

HvZ Game Rest-API 0.1.0 OAS3

[/.well-known/oas](#)

Simple implementation on the HvZ game

Servers

[http://localhost:5001 - Generated server url](#) ▾[Authorize](#)

user-controller

PUT /api/user/{user_id}

Parameters

Name Description

user_id * required
integer(\$int64)
(path)

Request body required

application/json

Example Value | **Schema**

```
{ "firstname": "string", "lastname": "string", "username": "string" }
```

Responses

Code	Description	Links
200	OK	No links

Media type

/

Controls Accept header.

Example Value | **Schema**

```
{ "id": 0, "keycloakId": "string", "username": "string", "firstName": "string", "lastName": "string", "isAdmin": true, "player": { "id": 0, "isHuman": true, "isZombie": true, "username": "string", "biteCode": "string", "user": "string", "game": { "gameId": 0, "name": "string", "description": "string", "gameState": "REGISTRATION", "players": [ "string" ] }, "kills": [ { "id": 0, "timeOfDeath": "2022-04-23T10:03:32.442Z", "victimBiteCode": "string", "user": "string" } ] } }
```

GET /api/user

Parameters

Try it out

No parameters

Responses

Code Description

Links

200

OK

No links

Media type

/



Controls Accept header.

[Example Value](#) | [Schema](#)

```
[  
 {  
   "id": 0,  
   "keycloakId": "string",  
   "username": "string",  
   "firstName": "string",  
   "lastName": "string",  
   "isAdmin": true,  
   "player": {  
     "id": 0,  
     "isHuman": true,  
     "isZombie": true,  
     "username": "string",  
     "biteCode": "string",  
     "user": "string",  
     "game": {  
       "gameId": 0,  
       "name": "string",  
       "description": "string",  
       "gameState": "REGISTRATION",  
       "players": [  
         "string"  
       ]  
     },  
     "kills": [  
       {  
         "id": 0,  
         "timeOfDeath": "2022-04-23T10:03:32.444Z",  
         "player": {  
           "id": 0,  
           "isHuman": true,  
           "isZombie": true,  
           "username": "string",  
           "biteCode": "string",  
           "user": "string",  
           "game": {  
             "gameId": 0,  
             "name": "string",  
             "description": "string",  
             "gameState": "REGISTRATION",  
             "players": [  
               "string"  
             ]  
           }  
         }  
       ]  
     }  
   }  
 }]
```

POST /api/user

Parameters

Try it out

No parameters

Responses

Code Description

Links

200

OK

No links

Media type

/



Controls Accept header.

[Example Value](#) | [Schema](#)

```
{  
   "id": 0,  
   "keycloakId": "string",  
   "username": "string",  
   "firstName": "string",  
   "lastName": "string",  
   "isAdmin": true,  
   "player": {  
     "id": 0,  
     "isHuman": true,  
     "isZombie": true,  
     "username": "string",  
     "biteCode": "string",  
     "user": "string",  
     "game": {  
       "gameId": 0,  
       "name": "string",  
       "description": "string",  
       "gameState": "REGISTRATION",  
       "players": [  
         "string"  
       ]  
     }  
   }  
 }
```

```
        ],
      "kills": [
        {
          "id": 0,
          "timeOfDeath": "2022-04-23T10:03:32.446Z",
          "victimBiteCode": "string",
          "player": {
            "id": 0,
            "isHuman": true,
            "isZombie": true,
            "username": "string",
            "biteCode": "string",
            "user": {
              "id": 0,
              "keycloakId": "string",
              "username": "string",
              "firstName": "string",
              "lastName": "string",
              "isAdmin": true,
              "player": "string"
            }
          }
        }
      ]
    }
  ]
}
```

GET /api/user/{username}



Parameters

[Try it out](#)

Name	Description
------	-------------

username * required
string
(path)

Responses

Code	Description	Links
------	-------------	-------

200 OK [No links](#)

Media type



Controls Accept header.

[Example Value](#) | [Schema](#)

```
{
  "username": "string",
  "firstname": "string",
  "lastname": "string",
  "biteCode": "string",
  "userId": 0,
  "playerId": 0,
  "kills": [
    {
      "id": 0,
      "timeOfDeath": "2022-04-23T10:03:32.448Z",
      "victimBiteCode": "string",
      "victimId": 0,
      "gameId": 0,
      "player": {
        "id": 0,
        "isHuman": true,
        "isZombie": true,
        "username": "string",
        "biteCode": "string",
        "user": {
          "id": 0,
          "keycloakId": "string",
          "username": "string",
          "firstName": "string",
          "lastName": "string",
          "isAdmin": true,
          "player": "string"
        }
      }
    }
  ]
}
```

game-controller

GET /api/game/{game_id}



Parameters

[Try it out](#)

Name	Description
------	-------------

game_id * required
integer(\$int64)
(path)

Responses

Code	Description	Links
------	-------------	-------

200 OK [No links](#)

Media type

/



Controls Accept header.

