

## API Reference

# Robot Rally Game logic engine

API Version: 0.1.0

This api controls the flow of a game and provides it's data.

It is designed to be RESTfull so the structure works simmlar as file system.

The service will run and only work in a local network, `game . host` is the IP of the Computer hosting the game and will be found via a IP scan

## CONTACT

**NAME:** Nils Brugger

**EMAIL:** nbrugger@student.tgm.ac.at

# INDEX

<b>1. EVENTHANDLING</b>	<b>5</b>
1.1 GET /games/{game_id}/events/movement	5
1.2 GET /games/{game_id}/events/damage	6
1.3 GET /games/{game_id}/events/lazer-hit	6
1.4 GET /games/{game_id}/events/map	7
1.5 GET /games/{game_id}/events/push	7
1.6 GET /games/{game_id}/events/shoot	8
1.7 GET /games/{game_id}/events/shutdown	9
1.8 GET /games/{game_id}/events/type	9
<b>2. GAME</b>	<b>11</b>
2.1 GET /games/	11
2.2 POST /games/	11
2.3 GET /games/{game_id}/status	11
2.4 GET /games/{game_id}/actions	12
2.5 PUT /games/{game_id}/actions	13
<b>3. MAP</b>	<b>15</b>
3.1 GET /games/{game_id}/map/tiles/{x}/{y}	15
3.2 GET /games/{game_id}/map/info	15
3.3 GET /games/{game_id}/map	16
<b>4. MAP REPO</b>	<b>18</b>
4.1 GET /maps/	18
4.2 POST /maps/	18
4.3 GET /maps/{map_name}	19
4.4 DELETE /maps/{map_name}	20
<b>5. PLAYERS</b>	<b>21</b>
5.1 GET /games/{game_id}/players/	21
5.2 POST /games/{game_id}/players/	21
5.3 GET /games/{game_id}/players/{player_id}	22
5.4 DELETE /games/{game_id}/players/{player_id}	23
5.5 PATCH /games/{game_id}/players/{player_id}	23
<b>6. ROBOTS</b>	<b>25</b>
6.1 GET /games/{game_id}/entitys/robots/{robot_id}/registers	25
6.2 DELETE /games/{game_id}/entitys/robots/{robot_id}/registers	25
6.3 PATCH /games/{game_id}/entitys/robots/{robot_id}/registers	26
6.4 GET /games/{game_id}/entitys/robots/{robot_id}/upgrades	26
6.5 DELETE /games/{game_id}/entitys/robots/{robot_id}/upgrades	27
6.6 PATCH /games/{game_id}/entitys/robots/{robot_id}/upgrades	27
6.7 GET /games/{game_id}/entitys/robots/	28
6.8 GET /games/{game_id}/entitys/robots/{robot_id}/actions/avinable	29

6.9	GET	/games/{game_id}/entitys/robots/{robot_id}/actions/stack/	29
6.10	POST	/games/{game_id}/entitys/robots/{robot_id}/actions/stack/	30
6.11	GET	/games/{game_id}/entitys/robots/{robot_id}/info	31
<b>7.</b>	<b>UPGRADES</b>		<b>33</b>
7.1	GET	/games/{game_id}/upgrades/shop	33
7.2	PATCH	/games/{game_id}/upgrades/shop	33
7.3	GET	/games/{game_id}/upgrades/{upgrade_id}	34
7.4	GET	/games/{game_id}/upgrades/	35

## Security and Authentication

### SECURITY SCHEMES

KEY	TYPE	DESCRIPTION
admin-access	apiKey	This is a static key needed for administrative operations like creating games and can only be obtained inside the servers runtime. ``
player-auth	apiKey	Players need a token to join a lobby/game. If the host sets a password the player needs the password to get the token

# API

## 1. EVENTHANDLING

Recive and react to events

### 1.1 GET /games/{game\_id}/events/movement

#### Get next / last movement event

Returns the next unfetched event of the movement type.

If the event is not of the movement type you will get a 400 status and the event stays unfetched

#### REQUEST

##### PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	int32 between 0 and 2048	

#### RESPONSE

STATUS CODE - 200: OK

##### RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
entity	integer	>=0 The unique identification of this entity.  *!!!* This is not the id of the player This value will be autogenerated by the api and is read only
direction	enum	DEFAULT:up ALLOWED:up, down, left, right Defines a direction in a 2D system. the X and Y values can be defined by the client.
movement-ammount	integer	between 0 and 50 How far (in tiles) the movement was executed
rotation	enum	DEFAULT:left ALLOWED:left, right Defines wether to turn left or right
rotation-times	integer	between 0 and 2 The number of times (90◊) the robot turns
from	object	
x*	integer	multiple of 1 The X cordinate
y*	integer	multiple of 1 Position on the Y axis (top-down on screen)
to	object	
x*	integer	multiple of 1 The X cordinate
y*	integer	multiple of 1 Position on the Y axis (top-down on screen)

STATUS CODE - 404: No unfetched event

STATUS CODE - 417: The next event is not a movement event

## 1.2 GET /games/{game\_id}/events/damage

### Get next / last damage event

Returns the next unfetched event of the damage type.

If the event is not of the damage type you will get a 400 status and the event stays unfetched

### REQUEST

#### PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	int32 between 0 and 2048	

### RESPONSE

STATUS CODE - 200: OK

#### RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
entity	integer	>=0 The unique identification of this entity.   *!!!* This is not the id of the player  This value will be autogenerated by the api and is read only
ammount	integer	between 0 and 5 The number of damage points

STATUS CODE - 404: No unfetched event

STATUS CODE - 417: The next event is not a movement event

## 1.3 GET /games/{game\_id}/events/lazer-hit

### Get next / last Lazer hit event

Returns the next unfetched event of the lazer hit type.

