API Documentation – Video Games

Table of contents

Global Information:	4
Game	5
Game – Read data of a game	5
Game – Create a new game	6
Game – Update an existing game	7
Game – Delete an existing game	8
Gender	9
Gender – Read data of an gender	9
Gender – Create a new gender	10
Gender – Update an existing gender	11
Gender – Delete an existing gender	12
Editor	13
Editor – Read data of an editor	13
Editor – Create a new editor	14
Editor – Update an existing editor	15
Editor – Delete an existing editor	16
Theme	17
Theme – Read data of a theme	17
Theme – Create a new theme	18
Theme – Update an existing theme	19
Theme – Delete an existing theme	20
Console	21
Console – Read data of a console	21
Console – Create a new console	22
Console – Update an existing console	23
Console – Delete an existing console	24
Mode	25
Mode – Read data of a mode	25
Mode - Create a new mode	26
Mode – Update an existing mode	27
Mode - Delete an existing mode	28
Support	29

Support – Read data of a support	29
Support – Create a new support	30
Support – Update an existing support	31
Support – Delete an existing support	32
Edition	33
Edition – Read data of an edition	33
Edition – Create a new edition	34
Edition – Update an existing edition	35
Edition – Delete an existing edition	36
Shop	37
Shop – Read data of a shop	37
Shop – Create a new shop	38
Shop – Update an existing shop	39
Shop – Delete an existing shop	40
Dlc	41
Dlc – Read data of a dlc	41
Dlc – Create a new dlc	42
Dlc – Update an existing dlc	43
Dlc – Delete an existing dlc	44
Config	45
Config – Read data of a config	45
Config – Create a new config	46
Config – Update an existing config	47
Config – Delete an existing config	48
Test	49
Test – Read data of a test	49
Test – Create a new test	50
Test - Update an existing test	51
Test – Delete an existing test	52
Comment	53
Comment – Read data of a comment	53
Comment – Create a new comment	54
Comment – Update an existing comment	55
Comment – Delete an existing comment	56
Analyse	57
Analyse – Read data of an analysis	57

Analyse – Create a new analysis	58
Analyse – Update an existing analysis	59
Analyse – Delete an existing analysis	60
Language	61
Language – Read data of a language	61
Language – Create a new language	62
Language – Update an existing language	63
Language – Delete an existing language	64
Article	65
Article – Read data of an article	65
Article – Create a new article	66
Article – Update an existing article	67
Article – Delete an existing article	68
Media	69
Media – Read data of an media	69
Media – Create a new media	70
Media – Update an existing media	71
Media – Delete an existing media	72
Tip	73
Tip – Read data of an tip	73
Tip – Create a new tip	74
Tip – Update an existing tip	75
Tip – Delete an existing tip	76
User	77
User - Read data of a user	77
User – Create a new user	78
User – Update an existing user	79
User – Delete an existing user	80
Role	81
Role – Read data of a role	81
Role – Create a new role	82
Role – Update an existing role	83
Role – Delete an existing role	84

Global Information:

- Parts of URLs that are surrounded with brackets ("[]") in red are optional.
- Parts of URLs that are preceded by a two points (":") in red are parameter values to be replaced with your chosen value.
- This API furnishes you a PHP filled with a detailed test data file for every single entity (Game, Console, Gender etc.) for POST and PUT methods.
- Some parameters must be sent in the HTTP headers with the request in order to identify the user:
 - PUB: user's public key, generated by creating a hash_hmac signature, encoded in sha256, with the following parameters: idUser, email, time(), apiKey, apiSecret. <a href="Example: hash_hmac("sha256", '1' . 'test@yopmail.fr' . time() . 'dardnjdjv382YBSdgh', 'aurezhfusdfhjdsfheztj7623BHSDG121dfdf');
 - USEREMAIL: user's email address
 - APIKEY: user's unique API key

Game

Game - Read data of a game

Method: GET

URL: /game/index[/id/:id]

Return: XML Permission: user

Field	Туре	Description	Required
id	Int	Game's ID	No

<u>Game – Create a new game</u>

Method: POST URL: /game

Return: The ID of the inserted game.

