Base url

localhost:3000

Our basic server

Request

Get

/PG13

Get all the cards with categorie PG-13

Response

Request

Get

/PG

Get all the cards with categorie PG

```
{
    "PG": {
        "answers": ["Copious amounts of milk", "Shrek 2", ...],
        "questions": ["It's the newest Mario Kart item, [[BLANK]].",
        "I sprayed my cat with [[BLANK]].", ...]
    }
}
```



Response

Request

Get all the cards with categorie community

Post

/community

Create a Room

Body

```
{
    "answer": "kids",
    "question": "These [[BLANK]] are so annoying"
}
```

(This is data that will be posted.)

```
"success": 1,
"data": {
    "fieldCount": 0,
    "affectedRows": 1,
    "insertId": 24,
    "serverStatus": 2,
    "warningCount": 0,
    "message": "",
    "protocol41": true,
    "changedRows": 0
}
```

Get /R/id Get the cards with an id

Response

All of the categories work the same way you can all call them using the /id parameter. I didn't do this for every category to remove repetition.

So all this endpoints will work: pg/id pg13/id R/id community/id

Get /Rooms Get all the Rooms

Body

```
{
    "id_user": 2,
    "code": 125505,
    "open": 0
}
```

(This is data that will be posted. It needs to be json format since our api only accepts that.)

Get /Rooms/id Get all the Rooms

Response

```
{
    "success": 1,
    "Room": {
        "room_id": 5,
        "id_user": 0,
        "code": 24,
        "cat": 0,
        "pub": 0,
        "open": 0
    }
}
```

(This is all the data with id=1)

Post

/Rooms

Create a Room

Body

```
{
    "id_user": 2,
    "code": 125505,
    "open": 0
}
```

(This is data that will be posted)

```
"success": 1,
"data": {
    "fieldCount": 0,
    "affectedRows": 1,
    "insertId": 24,
    "serverStatus": 2,
    "warningCount": 0,
    "message": "",
    "protocol41": true,
    "changedRows": 0
}
```

Get

/Users

Get all the users and their info

Get

/Users/id

Get all the users on their id and their info

```
{
    "success": 1,
    "User": {
        "id_user": 1,
        "username": "test",
        "level": 0
    }
}
```

Get

/Stats

Get all the stats of the users

```
{
  "success": 1,
  "Stats": [
    {
       "id": 1,
       "id_user": 1,
       "games_played": 5,
       "games_lost": 2,
       "games_won": 3
    },
{
       "id": 2,
       "id_user": 2,
       "games_played": 4,
       "games_lost": 3,
       "games_won": 1
    },
}
```

Get all the stats of the users

Response

(This doesn' look at the id of the stat but at the user id. This made more sense to me.)

Get all the stats of the users

Response

Request

Get all the stats of the users

Response

(This looks at the room_id)

Post

/RoomsUsers

Create a RoomUser a room can have multiple users

Body

```
{
    "room_id": 5,
    "user_id": 2,
}
```

(This is data that will be posted)

```
"success": 1,
  "data": {
     "fieldCount": 0,
     "affectedRows": 1,
     "insertId": 24,
     "serverStatus": 2,
     "warningCount": 0,
     "message": "",
     "protocol41": true,
     "changedRows": 0
}
```

Summary:

get(PG&PG/id) db: PGAnswers, PGQuestions

get(PG13&PG13/id) db: PG13Answers, PG13Questions

get(R&R/id) db: RAnswers, RQuestions

get(community&community/id) db:CommunityAnswers, CommunityQuestions

post(community&community/id) db:CommunityAnswers, CommunityQuestions

get(rooms&rooms/id) db: Rooms

post(rooms) db: Rooms

get(roomUsers&roomUsers/id) db:RoomUsers

post(roomUsers) db: Users

get(users&users/id) db: Users

get(stats&stats/id) db: Stats

post(stats) db: Stats