[Example Value](#) | [Schema](#)

```
{  
    "id": 0,  
    "name": "string",  
    "description": "string",  
    "state": "REGISTRATION",  
    "players": [  
        {  
            "id": 0,  
            "userId": 0,  
            "gameId": 0,  
            "isHuman": true,  
            "isZombie": true,  
            "biteCode": "string",  
            "username": "string"  
        }  
    ]  
}
```

PUT

/api/game/{game_id}



Parameters

[Try it out](#)

Name	Description
------	-------------

game_id * required

integer(\$int64)
(path)

game_id

Request body required

application/json



[Example Value](#) | [Schema](#)

```
{  
    "name": "string",  
    "gameState": "REGISTRATION",  
    "description": "string"  
}
```

Responses

Code	Description	Links
------	-------------	-------

200

OK

No links

Media type

/



Controls Accept header.

[Example Value](#) | [Schema](#)

```
{  
    "id": 0,  
    "name": "string",  
    "description": "string",  
    "state": "REGISTRATION",  
    "players": [  
        {  
            "id": 0,  
            "userId": 0,  
            "gameId": 0,  
            "isHuman": true,  
            "isZombie": true,  
            "biteCode": "string",  
            "username": "string"  
        }  
    ]  
}
```

DELETE

/api/game/{game_id}



Parameters

[Try it out](#)

Name	Description
------	-------------

game_id * required

integer(\$int64)

game_id

(path)

Responses

Code	Description	Links
200	OK	No links

Media type

/

Controls Accept header.

[Example Value](#) | [Schema](#)

100 CONTINUE

GET /api/game ^

Parameters

[Try it out](#)

No parameters

Responses

Code	Description	Links
200	OK	No links

Media type

/

Controls Accept header.

[Example Value](#) | [Schema](#)

[
 {
 "id": 0,
 "name": "string",
 "description": "string",
 "state": "REGISTRATION",
 "players": [
 {
 "id": 0,
 "userId": 0,
 "gameId": 0,
 "isHuman": true,
 "isZombie": true,
 "biteCode": "string",
 "username": "string"
 }
]
 }
]

POST /api/game ^

Parameters

[Try it out](#)

No parameters

Request body required

application/json

[Example Value](#) | [Schema](#)

{
 "name": "string",
 "description": "string"
}

Responses

Code	Description	Links
200	OK	No links

Media type

/*

Controls Accept header.

[Example Value](#) | [Schema](#)

```
{ "id": 0, "name": "string", "description": "string", "state": "REGISTRATION", "players": [ { "id": 0, "userId": 0, "gameId": 0, "isHuman": true, "isZombie": true, "biteCode": "string", "username": "string" } ] }
```

player-controller

^

GET /api/game/{game_id}/player/{player_id}

^

Parameters

[Try it out](#)

Name	Description
game_id * required	integer(\$int64) (path)
player_id * required	integer(\$int64) (path)

Responses

Code	Description	Links
200	OK	No links

Media type

/*

Controls Accept header.

[Example Value](#) | [Schema](#)

```
{ "id": 0, "userId": 0, "gameId": 0, "isHuman": true, "isZombie": true, "biteCode": "string", "username": "string" }
```

PUT /api/game/{game_id}/player/{player_id}

^

Parameters

[Try it out](#)

Name	Description
game_id * required	integer(\$int64) (path)

player_id * required

integer(\$int64)

(path)

player_id

Request body required

application/json

[Example Value](#) | [Schema](#)

```
{  
    "human": true,  
    "zombie": true  
}
```

Responses

Code Description

Links

200

OK

No links

Media type

/



Controls Accept header.

[Example Value](#) | [Schema](#)

```
{  
    "id": 0,  
    "userId": 0,  
    "gameId": 0,  
    "isHuman": true,  
    "isZombie": true,  
    "biteCode": "string",  
    "username": "string"  
}
```

GET

/api/game/{game_id}/player



Parameters

[Try it out](#)

Name Description

game_id * required

integer(\$int64)

(path)

game_id

Responses

Code Description

Links

200

OK

No links

Media type

/



Controls Accept header.

[Example Value](#) | [Schema](#)

```
[  
    {  
        "id": 0,  
        "userId": 0,  
        "gameId": 0,  
        "isHuman": true,  
        "isZombie": true,  
        "biteCode": "string",  
        "username": "string"  
    }  
]
```

POST

/api/game/{game_id}/player



Parameters

[Try it out](#)

Name **Description**

game_id * required
integer(\$int64)
(path)

Request body required **application/json**

[Example Value](#) | [Schema](#)

```
{  
    "human": true,  
    "zombie": true  
}
```

Responses

Code	Description	Links
200	OK	No links

Media type ***/***
Controls Accept header.

