My Game Project:
Live or Die

<u>Description</u>: This is a game in which the user is presented, first, with a scenario and then with three choices. One choice seems prudent and safe, the other dangerous—-even stupid. The third choice is to flip a coin which makes the choice for the user. Once you've made your choice, the game returns your fate. If your choice was the wrong one, you die and are given the option to start the game over. If your choice was the right one, you live to play the next scenario. Meanwhile, users of the API should be able to view all the choices and fates for a given scene, and also be able to do CRUD operations on the various entities of the game. The user must be authenticated and authorized to do these things. An Admin, meanwhile, will have the authorization to CRUD scenes.
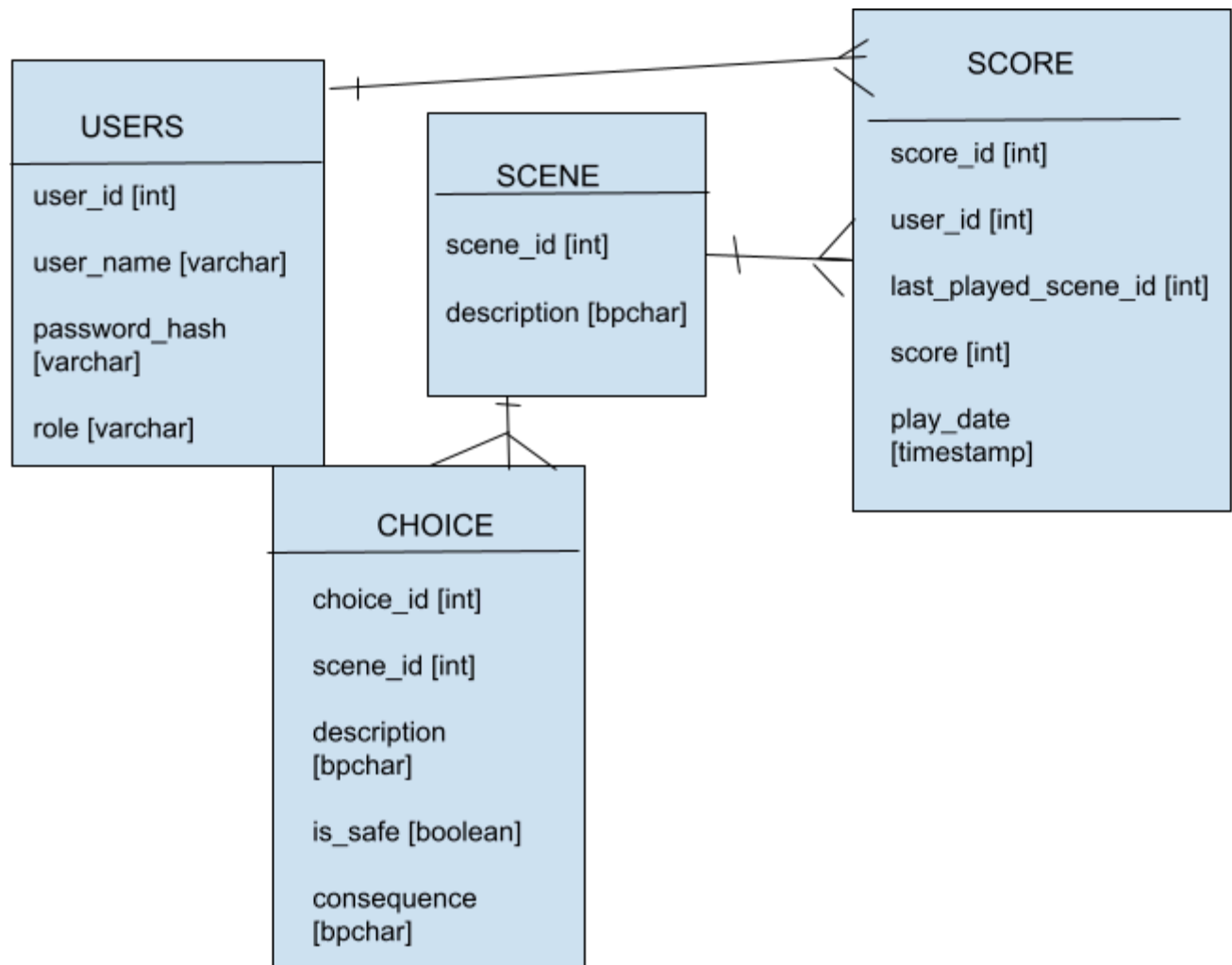
<u>Functional Requirements</u>:

As an authenticated user, I can…
- save a score
- get all scenes
- get all choices for a scene
- update a score

As an ADMIN, I can…
- create a new scene
- update an existing scene
- delete an existing scene
- get all scores

<u>ERD</u>:

USERS
- user_id [int]
- user_name [varchar]
- password_hash [varchar]
- role [varchar]

SCENE
- scene_id [int]
- description [bpchar]

SCORE
- score_id [int]
- user_id [int]
- last_played_scene_id [int]
- score [int]
- play_date [timestamp]

CHOICE
- choice_id [int]
- scene_id [int]
- description [bpchar]
- is_safe [boolean]
- consequence [bpchar]

API Endpoints:

Endpoint	Method	Query Parameters	Description	Success	Error	Authentication
/scenes ✔	GET	None	Get all scenes	200	400, 401	USER
/scenes/{id}/choices ✔	GET	None	Get all choices for a scene	200	400, 401	USER
/scores ✔	POST	None	Create new score	201	400, 401	USER

`/scores` ✔	PUT	None	Update a score	200	400, 401	USER
`/scenes` ✔	POST	None	Create a new scene	201	400, 401, 403, 422	ADMIN
`/scenes/{id}` ✔	PUT	None	Update a specific scene	200	400, 401, 403, 409	ADMIN
`/scenes/{id}` ✔	DELETE	None	Delete a specific scene	204	400, 401, 403	ADMIN
`/scores` ✔	GET	None	Get all scores	200	400, 401, 403	ADMIN