Permission: admin

<u>Additional information:</u> You can either create only the game, without any of its information, either create the whole game at once. If you want to do this, you can simply add the specific nodes of every other entities (that will follow this documentation) to the POST array.

Field	Туре	Description	Required
title	String(255)	Game's title	Yes
site	URI	Game's website	Yes

Game - Update an existing game

Method: PUT

URL: /game/index[/id/:id]

Return: Boolean. If everything went well, returns true, otherwise it returns an

error.

Permission: admin

Additional information: You can either update only the game data, without any of its information, either update the whole game at once. If you want to do this, you can simply add the specific nodes of every other entities (that will follow this documentation) to the PUT array.

If you decide to update the following associated entities, you have two choices:

- Gender
- Editor
- Theme
- Language

Either you specify only the id of the entry to update, which will only associate this id to the console, either you don't specify the id, in which case it will create a new entry (for example a new mode) and associate it.

You can find examples in the testData.php file.

Field	Туре	Description	Required
title	Date	Game's title	Yes
site	URI	Game's website	Yes

<u>Game – Delete an existing game</u>

Method: DELETE

URL: /game/index[/id/:id]

Return: Boolean. If everything went well, returns true, otherwise it returns an

error.

Permission: admin

Field	Туре	Description	Required
id	Int	Game's ID to delete	Yes

Gender

Gender - Read data of an gender

Method: GET

URL: /gender/index[/id/:id]

Permission: user

Field	Туре	Description	Required
id	Int	Gender's ID	No

<u>Gender – Create a new gender</u>

Method: POST URL: /gender

Return: The ID of the inserted gender.

Permission: admin

Field	Туре	Description	Required
gender	String(255)	Gender's name	Yes

Gender - Update an existing gender

Method: PUT

URL: /gender/index[/id/:id]

Return: Boolean. If everything went well, returns true, otherwise it returns an

error.

Permission: admin

Field	Туре	Description	Required
gender	String(255)	Gender's name	Yes

<u>Gender – Delete an existing gender</u> This method has been disabled as these data are not supposed to disappear. Plus, the gender can be used for several entries, which could break them if deleted.

Editor

Editor - Read data of an editor

Method: GET

URL: /editor/index[/id/:id]

Permission: user

Field	Туре	Description	Required
id	Int	Editor's ID	No

Editor – Create a new editor

POST Method: /editor URL:

The ID of the inserted editor. Return:

Permission: admin

Field	Туре	Description	Required
editor	String(255)	Editor's name	Yes

Editor - Update an existing editor

Method: PUT

URL: /editor/index[/id/:id]

Return: Boolean. If everything went well, returns true, otherwise it returns an

error.

Permission: admin

Field	Туре	Description	Required
editor	String(255)	Editor's name	Yes

Editor – Delete an existing editor

This method has been disabled as these data are not supposed to disappear. Plus, the editor can be used for several entries, which could break them if deleted.

Theme

Theme - Read data of a theme

Method: GET

URL: /theme/index[/id/:id]

Permission: user

Field	Туре	Description	Required
id	Int	Theme's ID	No

<u>Theme – Create a new theme</u>

POST Method: /theme URL:

The ID of the inserted theme. Return:

Permission: admin

Field	Туре	Description	Required
theme	String(255)	Theme's name	Yes

Theme - Update an existing theme

Method: PUT

URL: /theme/index[/id/:id]

Return: Boolean. If everything went well, returns true, otherwise it returns an

error.

Permission: admin

Field	Туре	Description	Required
theme	String(255)	Theme's name	Yes

<u>Theme – Delete an existing theme</u>

This method has been disabled as these data are not supposed to disappear. Plus, the theme can be used for several entries, which could break them if deleted.

Console

Console - Read data of a console

Method: GET

URL: /console/index[/id/:id]

Permission: user

Field	Туре	Description	Required
id	Int	Comment's ID	No

Console - Create a new console

Method: POST URL: /comment

Return: The ID of the inserted console.

Permission: admin

<u>Additional information:</u> You can also insert every associated entities (modes, supports, editions, shops, dlcs, configs, tests, comments and analyses) at the same time. See example file furnished by the API.