If the event is not of the lazer hit type you will get a 400 status and the event stays unfetched

### REQUEST

#### PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	int32 between 0 and 2048	

### RESPONSE

STATUS CODE - 200: OK

#### RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
id	string	

STATUS CODE - 404: No unfetched event

STATUS CODE - 417: The next event is not a movement event

## 1.4 GET /games/{game\_id}/events/map

### Get next / last map event

Returns the next unfetched event of the Map Event type.  
Map Events activate all active components of a type at once

If the event is not of the map event type you will get a 400 status and the event stays unfetched

### REQUEST

#### PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	int32 between 0 and 2048	

### RESPONSE

STATUS CODE - 200: OK

#### RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
type	enum	ALLOWED:lazer, rotator, conveyor-belts, stomper, hole, hole-trap, pusher, flamethrower, portal, toggle-ramps, repair The event that occurs if the active map elements are activated

STATUS CODE - 404: No unfetched event

STATUS CODE - 417: The next event is not a movement event

## 1.5 GET /games/{game\_id}/events/push

### Get next / last push event

Returns the next unfetched event of the push type.

If the event is not of the push type you will get a 400 status and the event stays unfetched

### REQUEST

#### PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	int32 between 0 and 2048	

## RESPONSE

STATUS CODE - 200: OK

### RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
pusher-id	integer	>=0 The unique identification of this entity.   *!!!* This is not the id of the player  This value will be autogenerated by the api and is read only
ammount	integer	>=1 The number of tiles the pushed entity is pushed
push-directon	enum	DEFAULT:up ALLOWED:up, down, left, right Defines a direction in a 2D system. the X and Y values can be defined by the client.
pushed-id	integer	>=0 The unique identification of this entity.   *!!!* This is not the id of the player  This value will be autogenerated by the api and is read only

STATUS CODE - 404: No unfetched event

STATUS CODE - 417: The next event is not a movement event

## 1.6 GET /games/{game\_id}/events/shoot

### Get next / last shoot event

Returns the next unfetched event of the movement type.

If the event is not of the movement type you will get a 400 status and the event stays unfetched

## REQUEST

### PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	int32	between 0 and 2048

## RESPONSE

STATUS CODE - 200: OK

### RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
shooter	integer	>=0 The unique identification of this entity.   *!!!* This is not the id of the player  This value will be autogenerated by the api and is read only
direction	enum	DEFAULT:up ALLOWED:up, down, left, right Defines a direction in a 2D system. the X and Y values can be defined by the client.
to	object	



NAME	TYPE	DESCRIPTION
x*	integer	multiple of 1 The X cordinate
y*	integer	multiple of 1 Position on the Y axis (top-down on screen)
hit-entitys	array	

STATUS CODE - 404: No unfetched event

STATUS CODE - 417: The next event is not a movement event

## 1.7 GET /games/{game\_id}/events/shutdown

### Get next / last shutdown event

Returns the next unfetched event of the movement type.

If the event is not of the movement type you will get a 400 status and the event stays unfetched

## REQUEST

### PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	int32	between 0 and 2048

## RESPONSE

STATUS CODE - 200: OK

### RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
entity	integer	>=0 The unique identification of this entity.   *!!!* This is not the id of the player  This value will be autogenerated by the api and is read only

STATUS CODE - 404: No unfetched event

STATUS CODE - 417: The next event is not a movement event

## 1.8 GET /games/{game\_id}/events/type

### trace event

All events needed by the client are accessible here. (Usefull for animations)

More about this function is found in the [regarding Github Issue](<https://github.com/FactoryRally/game-controller/issues/6>)

This function only returns the type of the event you need to fetch the data seperately

Read more at [api-usage.md](<https://github.com/FactoryRally/game-controller/blob/master/documentation/rest/api-usage.md#events--updates>)

## REQUEST

## PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	int32	between 0 and 2048

## QUERY PARAMETERS

NAME	TYPE	DESCRIPTION
batch	boolean	If true you will get all past events at once
wait	boolean	If true the server will not responde until a event is added to the queue
		Rrequires less traffic but might impacts the servers performance or cause timeouts at the client

## RESPONSE

### STATUS CODE - 200: OK

#### RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
event-type	enum	ALLOWED:movement, upgrade purchase, fill register, activate upgrade, lazer shot, game start, clear shop, fill shop, register clear, programming timer start, programming timer stop, random card distribution, take card event, activate checkpoint, game_phase_changed, game_round_phase_changed
		Describes what the event is about

### STATUS CODE - 404: Not Found

#### RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
message*	string	A short message describing what happened in human words
error	string	The error/exception

## 2. GAME

All actions needed to interact with the game itself and mostly to get information

### 2.1 GET /games/

#### Get all games

Returns a list of all hosted games

#### REQUEST

##### QUERY PARAMETERS

NAME	TYPE	DESCRIPTION
joinable	boolean	true: only return joinable games
unprotected	boolean	true: only display games with no password set

#### RESPONSE

STATUS CODE - 200: OK

RESPONSE MODEL - application/json

### 2.2 POST /games/

#### Create Game

Creates a random game by your defined rules

#### REQUEST

##### REQUEST BODY - application/json

NAME	TYPE	DESCRIPTION
player-names-visible	boolean	DEFAULT:true If true players can see the name of the player controlling a robot
max-players	integer	between 1 and 10 DEFAULT:4 The maximum ammount of players able to join the game
name*	string	3 to 50 chars The visible name of the game
robots-per-player	integer	between 1 and 3 Defines the number of robots per player
password	string	4 to 18 chars The password of a game
fill-with-bots	boolean	If true empty player slots are going to be filled up with AI enemys

