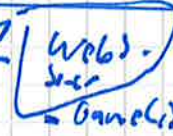


Const.

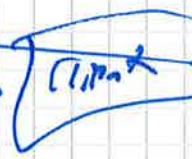
- ~ 1000h Limit
- ~ DB - Address
- ~ DB - Password



- player 1 → connection / null / "lost"
- player 2
- type → SP/MP
- level → JSORR
- engine
- id



Moves



1:1



- set Level (Level)
- move → 1/2/0/1/2
- undo
- Rule Engine
- Field : array

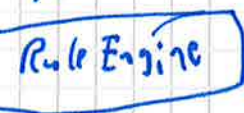
DB



JSORR

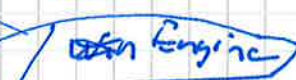
1:1

1:1



- check (oldPos, newPos)

gameStatus



- check (big win)
- check chess
- check

POST /api/management/~~create~~^{game} game

body:

```
{
  type: "SP",
  level: "pwn-4-4",
  mode: "beatable"
}
```

resp:

200: {

~~id~~^{state} gameId: 20675

}

GET /api/management/~~joinGame~~^{game}/:gameId

resp: 200: {

message: "OK"

}

400: {

message: "Full"

}

GET /api/management/game/all

resp: 200 {

games: []

}

)