Field	Туре	Description	Required
business_model	String(255)	Economic mode of the game (free to play,)	Yes
pegi	String(255)	Game's PEGI according to this console	Yes
release	Date (Y-m-d)	Release date on this console	Yes
name	String(255)	Console's name	Yes
description	Int	Console's description	Yes
cover_front	String(255)	Front cover URL	Yes
cover_back	String(255)	Back cover URL	Yes
game_idGame	Int	Game's ID to which the console is attached to	Yes

Console - Update an existing console

Method: PUT

URL: /console/index[/id/:id]

Return: Boolean. If everything went well, returns true, otherwise it returns an

error.

Permission: admin

<u>Additional information:</u> You can also update every associated entities (modes, supports, editions, shops, dlcs, configs, tests, comments and analyses) at the same time. See example file furnished by the API.

If you decide to update the following associated entities, you have two choices:

- Mode

- Support

Either you specify only the id of the entry to update, which will only associate this id to the console, either you don't specify the id, in which case it will create a new entry (for example a new mode) and associate it.

You can find examples in the testData.php file.

Field	Туре	Description	Required
business_model	String(255)	Economic mode of the game (free to play,)	Yes
pegi	String(255)	Game's PEGI according to this console	Yes
release	Date (Y-m-d)	Release date on this console	Yes
name	String(255)	Console's name	Yes
description	Int	Console's description	Yes
cover_front	String(255)	Front cover URL	Yes
cover_back	String(255)	Back cover URL	Yes
game_idGame	Int	Game's ID to which the console is attached to	Yes

<u>Console – Delete an existing console</u>

Method: DELETE

URL: /console/index[/id/:id]

Return: Boolean. If everything went well, returns true, otherwise it returns an

error.

Permission: admin

Field	Туре	Description	Required
id	Int	Comment's ID to delete	Yes

Mode

Mode - Read data of a mode

Method: GET

URL: /mode/index[/id/:id]

Permission: user

Field	Туре	Description	Required
id	Int	Mode's ID	No

<u>Mode – Create a new mode</u>

Method: POST /mode URL:

The ID of the inserted mode. Return:

Permission: admin

Field	Туре	Description	Required
mode	String(255)	Mode's name	Yes

Mode – Update an existing mode

Method: PUT

URL: /mode/index[/id/:id]

Return: Boolean. If everything went well, returns true, otherwise it returns an

error.

Permission: admin

Field	Туре	Description	Required
mode	String(255)	Mode's name	Yes

<u>Mode – Delete an existing mode</u>

This method has been disabled as these data are not supposed to disappear. Plus, the mode can be used for several entries, which could break them if deleted.

Support

Support - Read data of a support

Method: GET

URL: /support/index[/id/:id]

Permission: user

Field	Туре	Description	Required
id	Int	The support's ID	No

<u>Support – Create a new support</u>

Method: POST URL: /support

Return: The ID of the inserted support.

Permission: admin

Field	Туре	Description	Required
support	String(255)	Support's name	Yes

Support - Update an existing support

Method: PUT

URL: /support/index[/id/:id]

Return: Boolean. If everything went well, returns true, otherwise it returns an

error.

Permission: admin

Field	Туре	Description	Required
support	String(255)	Support's name	Yes

<u>Support – Delete an existing support</u>
This method has been disabled as these data are not supposed to disappear. Plus, the support can be used for several entries, which could break them if deleted.

Edition

Edition - Read data of an edition

Method: GET

URL: /edition/index[/id/:id]

Permission: user

Field	Туре	Description	Required
id	Int	Edition's ID	No

Edition - Create a new edition

Method: POST URL: /edition

Return: The ID of the inserted edition.

Permission: admin

<u>Additional information:</u> You can also insert every associated shops at the same time. See example file furnished by the API.

Field	Туре	Description	Required
name	String(255)	Edition's name	Yes
content	Longtext	Edition's content	Yes
console_idConsole	Int	Console's ID to which the edition is attached to	Yes

Edition - Update an existing edition

Method: PUT

URL: /edition/index[/id/:id]

Return: Boolean. If everything went well, returns true, otherwise it returns an

error.

