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| **Endpoint** | **Verb** | **Payload** | **Response** | **Description** |
| /setup | Get | None | An array contains cards from players and pools, and the initial cash. | Things front end needs for setting up the game |
| /raise | Put | {amount: int} | “Yes”: If the raise is successful  “No”: If the raise is not successful | When the player clicks raise button |
| /call | Put | None | None | When the player clicks call button |
| /fold | Put | None | None | When the player clicks fold button |
| /fold | Put | None | “Yes”: If the raise is successful  “No”: If the raise is not successful | When the player clicks fold button |
| /allIn | Put | None | None | When the player clicks allIn button |
| /updatePlayers | Get | None | Array of all players with updated information | When the player clicks any action above, this request will be sent to the backend: The backend will simulate n hands, starting from the player, where n = #players. In this way, every players information will be updated once for this request. The backend will send array of all players with updated information and frontend could do actions accordingly |