#### RESPONSE

STATUS CODE - 200: OK

### 2.3 GET /games/{game\_id}/status

## Get game status

Returns the status of a game

## REQUEST

### PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	int32	between 0 and 2048

## RESPONSE

### STATUS CODE - 200: OK

#### RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
passed-time*	integer	>=-1 DEFAULT:-1 The time passed since the game started in seconds. If the game is not started it will be `0`
state*	enum	ALLOWED:LOBBY, PLANNING, PLAYING, FINISHED, BREAK The phase the game is currently in * `Lobby`: Players are able to join, Bots able to be added. Host can decide to start the game and leave the phase * `Planning`: **[BETA - Not in game]** Players can choose their type of robot/bots bots autopick * `Playing`: The game is running and the players can do interactions * `Break`: The game is paused by the host. Players can still do interactions but they wont be executed as long as the break lasts * `Finished`: The game is over and there is a winner. This is the time to save the game for a replay
hardware-compatible*	boolean	Not every game can be connected to hardware (for example to many bots) If this is true it means you can use this game with hardware
hardware-attached*	boolean	Is a hardware boead connected
player-on-turn*	integer	between 0 and 8 This id uniquely identifys the player (in a game).  **Not** to be confused with the `uid` which is used for authentication

### STATUS CODE - 404: Not Found

#### RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
message*	string	A short message describing what happened in human words
error	string	The error/exception

## 2.4 GET /games/{game\_id}/actions

### Get games actions

Get all (not robot related) actions comitted to this game.

## REQUEST

### PATH PARAMETERS

NAME	TYPE	DESCRIPTION
------	------	-------------

NAME	TYPE	DESCRIPTION
*game_id	int32 between 0 and 2048	

#### QUERY PARAMETERS

NAME	TYPE	DESCRIPTION
mode	enum ALLOWED: PENDING, EXECUTED, ALL	Defines wich entries to return

## RESPONSE

#### STATUS CODE - 200: OK

##### RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
ARRAY OF OBJECT WITH BELOW STRUCTURE		
index	integer	The queue index of the action
type	enum	ALLOWED: PAUSE, UNPAUSE, START_GAME Defines what an action will do
executed	boolean	true if the action was allready executed
requestor	integer	The index of the player this instruction came from

#### STATUS CODE - 201: Created

#### STATUS CODE - 404: Not Found

##### RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
message*	string	A short message describing what happened in human words
error	string	The error/exception

## 2.5 PUT /games/{game\_id}/actions

### Commit Action

Queues an action to be executed

## REQUEST

#### PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	int32 between 0 and 2048	

#### QUERY PARAMETERS

NAME	TYPE	DESCRIPTION
*action	enum ALLOWED: PAUSE, UNPAUSE, START_GAME	

# RESPONSE

STATUS CODE - 200: OK

STATUS CODE - 404: Not Found

RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
message*	string	A short message describing what happened in human words
error	string	The error/exception

STATUS CODE - 409: Conflict

RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
message*	string	A short message describing what happened in human words
error	string	The error/exception

## 3. MAP

Interact with the map

### 3.1 GET /games/{game\_id}/map/tiles/{x}/{y}

Get tile

Inspect a tile of the map

#### REQUEST

##### PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	int32	between 0 and 2048
*x	string	
*y	string	

#### RESPONSE

STATUS CODE - 200: OK

##### RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
type*	enum	ALLOWED:normal, rotator, wall, prio_core, conveyor, trap-door, stomper, radioactive, repair site, Button, One Way Wall, Puddle, pit, Ramp The type defines the function of a tile and how it is displayed. The behaviour is unknown to the client
empty	boolean	If there is no player at the tile this is true
direction	enum	DEFAULT:up ALLOWED:up, down, left, right Defines a direction in a 2D system. the X and Y values can be defined by the client.
rotator-direction	enum	DEFAULT:left ALLOWED:left, right Defines whether to turn left or right
level	integer	between 1 and 3 DEFAULT:1 The height of the tile. 1 = default

STATUS CODE - 404: Not Found

##### RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
message*	string	A short message describing what happened in human words
error	string	The error/exception

### 3.2 GET /games/{game\_id}/map/info

### Get Map info

Get meta information about the map of the game

## REQUEST

### PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	int32	between 0 and 2048

## RESPONSE

STATUS CODE - 200: OK

### RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
width	integer	between 4 and 500
height	integer	between 4 and 500
prioBeacon	object	
x*	integer	multiple of 1 The X coordinate
y*	integer	multiple of 1 Position on the Y axis (top-down on screen)
name	string	3 to 13 chars PATTERN:[A-Za-z]+[A-Za-z0-9 _- ]+ The default rule for names in the game

STATUS CODE - 404: Not Found

### RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
message*	string	A short message describing what happened in human words
error	string	The error/exception

## 3.3 GET /games/{game\_id}/map

### Get Map

Returns the map of this specific game including the tiles (data)