Permission: admin

<u>Additional information:</u> You can also update every associated shops at the same time. See example file furnished by the API.

Field	Туре	Description	Required
name	String(255)	Edition's name	Yes
content	Longtext	Edition's content	Yes
console_idConsole	Int	Console's ID to which the edition is attached to	Yes

Edition - Delete an existing edition

Method: DELETE

URL: /edition/index[/id/:id]

Return: Boolean. If everything went well, returns true, otherwise it returns an

error.

Permission: admin

Field	Туре	Description	Required
id	Int	Edition's ID to delete	Yes

Shop

Shop - Read data of a shop

Method: GET

URL: /shop/index[/id/:id]

Permission: user

Field	Туре	Description	Required
id	Int	Shop's ID	No

Shop - Create a new shop

Method: POST /shop URL:

The ID of the inserted shop. Return:

Permission: admin

Field	Туре	Description	Required
url	String(255)	Game's shop URL	Yes
name	String(255)	Game's shop name	Yes
price	Float	Game's shop price (decimal separator: dot ("."))	Yes
devise	String(255)	Game's shop device	Yes
edition_idEdition	Int	Edition's ID to which is attached the shop	Yes

Shop – Update an existing shop

Method: PUT

URL: /shop/index[/id/:id]

Return: Boolean. If everything went well, returns true, otherwise it returns an

error.

Permission: admin

Field	Туре	Description	Required
url	String(255)	Game's shop URL	Yes
name	String(255)	Game's shop name	Yes
price	Float	Game's shop price (decimal separator: dot ("."))	Yes
devise	String(255)	Game's shop device	Yes
edition_idEdition	Int	Edition's ID to which is attached the shop	Yes

Shop – Delete an existing shop

Method: DELETE

URL: /shop/index[/id/:id]

Return: Boolean. If everything went well, returns true, otherwise it returns an

error.

Permission: admin

Field	Туре	Description	Required
id	Int	Shop's ID to delete	Yes

Dlc

Dlc - Read data of a dlc

Method: GET

URL: /dlc/index[/id/:id]

Permission: user

Field	Туре	Description	Required
id	Int	Dlc's ID	No

<u>Dlc – Create a new dlc</u>

Method: POST /dlc URL:

The ID of the inserted dlc. Return:

Permission: admin

Field	Туре	Description	Required
title	String(255)	Dlc's title / name	Yes
description	Longtext	Dlc's description	Yes
price	Float	Dlc price (decimal separator: dot ("."))	Yes
devise	String(255)	Dlc's devise	Yes
console_idConsole	Int	Console's ID to which is attached the shop	Yes

<u>Dlc – Update an existing dlc</u>

Method: PUT

URL: /dlc/index[/id/:id]

Return: Boolean. If everything went well, returns true, otherwise it returns an

error.

Permission: admin

Field	Туре	Description	Required
title	String(255)	Dlc's title / name	Yes
description	Longtext	Dlc's description	Yes
price	Float	Dlc price (decimal separator: dot ("."))	Yes
devise	String(255)	Dlc's devise	Yes
console_idConsole	Int	Console's ID to which is attached the dlc	Yes

<u>Dlc – Delete an existing dlc</u>

Method: DELETE

URL: /dlc/index[/id/:id]

Return: Boolean. If everything went well, returns true, otherwise it returns an

error.

Permission: admin

Field	Туре	Description	Required
id	Int	Dlc's ID to delete	Yes

Config

Config - Read data of a config

Method: GET

URL: /config/index[/id/:id]

Permission: user

Field	Туре	Description	Required
id	Int	Config's ID	No

Config – Create a new config

Method: POST URL: /config

Return: The ID of the inserted config.

Permission: admin

Field	Туре	Description	Required
config	Longtext	Config's name	Yes
type	String(255)	Config's type (minimal, optimal etc.)	Yes
console_idConsole	Int	Console's ID to which is attached the config	Yes

<u>Config – Update an existing config</u>

Method: PUT

URL: /config/index[/id/:id]

Return: Boolean. If everything went well, returns true, otherwise it returns an

error.

