

Clash Intelligence API (1.0.0)

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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*

<code>email</code>	<code>string</code>
required	

<code>password</code>	<code>string</code>
required	

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

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

Copy

```
"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](#)

```
{  
  "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](#)

```
{  
    "status": "success",  
    - "data": {  
        + "player1": { ... },  
        + "player2": { ... },  
        + "comparison": { ... }  
    }  
}
```

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

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

Get player playstyle analytics

AUTHORIZATIONS: > *bearerAuth*

PATH PARAMETERS

tag string
required 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](#)

```
{
  "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:

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": { ... },
      "type": "BEATDOWN",
      + "cards": [ ... ],
      + "progression": { ... }
    }
}
```

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: <code>%2320RGGRCJJ9</code> 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

```
{
  "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