[Example Value](#) | [Schema](#)

```
{  
    "id": 0,  
    "userId": 0,  
    "gameId": 0,  
    "isHuman": true,  
    "isZombie": true,  
    "biteCode": "string",  
    "username": "string"  
}
```

kill-controller

^

GET /api/game/{game_id}/kill

Parameters [Try it out](#)

Name **Description**

game_id * required
integer(\$int64)
(path)

Responses

Code	Description	Links
200	OK	No links

Media type ***/***
Controls Accept header.

[Example Value](#) | [Schema](#)

```
[  
    {  
        "killerUsername": "string",  
        "victimUsername": "string",  
        "timeOfDeath": 0  
    }  
]
```

POST /api/game/{game_id}/kill [Try it out](#) ^

Parameters

[Try it out](#)

Name	Description
------	-------------

game_id * requiredinteger(\$int64)
(path)

game_id

Request body required

[application/json](#)[Example Value](#) | [Schema](#)

```
{  
  "victimBiteCode": "string",  
  "killer_id": 0  
}
```

Responses

Code	Description	Links
------	-------------	-------

200

OK

No links

Media type

/



Controls Accept header.

[Example Value](#) | [Schema](#)

```
{"id": 0,  
 "isHuman": true,  
 "isZombie": true,  
 "username": "string",  
 "biteCode": "string",  
 "user": {  
   "id": 0,  
   "keycloakId": "string",  
   "username": "string",  
   "firstName": "string",  
   "lastName": "string",  
   "isAdmin": true,  
   "player": "string"  
 },  
 "game": {  
   "gameId": 0,  
   "name": "string",  
   "description": "string",  
   "gameState": "REGISTRATION",  
   "players": [  
     "string"  
   ]  
 },  
 "kills": [  
   "string"  
 ]  
 }
```

[GET](#)

/api/game/{game_id}/kill/{kill_id}



Parameters

[Try it out](#)

Name	Description
------	-------------

game_id * requiredinteger(\$int64)
(path)

game_id

kill_id * requiredinteger(\$int64)
(path)

kill_id

Responses

Code	Description	Links
------	-------------	-------

200

No links

OK

Media type

/

Controls Accept header.

[Example Value](#) | [Schema](#)

```
{  
    "id": 0,  
    "timeOfDeath": "2022-04-23T10:03:32.469Z",  
    "victimBiteCode": "string",  
    "victimId": 0,  
    "gameId": 0,  
    "player": {  
        "id": 0,  
        "isHuman": true,  
        "isZombie": true,  
        "username": "string",  
        "biteCode": "string",  
        "user": {  
            "id": 0,  
            "keycloakId": "string",  
            "username": "string",  
            "firstName": "string",  
            "lastName": "string",  
            "isAdmin": true,  
            "player": "string"  
        },  
        "game": {  
            "gameId": 0,  
            "name": "string",  
            "description": "string",  
            "gameState": "REGISTRATION",  
            "players": [  
                "string"  
            ]  
        }  
    }  
}
```

DELETE /api/game/kill/{kill_id}



Parameters

[Try it out](#)

Name	Description
------	-------------

kill_id * required
integer(\$int64)
(path)

Responses

Code	Description	Links
------	-------------	-------

200

OK

No links

Media type

/

Controls Accept header.

[Example Value](#) | [Schema](#)

100 CONTINUE

Schemas



UserRequestDto ↴ {

```
    firstname      string  
    lastname       string  
    username       string  
}
```

Game ↴ {

```
    gameId         integer($int64)  
    name*          string  
    description*  string  
    gameState     string  
    Enum:  
    players        [ REGISTRATION, IN_PROGRESS, COMPLETE ]
```

```

    < [Player < {
        id          integer($int64)
        isHuman*    boolean
        isZombie*   boolean
        username*   string
        biteCode    string
        user*       string
        User < {
            id          integer($int64)
            keycloakId* string
            username*   string
            firstName*  string
            lastName*   string
            isAdmin     boolean
            player      < {
                >
            }
        }
        game*       < {
            >
        }
        kills*      < [Kill < {
            id          integer($int64)
            timeOfDeath* string($date-time)
            victimBiteCode* string
            victimId*    integer($int64)
            gameId*     integer($int64)
            player*      < {
                >
            }
        }]
    }
}

