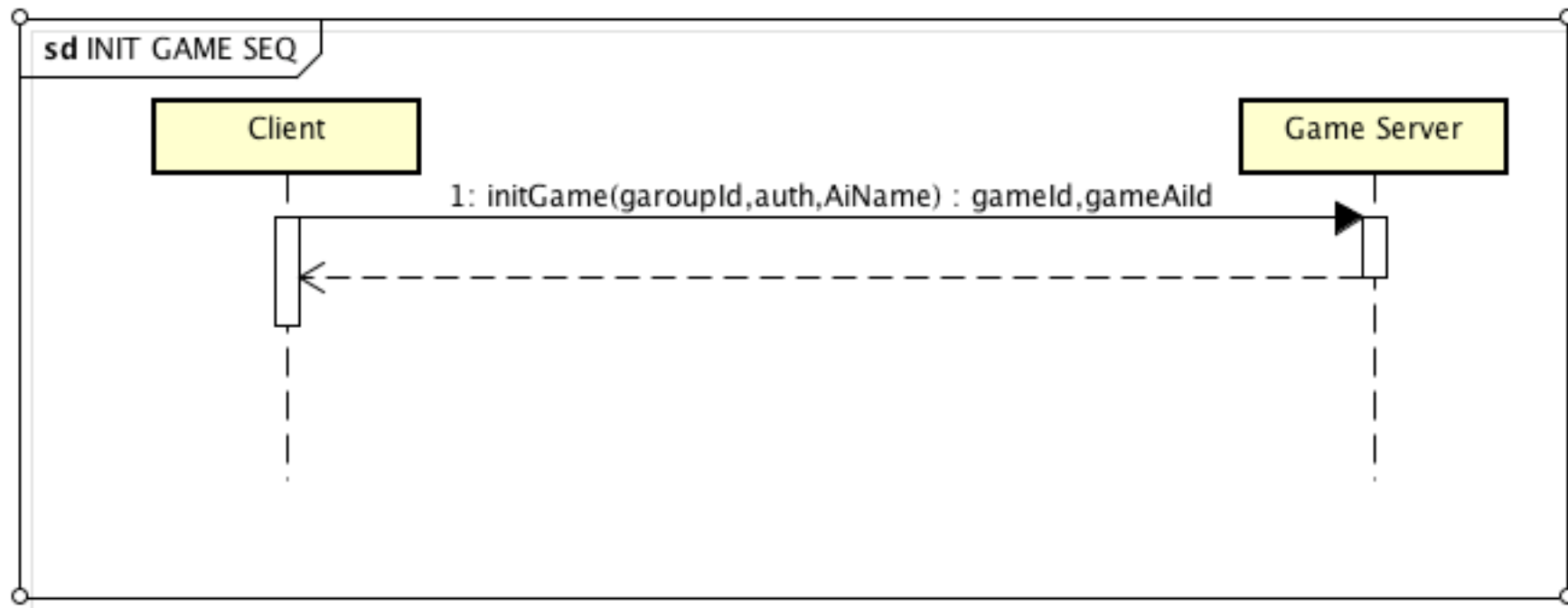


全体像

- ▶ 初期化
- ▶ 対戦マッチング
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- ▶ Myターン実行