Permission: admin

Field	Туре	Description	Required
config	Longtext	Config's name	Yes
type	String(255)	Config's type (minimal, optimal etc.)	Yes
console_idConsole	Int	Console's ID to which is attached the config	Yes

Config - Delete an existing config

Method: DELETE

URL: /config/index[/id/:id]

Return: Boolean. If everything went well, returns true, otherwise it returns an

error.

Permission: admin

Field	Туре	Description	Required
id	Int	Config's ID to delete	Yes

Test

<u>Test – Read data of a test</u>

Method: GET

URL: /test/index[/id/:id]

Permission: user

Field	Туре	Description	Required
id	Int	Test's ID	No

<u>Test – Create a new test</u>

Method: POST URL: /test

Return: The ID of the inserted test.

Permission: admin

<u>Additional information:</u> You can also insert every associated entities (comments and analyses) at the same time. See example file furnished by the API.

Field	Туре	Description	Required
report	Longtext	Test's name	Yes
date	Datetime	Test's creation date (format Y-m-d H:i:s)	Yes
user_name	String(255)	Test's author	Yes
note	Int(2)	Test's note	Yes
console_idConsole	Int	Console's ID to which is attached the config	Yes

<u>Test - Update an existing test</u>

Method: PUT

URL: /test/index[/id/:id]

Return: Boolean. If everything went well, returns true, otherwise it returns an

error.

Permission: admin

<u>Additional information:</u> You can also update every associated entities (comments and analyses) at the same time. See example file furnished by the API.

Field	Туре	Description	Required
report	Longtext	Test's name	Yes
date	Datetime	Test's creation date (format Y-m-d H:i:s)	Yes
user_name	String(255)	Test's author	Yes
note	Int(2)	Test's note	Yes
console_idConsole	Int	Console's ID to which is attached the config	Yes

<u>Test - Delete an existing test</u>

Method: DELETE

URL: /test/index[/id/:id]

Return: Boolean. If everything went well, returns true, otherwise it returns an

error.

Permission: admin

Field	Туре	Description	Required
id	Int	Test's ID to delete	Yes

Comment

Comment - Read data of a comment

Method: GET

URL: /comment/index[/id/:id]

Permission: user

Field	Туре	Description	Required
id	Int	The Comment's-ID	Yes

<u>Comment – Create a new comment</u>

Method: POST URL: /comment

Return: The ID of the inserted comment.

Permission: admin

Field	Туре	Description	Required
date	Date	Date with Y-m-d format	Yes
user_name	String	User's name	Yes
note	Int	Note of the comment	Yes
like	Int	Number of likes	Yes
dislike	Int	Number of dislikes	Yes
text	String	Comment's content	Yes
test_idTest	Int	ID of the test associated with	Yes

Comment - Update an existing comment

Method: PUT

URL: /comment/index[/id/:id]

Return: Boolean. If everything went well, returns true, otherwise it returns an

error.

Permission: admin

Field	Туре	Description	Required
date	Date	Date with Y-m-d format	Yes
user_name	String	User's name	Yes
note	Int	Note of the comment	Yes
like	Int	Number of likes	Yes
dislike	Int	Number of dislikes	Yes
text	String	Comment's content	Yes
test_idTest	Int	ID of the test associated with	Yes

<u>Comment - Delete an existing comment</u>

Method: DELETE

URL: /comment/index[/id/:id]

Return: Boolean. If everything went well, returns true, otherwise it returns an

error.

Permission: admin

Field	Туре	Description	Required
id	Int	Comment's ID to delete	Yes

Analyse

Analyse - Read data of an analysis

Method: GET

URL: /analyse/index[/id/:id]

Permission: user

Field	Туре	Description	Required
id	Int	Analysis' ID	No

<u>Analyse – Create a new analysis</u>

Method: POST URL: /analyse

Return: The ID of the inserted analysis.

Permission: admin

Field	Туре	Description	Required
analyse	Longtext	Analysis' name	Yes
type	Datetime	Analysis' type (positive, negative etc.)	Yes
test_idTest	Int	Test's ID to which is attached the analysis	Yes

<u>Analyse – Update an existing analysis</u>

Method: PUT

URL: /analyse/index[/id/:id]

Return: Boolean. If everything went well, returns true, otherwise it returns an

error.