```

```

Kill < {
    id          integer($int64)
    timeOfDeath* string($date-time)
    victimBiteCode* string
    victimId*    integer($int64)
    gameId*     integer($int64)
    player*      Player < {
        id          integer($int64)
        isHuman*    boolean
        isZombie*   boolean
        username*   string
        biteCode    string
        user*       string
        User < {
            id          integer($int64)
            keycloakId* string
            username*   string
            firstName*  string
            lastName*   string
            isAdmin     boolean
            player      < {
                >
            }
        }
        game*       Game < {
            gameId    integer($int64)
            name*    string
            description* string
            gameState Enum:
            > Array [ 3 ]
            players   < [ < {
                >
            }]
        }
        kills*      < [ < {
            >
        }]
    }
}

```

```

Player < {
    id          integer($int64)
    isHuman*    boolean
    isZombie*   boolean
    username*   string
    biteCode    string
    user*       string
    User < {
        id          integer($int64)
        keycloakId* string
        username*   string
        firstName*  string
        lastName*   string
        isAdmin     boolean
        player      < {
            >
        }
    }
    game*       Game < {
        gameId    integer($int64)
        name*    string
        description* string
        gameState Enum:
        > [ REGISTRATION, IN_PROGRESS, COMPLETE ]
        players   < [ < {
            >
        }]
    }
    kills*      < [Kill < {
        id          integer($int64)
        timeOfDeath* string($date-time)
        victimBiteCode* string
        victimId*    integer($int64)
        gameId*     integer($int64)
        player*      < {
            >
        }
    }]
}

```

```

        }
    }

User ✓ {
  id          integer($int64)
  keycloakId* string
  username*   string
  firstName*  string
  lastName*   string
  isAdmin     boolean
  player      Player ✓ {
    id          integer($int64)
    isHuman*   boolean
    isZombie*  boolean
    username*  string
    biteCode   string
    user*      string
  }
  game*      Game ✓ {
    gameId     integer($int64)
    name*      string
    description* string
    gameState  string
    Enum:
    players    ✓ [ REGISTRATION, IN_PROGRESS, COMPLETE ]
    kills*     ✓ [ Kill ✓ {
      id          integer($int64)
      timeOfDeath* string($date-time)
      victimBiteCode* string
      victimId*   integer($int64)
      gameId*    integer($int64)
      player*    string
    }]
  }
}

}

```

```

UpdateGameDto ✓ {
  name        string
  gameState  string
  Enum:
  description string
}

```

```

GameResponseDto ✓ {
  id          integer($int64)
  name        string
  description string
  state       string
  Enum:
  players    ✓ [ REGISTRATION, IN_PROGRESS, COMPLETE ]
  ✓ [PlayerResponseDto ✓ {
    id          integer($int64)
    userId      integer($int64)
    gameId      integer($int64)
    isHuman    boolean
    isZombie   boolean
    biteCode   string
    username   string
  }]
}

```

```

PlayerResponseDto ✓ {
  id          integer($int64)
  userId      integer($int64)
  gameId      integer($int64)
  isHuman    boolean
  isZombie   boolean
  biteCode   string
  username   string
}

```

```

PlayerRequestDto ✓ {
  human      boolean
  zombie     boolean
}

```

```

NewGameRequestDto ✓ {
  name        string
  description string
}

```

```
KillDto ▼ {  
    victimBiteCode      string  
    killer_id          integer($int64)  
}
```

```
UserResponseDto ▼ {  
    username           string  
    firstname         string  
    lastname          string  
    biteCode          string  
    userId             integer($int64)  
    playerId          integer($int64)  
    kills              ▼ [Kill ▼ {  
        id                integer($int64)  
        timeOfDeath*      string($date-time)  
        victimBiteCode*   string  
        victimId*         integer($int64)  
        gameId*          integer($int64)  
        player*          string  
    }]  
    Player             ▼ {  
        id                integer($int64)  
        isHuman*          boolean  
        isZombie*          boolean  
        username*         string  
        biteCode          string  
        user*             string  
    }  
    User               ▼ {  
        id                integer($int64)  
        keycloakId*       string  
        username*         string  
        firstName*        string  
        lastName*         string  
        isAdmin           boolean  
        player             ▼ {  
            }  
    }  
    Game               ▼ {  
        gameId           integer($int64)  
        name*             string  
        description*     string  
        gameState         string  
        Enum:  
        players           ▶ Array [ 3 ]  
        ▼ [ ▼ {  
            }]  
        kills*            ▼ [ ▼ {  
            }]  
    }  
    gameId           integer($int64)  
    gameState         string  
    gameName         string  
    admin             boolean  
    human             boolean  
    zombie            boolean  
}  
}
```

```
KillResponseDto ▼ {  
    killerUsername     string  
    victimUsername    string  
    timeOfDeath       integer($int64)  
}
```