初期化



初期化 API

- ▶ URL

- ▶ <http://algo.kaneko-lab.net/Apis/initGame>

- ▶ Parameter

- ▶ groupId : int

- ▶ auth : string

- ▶ gameAiName : string

- ▶ Return

- ▶ **{RESULT:**

- {CODE: 1000,**

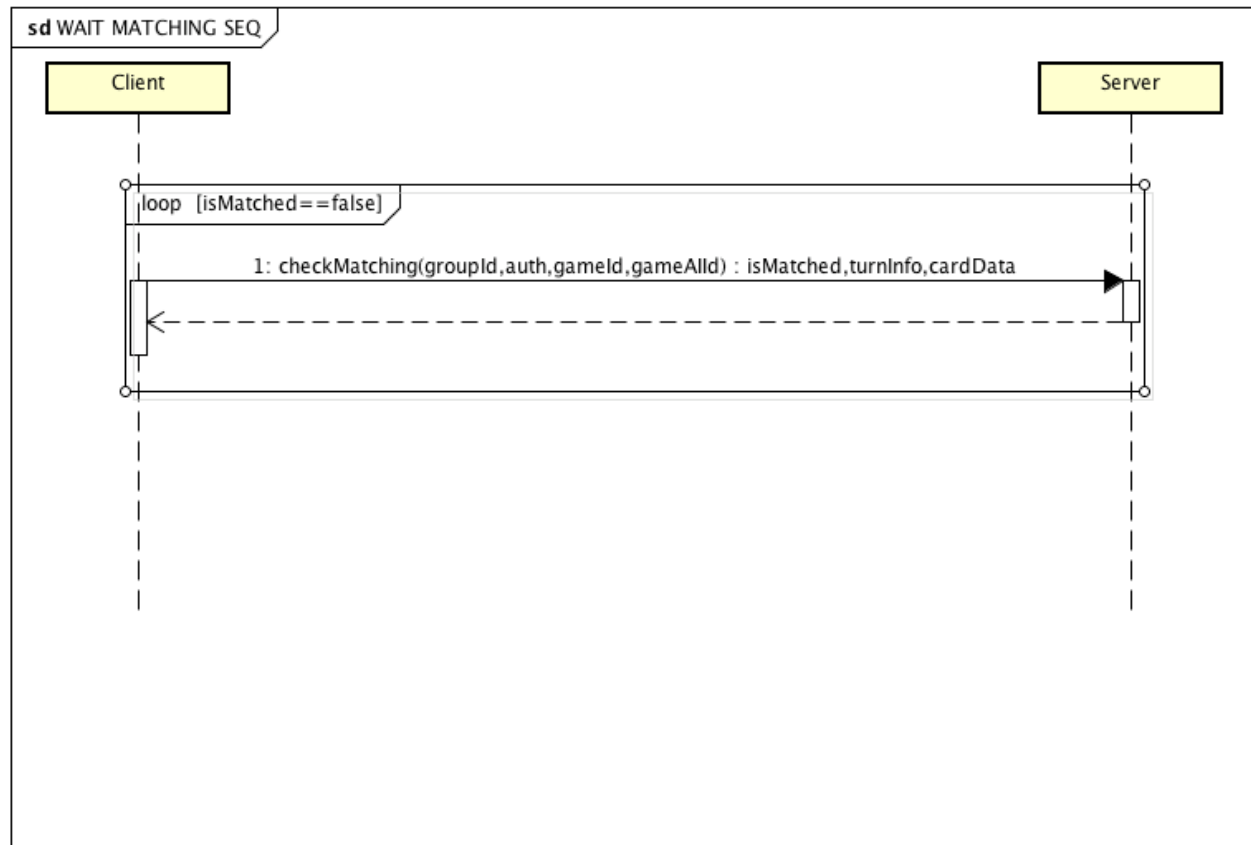
- DESC: "Successfully finished your request.",**

- DATA:**

- {GAME_ID: 2,GAME_AI_ID: 3}}}**



マッチング



マッチングAPI

▶ URL

- ▶ <http://algo.kaneko-lab.net/Apis/checkMatching>

▶ Parameters

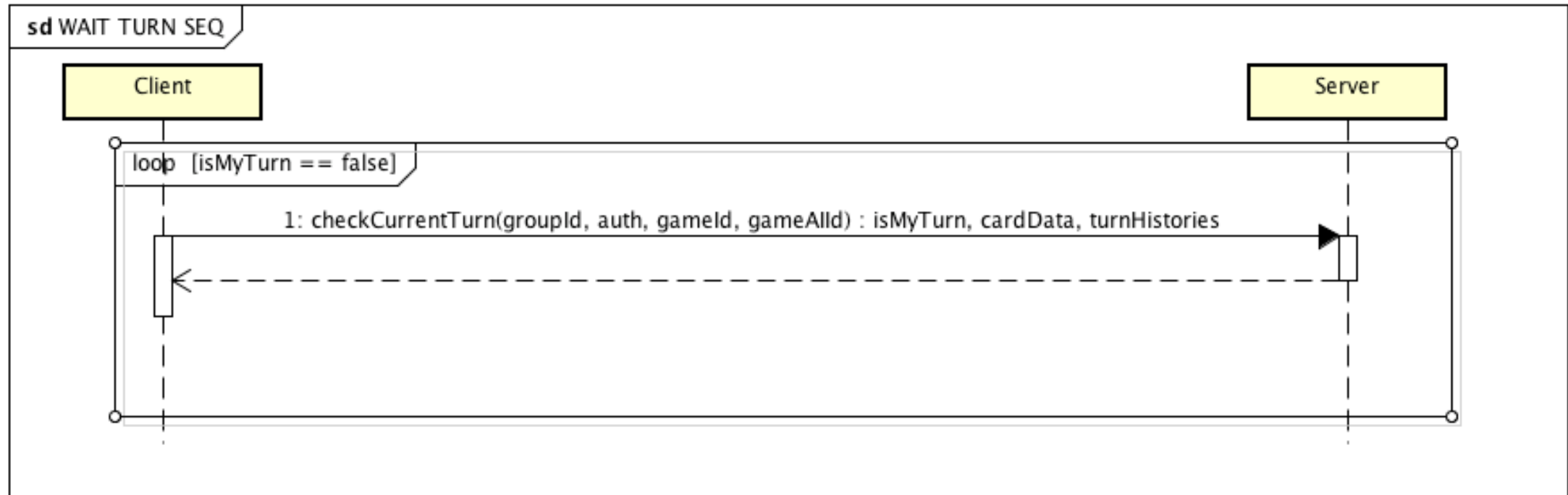
- ▶ groupId : int, auth : string, gameId : int, gameAllId : int

