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| HTTP | Controller | Endpoint | Description | Data Sample | Notes |
| GET | HERO | /HERO | Request existing heroes in database | [{  “heroID”: “1”  “Name”: “Bob”,  “minDice”: 1,  “maxDice”: 6,  “Uses”: 3  }] |  |
| POST | HERO | /HERO | Create new hero | [{  “heroID”: “2”  “Name”: “Frank”,  “minDice”: 1,  “maxDice”: 10,  “Uses”: 5  }] | If the hero being added has the same heroID as another hero, throw error 50010, Duplicate hero ID |
| GET | VILLAIN | /VILLAIN | Get list of villains in the database | [{  “villainID”: “1”  “Name”: “Facebook”  ]} |  |
| POST | VILLAIN | /VILLAIN | Create new villain | [{  “villainID”: “2”  “Name”: “Snapchat”  ]} | If the villain being added has the same villainID as another villain, throw error 50020, Duplicate villain ID |
| PUT | HERO | /HERO | Update one hero | [{  “heroID”: “1”  “Name”: “Sam”  “minDice”: 10,  “maxDice”: 60,  “Uses”: 30  }] | If the heroID is not found, throw error 50030, Hero ID not found |
| PUT | VILLAIN | /VILLAIN | Update one villain | [{  “villainID”: “1”  “Name”: “LinkedIn”  ]} | If the villainID is not found, throw error 50030, Villain ID not found |
| DELETE | HERO | /HERO/{ID} | Delete one hero with ID route | [{  (Number of heroes) “Heroes deleted”  ]} |  |
| DELETE | VILLAIN | VILLAIN/{ID} | Delete one villain with ID route | [{  (Number of villains) “Villains deleted”  ]} |  |