## REQUEST

### PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	string	

## RESPONSE

STATUS CODE - 200: OK

### RESPONSE MODEL - application/json



NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
info	object	
width	integer	between 4 and 500
height	integer	between 4 and 500
prioBeacon	object	
x*	integer	multiple of 1 The X cordinate
y*	integer	multiple of 1 Position on the Y axis (top-down on screen)
name	string	3 to 13 chars PATTERN:[A-Za-z]+[A-Za-z0-9 _- ]+ The default rule for names in the game
rows	array	
::props	object	
type*	enum	ALLOWED:normal, rotator, wall, prio_core, conveyor, trap-door, stomper, radioactive, repair site, Button, One Way Wall, Puddle, pit, Ramp The type defines the function of a tile and how it is displayed. The behaviour is unknown to the client
empty	boolean	If there is no player at the tile this is true
direction	enum	DEFAULT:up ALLOWED:up, down, left, right Defines a direction in a 2D system. the X and Y values can be defined by the client.
rotator-direction	enum	DEFAULT:left ALLOWED:left, right Defines wether to turn left or right
level	integer	between 1 and 3 DEFAULT:1 The height of the tile. 1 = default

**STATUS CODE - 404:** Not Found

**STATUS CODE - 500:** Internal Server Error

## 4. MAP REPO

### 4.1 GET /maps/

#### Get Map Names

Returns a list of all map names

#### REQUEST

No request parameters

#### RESPONSE

STATUS CODE - 200: OK

RESPONSE MODEL - application/json

### 4.2 POST /maps/

#### Save Map

Saves a map to the repository

#### REQUEST

REQUEST BODY - application/json

NAME	TYPE	DESCRIPTION
info	object	
width	integer	between 4 and 500
height	integer	between 4 and 500
prioBeacon	object	
x*	integer	multiple of 1 The X coordinate
y*	integer	multiple of 1 Position on the Y axis (top-down on screen)
name	string	3 to 13 chars PATTERN:[A-Za-z]+[A-Za-z0-9 _- ]+ The default rule for names in the game
rows	array	
::props	object	
type*	enum	ALLOWED:normal, rotator, wall, prio_core, conveyor, trap-door, stomper, radioactive, repair site, Button, One Way Wall, Puddle, pit, Ramp The type defines the function of a tile and how it is displayed. The behaviour is unknown to the client
empty	boolean	If there is no player at the tile this is true
direction	enum	DEFAULT:up ALLOWED:up, down, left, right Defines a direction in a 2D system. the X and Y values can be defined by the client.
rotator-direction	enum	DEFAULT:left ALLOWED:left, right Defines wether to turn left or right
level	integer	between 1 and 3

NAME	TYPE	DESCRIPTION
		DEFAULT:1
		The height of the tile. 1 = default

## RESPONSE

STATUS CODE - 200: OK

### 4.3 GET /maps/{map\_name}

#### Get map

Get a map by its name

## REQUEST

#### PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*map_name	string	

## RESPONSE

STATUS CODE - 200: OK

#### RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
width	integer	between 4 and 500
height	integer	between 4 and 500
prioBeacon	object	
x*	integer	multiple of 1 The X coordinate
y*	integer	multiple of 1 Position on the Y axis (top-down on screen)
name	string	3 to 13 chars PATTERN:[A-Za-z]+[A-Za-z0-9 _- ]+ The default rule for names in the game

STATUS CODE - 404: Not Found

#### RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
message*	string	A short message describing what happened in human words
error	string	The error/exception

STATUS CODE - 500: Internal Server Error

#### RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
message*	string	A short message describing what happened in human words
error	string	The error/exception

---

## 4.4 DELETE /maps/{map\_name}

### Delete Map

Delete a map by its name

### REQUEST

#### PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*map_name	string	

### RESPONSE

STATUS CODE - 204: Deleted

STATUS CODE - 404: Not Found

#### RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
message*	string	A short message describing what happened in human words
error	string	The error/exception

STATUS CODE - 500: Internal Server Error

#### RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
message*	string	A short message describing what happened in human words
error	string	The error/exception

---

## 5. PLAYERS

All actions needed to interact with players.<br>Keep in mid that a player is *\*not\** a robot

### 5.1 GET /games/{game\_id}/players/

#### Get all players

Returns the index of all players

#### REQUEST

##### PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	int32 between 0 and 2048	

#### RESPONSE

STATUS CODE - 200: OK

RESPONSE MODEL - application/json

STATUS CODE - 404: Not Found

RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
message*	string	A short message describing what happened in human words
error	string	The error/exception

### 5.2 POST /games/{game\_id}/players/

#### Join game

Join the given game.

You will get your ID by doing this, if you already in the game you can get your ID again if you lost it.<br>

The id is neccessary for any further API calls

#### REQUEST

##### PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	int32 between 0 and 2048	

##### QUERY PARAMETERS

NAME	TYPE	DESCRIPTION
password	string	The password of the game if the lobby is password protected

#### RESPONSE

## STATUS CODE - 200: Joined

### RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
id*	integer	between 0 and 8 This id uniquely identifies the player (in a game).  **Not** to be confused with the `uid` which is used for authentication
pat*	integer	between 9999 and 99999999 The uid is the key for the joined player. You need this key for authentication

## STATUS CODE - 401: Wrong/No password

### RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
message*	string	A short message describing what happened in human words
error	string	The error/exception

## STATUS CODE - 404: Not Found

### RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
message*	string	A short message describing what happened in human words
error	string	The error/exception

## STATUS CODE - 409: Not Joinable

### RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
message*	string	A short message describing what happened in human words
error	string	The error/exception

## 5.3 GET /games/{game\_id}/players/{player\_id}

### Get player

Get closer information about the player

## REQUEST

### PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	int32 between 0 and 2048	
*player_id	integer between 0 and 8	

## RESPONSE

### STATUS CODE - 200: OK

#### RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
id*	integer	between 0 and 8 This id uniquely identifies the player (in a game).  **Not** to be confused with the `uid` which is used for authentication
controlled_entities*	array	
on-turn	boolean	💎 if this is true the player is able to interact at the moment
active	boolean	DEFAULT: true Defines if the player is actively playing. If this is false the player does random moves. This is only false if the player disconnects

#### STATUS CODE - 404: Not Found

#### RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
message*	string	A short message describing what happened in human words
error	string	The error/exception

## 5.4 DELETE /games/{game\_id}/players/{player\_id}

### Remove Player

Removes a player from the game. This can be done by the player itself or by the host.

