Clash Intelligence API (1.0.0)

Download OpenAPI specification: Download

```
                A set of apis to compare your favourite clash royale players!
                Main capabilities:
                • Player ingestion from the official API
                • Battle log analytics
                • Deck intelligence and progression tracking
                • Playstyle classification
                • Player comparison engine

                Typical workflow:
                1. Authenticate
                2. Sync cards
                3. Ingest player
                4. Ingest battles
                5. Access analytics endpoints

                Note on Authentication:
                All /api/player and /api/cards routes require a JWT authentication.
                1. Register → POST /api/auth/register
                2. Login → POST /api/auth/login
                3. Copy the returned JWT token
                4. Click **Authorize** in Swagger
                5. Enter: Bearer <token>
```

Auth

Authentication and user management

Register a new user

AUTHORIZATIONS: ❯   *bearerAuth*

REQUEST BODY SCHEMA: application/json

email required	string
password required	string

Responses

— **201** User successfully registered

— **400** Validation error

— **409** User already exists

— **500** Server error

POST   /api/auth/register

Request samples

Payload

Content type
application/json

Copy

```
{
    "email": "test@example.com",
    "password": "strongPassword123"
}
```

Response samples

201

Content type
application/json

Copy

```
{
    "id": 2,
    "email": "test@example.com",
    "createdAt": "2026-02-21T16:41:07.843Z"
}
```

Login and obtain JWT token

AUTHORIZATIONS: **>**   *bearerAuth*

REQUEST BODY SCHEMA: application/json

email
required

string

password
required

string

Responses

— **200** Login successful

— **401** Invalid credentials

— **500** Server error

POST   `/api/auth/login`

Request samples

Payload

Content type
application/json

                                                                          Copy

```
{
    "email": "test@example.com",
```

```
    "password": "strongPassword123"
  }
```

Response samples

200

Content type
application/json

Copy

```
{
    "token": "eyJhbGciOiJIUzI1NiIsInR5cCI6IkpXVCJ9..."
}
```

Get current authenticated user

AUTHORIZATIONS: ❯   *bearerAuth*

Responses

— **200** Authenticated user profile

— **401** Unauthorized – JWT missing or invalid

— **500** Server error

GET   /api/auth/me

Response samples

200

Content type
application/json

Copy

```json
{
    "id": 1,
    "email": "test@example.com",
    "createdAt": "2026-01-01T12:00:00.000Z"
}
```

Cards

Card metadata synchronisation

Synchronise Clash Royale card metadata

Fetches all card data from the Clash Royale API and stores it in the local database. This is required before ingesting players to maintain referential integrity.

AUTHORIZATIONS: ❯   *bearerAuth*

Responses

— **200** Card metadata successfully synchronised

— **401** Unauthorized – JWT missing or invalid

— **500** Server error

POST   `/api/cards/sync`

Response samples

200

Content type

application/json

Copy

```
{
    "status": "success",
    "totalFromAPI": 128,
    "insertedIntoDB": 128
}
```

Players

Player analytics and ingestion endpoints

Compare two players

AUTHORIZATIONS: ❯   *bearerAuth*

QUERY PARAMETERS

tag1 required	string Example: `tag1=%23PLAYER1`
tag2 required	string Example: `tag2=%23PLAYER2`

Responses

❯ **200** Comparison result

❯ **400** Bad request - tag1 and tag2 are required

— **401** Unauthorized - JWT missing or invalid

— **404** Player not found

— 500 Server error

GET   /api/player/compare

Response samples

[200] [400]

Content type
application/json

Copy   Expand all   Collapse all

```json
{
    "status": "success",
  - "data": {
    - "player1": {
          "tag": "#ABC123",
          "name": "Arjun",
          "trophies": 7500,
          "winRate": 0.64,
          "aggression": 2.1,
          "playstyle": "AGGRO",
          "avgElixir": 4.2
      },
    - "player2": {
          "tag": "#DEF456",
          "name": "Sam",
          "trophies": 7200,
          "winRate": 0.58,
          "aggression": 1.8,
          "playstyle": "BALANCED",
          "avgElixir": 4.5
      },
    - "comparison": {
          "winRate": "Arjun",
          "aggression": "Sam",
          "trophies": "Arjun",
          "deckAdvantage": "Sam"
      }
    }
}
```

Get player performance overview

AUTHORIZATIONS: **>** *bearerAuth*

PATH PARAMETERS

tag **required**	string Example: `%23ABC123`

Responses

> 200 Player overview metrics

— 401 Unauthorized - JWT missing or invalid

— 404 Player not found

— 500 Server error

GET   `/api/player/{tag}/overview`

Response samples

200

Content type
application/json

Copy   Expand all   Collapse all

```
{
    "status": "success",
  - "data": {
        "trophies": 7500,
        "bestTrophies": 8000,
        "winRate": 0.64
    }
}
```