▶ Return

- ▶ **{RESULT:**
 {CODE: 1000,
 DESC: "Successfully finished your request.",
 DATA: **{IS_MATCHED:** true,
 TURN_INFO: **{ID:** 2,**IS_MINE:** true},
 CARD_DATA: **{MY_CARD:** [],
 OPPONENT_CARD: [],
 DECK_CARD: [],
 ATTACK_CARD: []}}}}}



ターン待機



ターン確認API

▶ URL

- ▶ <http://algo.kaneko-lab.net/Apis/checkCurrentTurn>

▶ Parameters

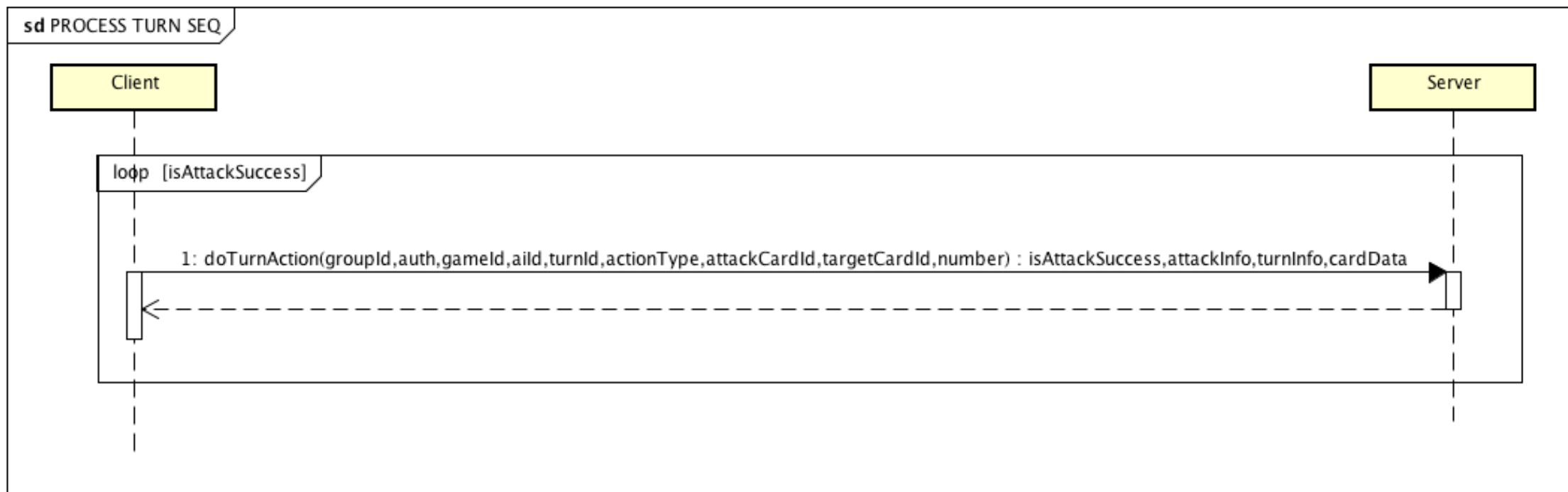
- ▶ groupId:int, auth:int, gameId:int, gameAId:int

▶ Return

- ▶ **{RESULT:**
 {CODE: 1000,
 DESC: "Successfully finished your request.",
 DATA:
 {IS_MATCHED: true,
 TURN_INFO: {**ID:** 2,**IS_MINE:** true},
 CARD_DATA: {**MY_CARD:** [],
 OPPONENT_CARD: [],
 DECK_CARD: [],
 ATTACK_CARD: []},
 TURN_HISTORIES: []}}



ターン進行



ターン進行API

▶ URL

- ▶ <http://algo.kaneko-lab.net/Apis/doTurnAction>

▶ Parameters

- ▶ groupId:int,auth:stinrg,gameId:int,AIId:int,turnId:int,
actionType:string,attackCardId:int,targetCardId:int,number:int

▶ Return

- ▶ **{RESULT:**
 {CODE: 1000,
 DESC: "Successfully finished your request.",
 DATA:
 {IS_SUCCESS_ATK: true,
 TURN_INFO: {**ID:** 2,**IS_MINE:** true},
 CARD_DATA: {**MY_CARD:** [],
 OPPONENT_CARD: [],
 DECK_CARD: [],
 ATTACK_CARD: []},
 TURN_HISTORIES: []}}