### REQUEST

#### PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	int32	between 0 and 2048
*player_id	integer	between 0 and 8

### RESPONSE

#### STATUS CODE - 200: OK

#### STATUS CODE - 404: Not Found

#### RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
message*	string	A short message describing what happened in human words
error	string	The error/exception

## 5.5 PATCH /games/{game\_id}/players/{player\_id}

### Set Robots

## DEPRECATET

This feature is useless in this version. It will be usefull in newer versions  
Sets the type of robot(s) the player is controlling

## REQUEST

### PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	int32 between 0 and 2048	
*player_id	integer between 0 and 8	

REQUEST BODY - application/json

## RESPONSE

STATUS CODE - 200: OK

STATUS CODE - 404: Not Found

### RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
message*	string	A short message describing what happened in human words
error	string	The error/exception



## 6. ROBOTS

All actions directly done with the robots and other robot related actions

### 6.1 GET /games/{game\_id}/entitys/robots/{robot\_id}/registers

#### Get register information

Returns the content of the registers

#### REQUEST

##### PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	int32 between 0 and 2048	
*robot_id	int32 >=0	

#### RESPONSE

##### STATUS CODE - 200: OK

##### RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
ARRAY OF OBJECT WITH BELOW STRUCTURE		
type*	enum	ALLOWED:move, rotate Defines what a command will do
parameters	array	
name*	string	min:1 chars The name the value is bound to
value	integer	The value behind the name. Can be null
description	string	max:300 chars A description about the effect of the command. Variables are using the format `{name}` where *name* refers to the names in `values`.
name	string	2 to 27 chars The ame to display for this Command. ***Not*** unique (identifying)
times	integer	between 1 and 10 DEFAULT:1 Describes how often this command is going to be executed

##### STATUS CODE - 404: Not Found

##### RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
message*	string	A short message describing what happened in human words
error	string	The error/exception

### 6.2 DELETE /games/{game\_id}/entitys/robots/{robot\_id}/registers

### clear registers

Emptys all register of the robot

## REQUEST

### PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	int32 between 0 and 2048	
*robot_id	int32 >=0	

## RESPONSE

STATUS CODE - 200: OK

STATUS CODE - 404: Not Found

### RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
message*	string	A short message describing what happened in human words
error	string	The error/exception

## 6.3 PATCH /games/{game\_id}/entitys/robots/{robot\_id}/registers

### change register content

Updates the card in a register

## REQUEST

### PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	int32 between 0 and 2048	
*robot_id	int32 >=0	

## RESPONSE

STATUS CODE - 200: OK

## 6.4 GET /games/{game\_id}/entitys/robots/{robot\_id}/upgrades

### Get Robot Upgrades

Returns the upgrades installed on the robot

## REQUEST

### PATH PARAMETERS

NAME	TYPE	DESCRIPTION
------	------	-------------

NAME	TYPE	DESCRIPTION
*game_id	int32	between 0 and 2048
*robot_id	int32	>=0

## RESPONSE

STATUS CODE - 200: OK

RESPONSE MODEL - application/json

STATUS CODE - 404: Not Found

RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
message*	string	A short message describing what happened in human words
error	string	The error/exception

## 6.5 DELETE /games/{game\_id}/entitys/robots/{robot\_id}/upgrades

### Clear Robot Upgrades

Removes all upgrades from a robot

## REQUEST

PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	int32	between 0 and 2048
*robot_id	int32	>=0

## RESPONSE

STATUS CODE - 200: OK

STATUS CODE - 404: Not Found

RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
message*	string	A short message describing what happened in human words
error	string	The error/exception

## 6.6 PATCH /games/{game\_id}/entitys/robots/{robot\_id}/upgrades

### Remove Upgrade

Removes a paticular upgrade from the robot

## REQUEST

#### PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	int32 between 0 and 2048	
*robot_id	int32 >=0	

#### QUERY PARAMETERS

NAME	TYPE	DESCRIPTION
upgrade	integer between 0 and 10000	

## RESPONSE

STATUS CODE - 200: OK

STATUS CODE - 404: Not Found

RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
message*	string	A short message describing what happened in human words
error	string	The error/exception

## 6.7 GET /games/{game\_id}/entitys/robots/

### Get all robots

Returns a list of all robot IDs in this game.

A robot is not a player as a player is able to controll multiple robots

## REQUEST

#### PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	int32 between 0 and 2048	

## RESPONSE

STATUS CODE - 200: OK

RESPONSE MODEL - application/json

STATUS CODE - 404: Not Found

RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
message*	string	A short message describing what happened in human words
error	string	The error/exception

## 6.8 GET /games/{game\_id}/entitys/robots/{robot\_id}/actions/avinable

### Get Aviable actions

Returns a list of EntityActionTypes which are possible to be executed at the moment.