Get player playstyle analytics

AUTHORIZATIONS: ❯   *bearerAuth*

PATH PARAMETERS

tag **required**	string Example: `%23ABC123`

Responses

❯ **200** Playstyle metrics

❯ **400** Not enough battles

— **401** Unauthorized - JWT missing or invalid

— **404** Player not found

— **500** Server error

GET   /api/player/{tag}/playstyle

Response samples

200	400

Content type

application/json

Copy   Expand all   Collapse all

```json
{
    "status": "success",
  - "data": {
        "aggressionScore": 2.1,
        "playstyle": "AGGRO",
        "totalBattles": 90,
        "consistencyScore": 0.5,
        "favouriteGameMode": "Ladder"
    }
}
```

Get card and deck intelligence

AUTHORIZATIONS: >   *bearerAuth*

PATH PARAMETERS

`tag` `required`	string Example: `%23ABC123`

Responses

> **200** Card intelligence

> **400** No deck data available

— **401** Unauthorized - JWT missing or invalid

— **404** Player not found

— **500** Server error

GET /api/player/{tag}/cardIntelligence

Response samples

200   400

Content type
application/json

Copy   Expand all   Collapse all

```
{
    "status": "success",
  - "data": {
        "deck": { },
        "averageElixir": 4,
        "cycleCardCount": 0,
        "rarityDistribution": { },
      - "additionalProperties": {
            "rare": 3,
            "epic": 3,
            "common": 1,
            "legendary": 1
        },
        "type": "BEATDOWN",
      - "cards": [
            { }
        ],
      - "progression": {
            "averageCardLevel": 5.85,
            "totalCardsOwned": 106,
          - "mostUpgradedCard": {
                "name": "Bats",
                "level": 12
            },
          - "favourites": {
                "supercellFavourite": "Witch"
            }
        }
    }
}
```

Ingest player data from Clash Royale API

Fetches player data from the external API and stores it in the local database. Existing records are updated.

AUTHORIZATIONS: ❯   *bearerAuth*

PATH PARAMETERS

`tag` `required`	string Example: `%2320RGGRCJJ9` Clash Royale player tag (URL encoded)

Responses

❯ **200** Player successfully ingested

— **401** Unauthorized – JWT missing or invalid

— **404** Player not found in external API

— **500** Server error

POST   `/api/player/ingest/{tag}`

Response samples

┌─────────────┐
│   **200**   │
└─────────────┘

Content type
application/json

Copy   Expand all   Collapse all

```
{
    "status": "success",
```

```
—  "data": {
        "id": 2,
        "tag": "#20RGGRCJJ9",
        "name": "OsamaBinSaggin",
        "trophies": 5707,
        "bestTrophies": 5859,
        "wins": 757,
        "losses": 593,
        "arena": "Executioner's Kitchen",
        "createdAt": "2026-02-18T23:59:54.773Z",
        "favouriteCardName": "Witch"
    }
}
```

Ingest player battle log

Fetches the latest battle log for a player and stores new battles in the database.

AUTHORIZATIONS: ❯   *bearerAuth*

PATH PARAMETERS

tag
required

string

Example: `%2320RGGRCJJ9`

Clash Royale player tag (URL encoded)

Responses

❯ **200** Battles successfully ingested

— **401** Unauthorized – JWT missing or invalid

— **404** Player not found

— **500** Server error

POST   /api/player/ingest/battles/{tag}

Response samples

> **200**

Content type
application/json

Copy

```
{
    "status": "success",
    "count": 35
}
```

Get stored player profile

AUTHORIZATIONS: > *bearerAuth*

Responses

> **200** Player profile

— **401** Unauthorized - JWT missing or invalid

— **404** Player not found

— **500** Server error

GET   /api/player/{tag}

Response samples

> **200**

Content type

application/json

Copy   Expand all   Collapse all

```json
{
    "status": "success",
  - "player": {
        "id": 1,
        "tag": "#ABC123",
        "name": "Arjun",
        "trophies": 7500,
        "bestTrophies": 8000,
        "wins": 700,
        "losses": 500,
        "arena": "Executioner's Kitchen",
        "createdAt": "2026-02-18T23:59:54.773Z",
        "favouriteCard": "Witch",
      - "battles": [
            { }
        ],
      - "currentDeck": [
            { }
        ]
    }
}
```

Health check endpoint

Checks database connectivity

AUTHORIZATIONS: ❯   *bearerAuth*

Responses

— **200** Database is healthy

— **500** Database connection failed

GET   /health

Response samples

200

Content type
text/plain

Copy

```
DB OK
```