

Create Game

POST /api/games/

Response

Success Response 201

```
{
  "success": true,
  "data": {
    "name": "My bowling game, new",
    "gameId": 1,
    "isComplete": false,
    "players": []
  }
}
```

Create Player

POST /api/players/

Response

Success Response 201

```
{
  "success": true,
  "data": {
    "name": "Berk",
    "score": 0,
    "frame1": {
      "firstRoll": [
        -1
      ],
      "secondRoll": [
        -1
      ],
      "thirdRoll": [
        -1
      ],
      "score": 0,
      "mutable": true
    },
    "frame2": {
      "firstRoll": [
        -1
      ],
      "secondRoll": [

```

```
    -1
  ],
  "thirdRoll": [
    -1
  ],
  "score": 0,
  "mutable": true
},
"frame3": {
  "firstRoll": [
    -1
  ],
  "secondRoll": [
    -1
  ],
  "thirdRoll": [
    -1
  ],
  "score": 0,
  "mutable": true
},
"frame4": {
  "firstRoll": [
    -1
  ],
  "secondRoll": [
    -1
  ],
  "thirdRoll": [
    -1
  ],
  "score": 0,
  "mutable": true
},
"frame5": {
  "firstRoll": [
    -1
  ],
  "secondRoll": [
    -1
  ],
  "thirdRoll": [
```

```
    -1
  ],
  "score": 0,
  "mutable": true
},
"frame6": {
  "firstRoll": [
    -1
  ],
  "secondRoll": [
    -1
  ],
  "thirdRoll": [
    -1
  ],
  "score": 0,
  "mutable": true
},
"frame7": {
  "firstRoll": [
    -1
  ],
  "secondRoll": [
    -1
  ],
  "thirdRoll": [
    -1
  ],
  "score": 0,
  "mutable": true
},
"frame8": {
  "firstRoll": [
    -1
  ],
  "secondRoll": [
    -1
  ],
  "thirdRoll": [
    -1
  ],
  "score": 0,
```

```

      "mutable": true
    },
    "frame9": {
      "firstRoll": [
        -1
      ],
      "secondRoll": [
        -1
      ],
      "thirdRoll": [
        -1
      ],
      "score": 0,
      "mutable": true
    },
    "frame10": {
      "firstRoll": [
        -1
      ],
      "secondRoll": [
        -1
      ],
      "thirdRoll": [
        -1
      ],
      "score": 0,
      "mutable": true
    }
  }
}

```

Post frame

POST /api/frames/

Success response 201

```

{
  "success": true,
  "data": {
    "frame1": {
      "firstRoll": [
        3,
        5,

```

}

GET /api/games/<int:game_id>/

{

"Q

"p

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```
        "mutable": true,
        "score": 5
    }
},
"frame2": {
    "firstRoll": [
        -1
    ],
    "secondRoll": [
        -1
    ],
    "thirdRoll": [
        -1
    ],
    "score": 0,
    "mutable": true
},
"frame3": {
    "firstRoll": [
        -1
    ],
    "secondRoll": [
        -1
    ],
    "thirdRoll": [
        -1
    ],
    "score": 0,
    "mutable": true
},
"frame4": {
    "firstRoll": [
        -1
    ],
    "secondRoll": [
        -1
    ],
    "thirdRoll": [
        -1
    ],
    "score": 0,
    "mutable": true
}
```

```
},  
"frame5": {  
  "firstRoll": [  
    -1  
  ],  
  "secondRoll": [  
    -1  
  ],  
  "thirdRoll": [  
    -1  
  ],  
  "score": 0,  
  "mutable": true  
},  
"frame6": {  
  "firstRoll": [  
    -1  
  ],  
  "secondRoll": [  
    -1  
  ],  
  "thirdRoll": [  
    -1  
  ],  
  "score": 0,  
  "mutable": true  
},  
"frame7": {  
  "firstRoll": [  
    -1  
  ],  
  "secondRoll": [  
    -1  
  ],  
  "thirdRoll": [  
    -1  
  ],  
  "score": 0,  
  "mutable": true  
},  
"frame8": {  
  "firstRoll": [  

```

```
        -1
    ],
    "secondRoll": [
        -1
    ],
    "thirdRoll": [
        -1
    ],
    "score": 0,
    "mutable": true
},
"frame9": {
    "firstRoll": [
        -1
    ],
    "secondRoll": [
        -1
    ],
    "thirdRoll": [
        -1
    ],
    "score": 0,
    "mutable": true
},
"frame10": {
    "firstRoll": [
        -1
    ],
    "secondRoll": [
        -1
    ],
    "thirdRoll": [
        -1
    ],
    "score": 0,
    "mutable": true
}
}
],
"isComplete": false
}
```


deleteGame

DELETE /api/games/<int: game_id>/

```
{
  "success": true,
  "data": {
    "name": "My bowling game, new",
    "gameId": 1,
    "isComplete": false,
    "players": [
      {
        "name": "Sally",
        "score": 5,
        "frame1": {
          "firstRoll": [
            3,
            5,
            7
          ],
          "secondRoll": [
            1,
            8
          ],
          "thirdRoll": [
            -1
          ],
          "score": 5,
          "mutable": true
        }
      }
    ]
  }
}
```