### REQUEST

#### PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	int32 between 0 and 2048	
*robot_id	string	

### RESPONSE

STATUS CODE - 200: OK

#### RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
ARRAY OF OBJECT WITH BELOW STRUCTURE		
type	enum	DEFAULT:none ALLOWED:reboot, use upgrade, spider_jump, Cache, register-refresh, storage-swap, jumper, teleporter, magnet-ray, pushray, rotation, sidekick Defines the action itsselft (what the action is doing)
time-left	integer	>=1 The time in ms left to do this action
end-time	integer	>=0 The in most languages avinable system time in MS as of which the action cant be committed any more

STATUS CODE - 404: Not Found

#### RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
message*	string	A short message describing what happened in human words
error	string	The error/exception

## 6.9 GET /games/{game\_id}/entitys/robots/{robot\_id}/actions/stack/

### Get Robot action stack

Retuns a list od all actions in the stack

### REQUEST

#### PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	int32 between 0 and 2048	
*robot_id	string	

### RESPONSE

STATUS CODE - 200: OK

RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
ARRAY OF OBJECT WITH BELOW STRUCTURE		
phase	enum	ALLOWED:pre_register, after_register The moment at which a entity action can be performed
type	enum	DEFAULT:none ALLOWED:reboot, use upgrade, spider_jump, Cache, register-refresh, storage-swap, jumper, teleporter, magnet-ray, pushray, rotation, sidekick Defines the action itsself (what the action is doing)

STATUS CODE - 404: Not Found

RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
message*	string	A short message describing what happened in human words
error	string	The error/exception

6.10 POST /games/{game\_id}/entitys/robots/{robot\_id}/actions/stack/

Add Entity Action to stack

Adds an action to the stack. The stack is processed using \*first in first out\*

REQUEST

PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	int32	between 0 and 2048
*robot_id	string	

REQUEST BODY - application/json

NAME	TYPE	DESCRIPTION
phase	enum	ALLOWED:pre_register, after_register The moment at which a entity action can be performed
type	enum	DEFAULT:none ALLOWED:reboot, use upgrade, spider_jump, Cache, register-refresh, storage-swap, jumper, teleporter, magnet-ray, pushray, rotation, sidekick Defines the action itsself (what the action is doing)

RESPONSE

STATUS CODE - 200: OK

STATUS CODE - 404: Not Found

RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
message*	string	A short message describing what happened in human words

NAME	TYPE	DESCRIPTION
error	string	The error/exception

## 6.11 GET /games/{game\_id}/entitys/robots/{robot\_id}/info

### Get Robot Informations

Returns the status and info about the robot

### REQUEST

#### PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	int32	between 0 and 2048
*robot_id	string	

### RESPONSE

STATUS CODE - 200: OK

#### RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
direction*	enum	DEFAULT:up ALLOWED:up, down, left, right Defines a direction in a 2D system. the X and Y values can be defined by the client.
name*	string	3 to 13 chars PATTERN:[A-Za-z]+[A-Za-z0-9 _- ]+ The default rule for names in the game
id	integer	>=1 The unique identification of this entity.   *!!!* This is not the id of the player  This value will be autogenerated by the api and is read only
location*	object	
x*	integer	multiple of 1 The X coordinate
y*	integer	multiple of 1 Position on the Y axis (top-down on screen)
energy-cubes	integer	between 0 and 20 DEFAULT:3 The number of avainable energy cubes
health	integer	between 1 and 10 DEFAULT:10 The remaining health points
active	boolean	DEFAULT:true True if the robot is not in rebooting mode
virtual	boolean	If the robot is in virtual mode
priority	integer	between 1 and 8 The priority of this player. Higher is more priority. 1 = lowest. max = number of players
on-turn	boolean	True if the robot is currently active (executing a register)
is-mine	boolean	True if you are the one controlling the robot

NAME	TYPE	DESCRIPTION
hand-cards	integer	between 0 and 9 The cards in the hand of the robot
attitude	integer	between 0 and 4 DEFAULT:0 The height level of the robot
type	enum	ALLOWED:dicer, tank

**STATUS CODE - 404:** Not Found

#### RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
message*	string	A short message describing what happened in human words
error	string	The error/exception



# 7. UPGRADES

Buying and reading upgrades

## 7.1 GET /games/{game\_id}/upgrades/shop

### Get upgrade shop

Returns a list of all cards in the upgrade shop

### REQUEST

#### PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	int32	between 0 and 2048

### RESPONSE

STATUS CODE - 200: OK

#### RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
upgrades	array	
information	object	
open	boolean	DEFAULT:true if true you can buy upgrades

STATUS CODE - 404: Not Found

#### RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
message*	string	A short message describing what happened in human words
error	string	The error/exception

## 7.2 PATCH /games/{game\_id}/upgrades/shop

### Buy Upgrade

Buy this Upgrade from the shop.

### Note

If your robot already owns 3 Upgrades you have to use the `exchange` parameter. This is the ID of the Upgrade to replace with the bought one

### REQUEST

#### PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	int32	between 0 and 2048

## QUERY PARAMETERS

NAME	TYPE	DESCRIPTION
*upgrade	integer between 0 and 10000	
exchange	integer between 0 and 10000	

## RESPONSE

STATUS CODE - 200: OK

STATUS CODE - 404: Not Found

RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
message*	string	A short message describing what happened in human words
error	string	The error/exception

## 7.3 GET /games/{game\_id}/upgrades/{upgrade\_id}

### Get upgrade information

Get detailed information about the Upgrade

## REQUEST

### PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	int32 between 0 and 2048	
*upgrade_id	integer between 0 and 10000	

## RESPONSE

STATUS CODE - 200: OK

RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
cost*	integer	between 0 and 5 DEFAULT:2 The energy cost to buy this upgrade
name*	string	2 to 27 chars The ame to display for this Upgrade. ***Not*** unique (identifying)
permanent	boolean	DEFAULT:true if true the card belongs to the player for the rest of the game
description	string	max:300 chars A description about the effect of the card. Variables are using the format `{name}` where *name* refers to the names in `values`.

