**Get Requests**

**Method:** GetHighScore

**Request headers:** TokenID: (int) and Name: (string)

**Request body:** No body

**Response headers:** No headers

**Response body:** HighScore: (int)

**Description:** The client requests the current high score. The server then responds with the high score it has stored. The client then stores the response data.

**Post Requests**

**Method:** Login

**Request headers:** None

**Request body:** Name: (string)

**Response headers:** None

**Response body:** TokenID: (int)

**Description:** The client sends their name to the server, then the server checks if the player has logged in before. If the player is new, they are assigned a new authentication token which is sent as a response to the client. If the client is a returning player, the token they were previously assigned is sent as a response.

**Method:** SetScore

**Request headers:** TokenID: (int) and Name: (string)

**Request body:** Score: (int)

**Response headers:** None

**Response body:** IsHighScore: (bool)

**Description:** The client sends their score to the server. The server then checks the players name and authentication ID to make sure they are a legit player. The server then checks if the score is a new high score. If it is, the server stores the high score and responds telling the player they got a high score. If it is not a high score, the server does not store the score and it responds telling the player they did not achieve a high score.