Tournament-Service

User Management :

- **Add User** : POST /tournaments/addUser , Body: userId
- **Delete User** : DELETE /tournaments/deleteUser , Body: userId

Tournament Operations :

- **Create Tournament** : POST /tournaments/host
- **Start Tournament** : POST /tournaments/:tournamentId/start
- **Update Tournament** : POST /tournaments/:tournamentId/updateTournament ,

  - allowed in Body:
    name: { type: 'string', minLength: 1 },
    current_round: { type: 'integer', minimum: 0 },
    registration_start_time: { type: 'string', format: 'date-time' },
    registration_deadline: { type: 'string', format: 'date-time' },
    winner_id: { type: 'string' },
    ended_at: { type: 'string', format: 'date-time' }

- **Get All Tournaments**: GET /tournaments/activeTournaments
- **Delete Tournament**: DELETE/tournaments/:tournamentId/deleteTournament

Score Operations :

- **Update Scores** : POST /tournaments/:tournamentId/updateScore ,

  - requiered in Body:

    round_number: { type: 'integer', minimum: 1 },

  - allowed in Body:
    match_index: { type: 'integer', minimum: 0 },
    winner_id: { type: 'string' },
    score: { type: 'string' },
    started_at: { type: 'string', format: 'date-time' },
    ended_at: { type: 'string', format: 'date-time' }

Player Registration :

- **Register Player** : POST /tournaments/:tournamentId/register , Body: userId
- **Unregister Player** : DELETE /tournaments/:tournamentId/register , Body: userId

Player Interactions:

- **Get All Players**: GET `/tournaments/:tournamentId/players`
- **Get Player Matches**: GET `/tournaments/:tournamentId/players/:playerId/matches`

Match Operations:

- **Submit Match Results**: POST `/tournaments/:tournamentId/matches/:matchId/results`

Tournament Joining:

- **Join Tournament**: POST `/tournaments/:tournamentId/join`, Body: `userId`
- **Send Invite**: POST `/tournaments/:tournamentId/invite, Body: userId`