NAME	TYPE	DESCRIPTION
rounds	integer	between 1 and 10 If the Upgrade is not permanent this variable defines the number of rounds this Upgrade works
values	array	
name*	string	min:1 chars The name the value is bound to
value	integer	The value behind the name. Can be null
type*	enum	max:300 chars ALLOWED:generator Defines the type (the code/actions) this card will have * `generator` : Generates *x* energy every round
id	integer	between 0 and 10000 The id of an upgrade. **Unique**

STATUS CODE - 404: Not Found

RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
message*	string	A short message describing what happened in human words
error	string	The error/exception

## 7.4 GET /games/{game\_id}/upgrades/

### get all Upgrades

Returns a list of all Upgrade IDs

### REQUEST

#### PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	int32	between 0 and 2048

### RESPONSE

STATUS CODE - 200: OK

RESPONSE MODEL - application/json

STATUS CODE - 404: Not Found

RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
message*	string	A short message describing what happened in human words
error	string	The error/exception

# API List

## EventHandling

Recive and react to events

METHOD	API
get	/games/{game_id}/events/movement Get next / last movement event
get	/games/{game_id}/events/damage Get next / last damage event
get	/games/{game_id}/events/lazer-hit Get next / last Lazer hit event
get	/games/{game_id}/events/map Get next / last map event
get	/games/{game_id}/events/push Get next / last push event
get	/games/{game_id}/events/shoot Get next / last shoot event
get	/games/{game_id}/events/shutdown Get next / last shutdown event
get	/games/{game_id}/events/type trace event

## EventHandling

## Recive and react to events

---

METHOD API

---

### EventHandling

## Recive and react to events

---

METHOD	API
--------	-----

---

### EventHandling

## Recive and react to events

---

METHOD	API
--------	-----

---

### EventHandling

## Recive and react to events

---

METHOD API

---

### EventHandling



## Recive and react to events

---

METHOD API

---

### EventHandling

## Recive and react to events

---

METHOD	API
--------	-----

---

### EventHandling

## Recive and react to events

---

METHOD	API
--------	-----

---

### EventHandling

Recive and react to events

---

METHOD API

---

## EventHandling

## Recive and react to events

---

METHOD	API
--------	-----

---

### EventHandling

## Recive and react to events

---

METHOD API

---

### EventHandling

## Recive and react to events

---

METHOD	API
--------	-----

---

### EventHandling

## Recive and react to events

---

METHOD API

---

### EventHandling



## Recive and react to events

---

METHOD	API
--------	-----

---

### EventHandling

## Recive and react to events

---

METHOD	API
--------	-----

---

### EventHandling

## Recive and react to events

---

METHOD	API
--------	-----

---

### EventHandling

## Recive and react to events

---

METHOD	API
--------	-----

---

### EventHandling

## Recive and react to events

---

METHOD	API
--------	-----

---

### EventHandling

## Recive and react to events

---

METHOD	API
--------	-----

---

### EventHandling

## Recive and react to events

---

METHOD API

---

### EventHandling

## Recive and react to events

---

METHOD	API
--------	-----

---

### EventHandling



## Recive and react to events

---

METHOD API

---

### EventHandling

## Recive and react to events

---

METHOD API

---

### EventHandling

## Recive and react to events

---

METHOD	API
--------	-----

---

### EventHandling

## Recive and react to events

---

METHOD API

---

### EventHandling

## Recive and react to events

---

METHOD	API
--------	-----

---

### EventHandling

## Recive and react to events

METHOD	API
--------	-----

---

### Game

All actions needed to interact with the game itself and mostly to get information

METHOD	API
get	/games/ Get all games
post	/games/ Create Game
get	/games/{game_id}/status Get game status
get	/games/{game_id}/actions Get games actions
put	/games/{game_id}/actions Commit Action

## Game

All actions needed to interact with the game itself and mostly to get information

---

METHOD	API
--------	-----

---

## Game



All actions needed to interact with the game itself and mostly to get information

METHOD	API
--------	-----

Game

All actions needed to interact with the game itself and mostly to get information

METHOD	API
--------	-----

Game

All actions needed to interact with the game itself and mostly to get information

---

METHOD	API
--------	-----

---

## Game

All actions needed to interact with the game itself and mostly to get information

METHOD	API
--------	-----

Game

All actions needed to interact with the game itself and mostly to get information

---

METHOD	API
--------	-----

---

## Game

All actions needed to interact with the game itself and mostly to get information

---

METHOD	API
--------	-----

---

## Game

All actions needed to interact with the game itself and mostly to get information

---

METHOD	API
--------	-----

---

## Game

All actions needed to interact with the game itself and mostly to get information

---

METHOD	API
--------	-----

---

## Game



All actions needed to interact with the game itself and mostly to get information

---

METHOD	API
--------	-----

---

## Game

All actions needed to interact with the game itself and mostly to get information

---

METHOD	API
--------	-----

---

## Game

All actions needed to interact with the game itself and mostly to get information

---

METHOD	API
--------	-----

---

## Game

All actions needed to interact with the game itself and mostly to get information

---

METHOD	API
--------	-----

---

## Game

All actions needed to interact with the game itself and mostly to get information

---

METHOD	API
--------	-----

---

## Game

All actions needed to interact with the game itself and mostly to get information