Permission: admin

Field	Type	Description	Required
analyse	Longtext	Analysis' name	Yes
type	Datetime	Analysis' type (positive, negative etc.)	Yes
test_idTest	Int	Test's ID to which is attached the analysis	Yes

<u>Analyse – Delete an existing analysis</u>

Method: DELETE

URL: /analyse/index[/id/:id]

Return: Boolean. If everything went well, returns true, otherwise it returns an

error.

Permission: admin

Field	Туре	Description	Required
id	Int	Analysis' ID to delete	Yes

Language

<u>Language – Read data of a language</u>

Method: GET

URL: /language/index[/id/:id]

Permission: user

Field	Туре	Description	Required
id	Int	Language's ID	No

<u>Language – Create a new language</u>

Method: POST URL: /language

Return: The ID of the inserted language.

Permission: admin

Field	Туре	Description	Required
language	String(255)	Language's name	Yes

<u>Language – Update an existing language</u>

Method: PUT

URL: /language/index[/id/:id]

Return: Boolean. If everything went well, returns true, otherwise it returns an

error.

Permission: admin

Field	Туре	Description	Required
language	String(255)	Language's name	Yes

<u>Language – Delete an existing language</u>

Method: DELETE

URL: /language/index[/id/:id]

Return: Boolean. If everything went well, returns true, otherwise it returns an

error.

Permission: admin

Field	Туре	Description	Required
id	Int	Language's ID to delete	Yes

Article

Article - Read data of an article

Method: GET

URL: /article/index[/id/:id]

Permission: user

Field	Туре	Description	Required
id	Int	Article's ID	No

Article - Create a new article

POST Method: /article URL:

The ID of the inserted article. Return:

Permission: admin

Field	Туре	Description	Required
type	String(255)	Article's type (e.g.: news etc.)	Yes
title	String(255)	Article's title	Yes
user_name	String(255)	Article's author	Yes
date	Datetime	Article's creation date (format Y-m-d H:i:s)	Yes
console_ names	String(255)	Article's console names, comma separated (",")	Yes
game_idGame	Int	Game's ID to which is attached the article	Yes

Article - Update an existing article

Method: PUT

URL: /article/index[/id/:id]

Return: Boolean. If everything went well, returns true, otherwise it returns an

error.

Permission: admin

Field	Туре	Description	Required
type	String(255)	Article's type (e.g.: news etc.)	Yes
title	String(255)	Article's title	Yes
user_name	String(255)	Article's author	Yes
date	Datetime	Article's creation date (format Y-m-d H:i:s)	Yes
console_names	String(255)	Article's console names, comma separated (",")	Yes
game_idGame	Int	Game's ID to which is attached the article	Yes

Article - Delete an existing article

Method: DELETE

URL: /article/index[/id/:id]

Return: Boolean. If everything went well, returns true, otherwise it returns an

error.

Permission: admin

Field	Туре	Description	Required
id	Int	Language's ID to delete	Yes

Media

Media - Read data of an media

Method: GET

URL: /media/index[/id/:id]

Permission: user

Field	Туре	Description	Required
id	Int	Media's ID	No

<u>Media – Create a new media</u>

Method: POST /media URL:

Return: The ID of the inserted media.

Permission: admin

Field	Туре	Description	Required
type	String(255)	Media's type (e.g.: picture, video etc.)	Yes
url	String(255)	Media's URL path	Yes
unit	String(255)	Media's unit (e.g.: cm, px etc.)	Yes
width	Float	Media's width (in the unit specified in unit column)	Yes
height	Float	Media's height (in the unit specified in unit column)	Yes
console_names	String(255)	Media's console names, comma separated (",")	Yes
game_idGame	Int	Game's ID to which is attached the article	Yes

Media - Update an existing media

Method: PUT

URL: /media/index[/id/:id]

Return: Boolean. If everything went well, returns true, otherwise it returns an

error.

