# User Management

1. Registration

Create a user in player table

Put Mode

<https://xqcxmxut5b.execute-api.us-east-1.amazonaws.com/default/Registration>

2.User Login

check if this user exist in player table

POST Mode

<https://ai36uwne3l.execute-api.us-east-1.amazonaws.com/default/LogIn>

1. User LogOut

Check if this user exist in player table and logout user

Get Mode

<https://sovv5mflu5.execute-api.us-east-1.amazonaws.com/default/LogOut?Username=zhang>

4.PlayerInfoUpdate

Update player info in table

POST mode

<https://xoevl8y3sf.execute-api.us-east-1.amazonaws.com/default/PlayerInfoUpdate>

5.ProfileRetrieval

Get player info from player table

Get Mode

<https://p3gxfpusqh.execute-api.us-east-1.amazonaws.com/default/ProfileRetrieval?Username=zhang>

6.GetScore

Get player score from table

Get Mode

<https://mmwzb77xn2.execute-api.us-east-1.amazonaws.com/default/GetScore?GameName=This&Username=zhang>

7.Create score

this just make a score for player

Post Mode

<https://uj7mc8zji5.execute-api.us-east-1.amazonaws.com/default/CreateScore>

8.RemoteSettingsGetInfo

like when a game ends you will save a history for that game and allow user to check

Get Mode

<https://w5ulalb9r5.execute-api.us-east-1.amazonaws.com/default/RemoteSettingsGetInfo?GameName=This>

9.RemoteSettingsScoreUpdate

Updating game result

Post Mode

<https://ubhdq068t1.execute-api.us-east-1.amazonaws.com/default/RemoteSettingsScoreUpdate>

10.Analytics

list out each single info from every tables

<https://hhp7jsbv3g.execute-api.us-east-1.amazonaws.com/default/Analytics>