1. “summon”

收到消息时：减seed，播放召唤动画

1. “sacrifice monster”

收到消息时：增加soul，可能会播放动画

1. “sacrifice all monster”
2. “summon circle upgrade”
3. “summon circle small upgrade”
4. “pitch in monster”
5. “receive task reward”
6. “enter adventure” 以及战斗一系列的命令
7. “enhance summon circle”
8. “daily draw”
9. “use sand grass”
10. “login”
11. “fruit ripe”
12. “receive fruit”
13. “receive all fruits”
14. “check summon circle upgrade countdown”
15. “receive adventure reward”
16. “receive explore reward”
17. “receive activity”
18. “receive adventure chapter reward”
19. “summon lord”
20. “battle request”,type,level

数据层

两种处理办法

第一：视觉层绝对实时从数据层更新，数据层根据实际需求选择什么时候更新。

**第二**：数据层实时更新，视觉层根据需求决定什么时候更新。

视觉层，有三种可能

收到消息直接更新仓库

收到消息先不更新，某个时刻更新

收到消息先不更新，某个时刻播放一个动画 一点点更新

目前的保存信息

{

"monsters":[{id:1,mType:1,rare:1,lv:15,atk:100,hp:100}],

"sCircleLv":15,

"sCircleUpgradeState":[true,100681205431],

"sCircleSmallLv":[0,0,0,0,0,0,0,0,0],

"sCircleSmallProg":0,

"sCircleSmallNextUpgrade":[0,1,8],

"sCircleEnhanceLv":3,

"curTaskID":15,

"curTaskVal":1,

"history":[100,50,10,10],

"expTotal":100,

"advChapter":1,

"advLv":1,

"dailyDrawCnt":1,

"items":[{"id":1,"num":100}],

"treeLv":1,

"lastRecvTime":111,

}