Permission: admin

Field	Туре	Description	Required
type	String(255)	Media's type (e.g.: picture, video etc.)	Yes
url	String(255)	Media's URL path	Yes
unit	String(255)	Media's unit (e.g.: cm, px etc.)	Yes
width	Float	Media's width (in the unit specified in unit column)	Yes
height	Float	Media's height (in the unit specified in unit column)	Yes
console_names	String(255)	Media's console names, comma separated (",")	Yes
game_idGame	Int	Game's ID to which is attached the article	Yes

Media - Delete an existing media

Method: DELETE

URL: /media/index[/id/:id]

Return: Boolean. If everything went well, returns true, otherwise it returns an

error.

Permission: admin

Field	Туре	Description	Required
id	Int	Media's ID to delete	Yes

Tip

<u>Tip</u> – Read data of an tip

Method: GET

URL: /tip/index[/id/:id]

Permission: user

Field	Туре	Description	Required
id	Int	Tip's ID	No

<u>Tip – Create a new tip</u>

Method: POST URL: /tip

The ID of the inserted tip. Return:

Permission: admin

Field	Туре	Description	Required
content	Longtext	Tip itself	Yes
console_names	String(255)	Tip's console names, comma separated (",")	Yes
game_idGame	Int	Game's ID to which is attached the article	Yes

<u>Tip – Update an existing tip</u>

Method: PUT

URL: /tip/index[/id/:id]

Return: Boolean. If everything went well, returns true, otherwise it returns an

error.

Permission: admin

Field	Type	Description	Required
content	Longtext	Tip itself	Yes
console_names	String(255)	Tip's console names, comma separated (",")	Yes
game_idGame	Int	Game's ID to which is attached the article	Yes

<u>Tip – Delete an existing tip</u>

Method: DELETE

URL: /tip/index[/id/:id]

Return: Boolean. If everything went well, returns true, otherwise it returns an

error.

Permission: admin

Field	Туре	Description	Required
id	Int	Tip's ID to delete	Yes

User

<u>User – Read data of a user</u>

Method: GET

URL: /user/index[/id/:id]

Permission: user

Field	Туре	Description	Required
id	Int	User's ID	No

<u>User – Create a new user</u>

Method: POST URL: /user

Return: The ID of the inserted user.

Permission: admin

<u>Additional information:</u> When a user is created, both apiKey and apiSecret are generated automatically and can be found with the entries "apiKey" and "apiSecret" in the XML generated by a GET method. These values are used to identify the request and manage roles.

Field	Туре	Description	Required
email	String(255)	User's email	Yes
username	String(255)	User's username	Yes
password	String(255)	User's password (md5 encrypted)	Yes
role	Int	User's role ID	Yes

<u>User – Update an existing user</u>

Method: PUT

URL: /user/index[/id/:id]

Return: Boolean. If everything went well, returns true, otherwise it returns an

error.

Permission: admin

Field	Туре	Description	Required
email	String(255)	User's email	Yes
username	String(255)	User's username	Yes
password	String(255)	User's password (md5 encrypted)	Yes
role	Int	User's role ID	Yes

<u>User – Delete an existing user</u>

Method: DELETE

URL: /user/index[/id/:id]

Return: Boolean. If everything went well, returns true, otherwise it returns an

error.

Permission: admin

Field	Туре	Description	Required
id	Int	User's ID to delete	Yes

Role

<u>Additional information:</u> There are two roles defined by the API: user (id 1) and admin (id 2). These roles **CAN NOT, IN ANY WAY** be deleted, otherwise the API won't work as they are used for the authentication. Only users with "ADMIN" role can access a page regarding the roles.

Role - Read data of a role

Method: GET

URL: /role/index[/id/:id]

Permission: user

Field	Туре	Description	Required
id	Int	Role's ID	No

Role - Create a new role

POST Method: /role URL:

The ID of the inserted role. Return:

Permission: admin

Field	Туре	Description	Required
role	String(255)	Role's name	Yes

Role - Update an existing role

Method: PUT

URL: /role/index[/id/:id]

Return: Boolean. If everything went well, returns true, otherwise it returns an

error.

Permission: admin

Field	Туре	Description	Required
role	String(255)	Role's name	Yes

Role - Delete an existing role

This method has been disabled as these data are not supposed to be deleted without breaking the whole API (used to authenticate the users when they make a request).