METHOD	API
--------	-----

Game

All actions needed to interact with the game itself and mostly to get information

---

METHOD	API
--------	-----

---

## Game

All actions needed to interact with the game itself and mostly to get information

---

METHOD	API
--------	-----

---

## Game



All actions needed to interact with the game itself and mostly to get information

---

METHOD	API
--------	-----

---

## Game

All actions needed to interact with the game itself and mostly to get information

---

METHOD	API
--------	-----

---

## Game

All actions needed to interact with the game itself and mostly to get information

---

METHOD	API
--------	-----

---

## Game

All actions needed to interact with the game itself and mostly to get information

---

METHOD	API
--------	-----

---

## Game

All actions needed to interact with the game itself and mostly to get information

METHOD	API
--------	-----

Game

All actions needed to interact with the game itself and mostly to get information

METHOD	API
--------	-----

Game

All actions needed to interact with the game itself and mostly to get information

---

METHOD	API
--------	-----

---

## Game

All actions needed to interact with the game itself and mostly to get information

METHOD	API
--------	-----

Game



All actions needed to interact with the game itself and mostly to get information

---

METHOD	API
--------	-----

---

## Map

## Interact with the map

METHOD	API
get	/games/{game_id}/map/tiles/{x}/{y} Get tile
get	/games/{game_id}/map/info Get Map info
get	/games/{game_id}/map Get Map

## Map

Iterct with the the map

---

METHOD	API
--------	-----

---

Map

Iterct with the the map

METHOD	API
--------	-----

Map

Iterct with the the map

---

METHOD	API
--------	-----

---

Map

Interact with the map

---

METHOD	API
--------	-----

---

**Map**

Iterct with the the map

---

METHOD	API
--------	-----

---

Map

Iterct with the the map

---

METHOD	API
--------	-----

---

Map



Iterct with the the map

---

METHOD	API
--------	-----

---

Map

Interact with the map

---

METHOD	API
--------	-----

---

## Map

Iterct with the the map

---

METHOD   API

---

Map

Iterct with the the map

---

METHOD	API
--------	-----

---

Map

Iterct with the the map

---

METHOD	API
--------	-----

---

Map

Iterct with the the map

METHOD	API
--------	-----

Map

Interact with the the map

---

METHOD	API
--------	-----

---

**Map**

Iterct with the the map

---

METHOD API

---

Map



Iterct with the the map

---

METHOD	API
--------	-----

---

Map

Interact with the map

---

METHOD	API
--------	-----

---

**Map**

Iterct with the the map

---

METHOD	API
--------	-----

---

Map

Iterct with the the map

---

METHOD	API
--------	-----

---

Map

Iterct with the the map

---

METHOD API

---

Map

Iterct with the the map

---

METHOD	API
--------	-----

---

Map

Iterct with the the map

---

METHOD API

---

Map

Iterct with the the map

METHOD	API
--------	-----

Map



Iterct with the the map

METHOD	API
--------	-----

Map

Iterct with the the map

---

METHOD API

---

Map

Iterct with the the map

---

METHOD	API
--------	-----

---

Map

Iterct with the the map

---

METHOD	API
--------	-----

---

**Map Repo**

METHOD	API
get	/maps/ Get Map Names
post	/maps/ Save Map
get	/maps/{map_name} Get map
delete	/maps/{map_name} Delete Map

## Players

All actions needed to interact with players.<br>Keep in mid that a player is *\*not\** a robot

METHOD	API
get	/games/{game_id}/players/ Get all players
post	/games/{game_id}/players/ Join game
get	/games/{game_id}/players/{player_id} Get player
delete	/games/{game_id}/players/{player_id} Remove Player
patch	/games/{game_id}/players/{player_id} Set Robots

## Players

All actions needed to interact with players.<br>Keep in mid that a player is *\*not\** a robot

---

METHOD	API
--------	-----

---

## Players

All actions needed to interact with players.<br>Keep in mid that a player is *\*not\** a robot

---

METHOD	API
--------	-----

---

## Players



All actions needed to interact with players.<br>Keep in mid that a player is *\*not\** a robot

---

METHOD	API
--------	-----

---

## Players

All actions needed to interact with players.<br>Keep in mid that a player is *\*not\** a robot

---

METHOD	API
--------	-----

---

## Players

All actions needed to interact with players.<br>Keep in mid that a player is *\*not\** a robot

---

METHOD	API
--------	-----

---

## Players

All actions needed to interact with players.<br>Keep in mid that a player is *\*not\** a robot

---

METHOD	API
--------	-----

---

## Players

All actions needed to interact with players.<br>Keep in mid that a player is *\*not\** a robot

---

METHOD	API
--------	-----

---

## Players

All actions needed to interact with players.<br>Keep in mid that a player is *\*not\** a robot

---

METHOD	API
--------	-----

---

## Players

All actions needed to interact with players.<br>Keep in mid that a player is *\*not\** a robot

---

METHOD	API
--------	-----

---

## Players

All actions needed to interact with players.<br>Keep in mid that a player is *\*not\** a robot

---

METHOD	API
--------	-----

---

## Players



All actions needed to interact with players.<br>Keep in mid that a player is *\*not\** a robot

---

METHOD	API
--------	-----

---

## Players

All actions needed to interact with players.<br>Keep in mid that a player is *\*not\** a robot

---

METHOD	API
--------	-----

---

## Players

All actions needed to interact with players.<br>Keep in mid that a player is *\*not\** a robot

---

METHOD	API
--------	-----

---

## Players

All actions needed to interact with players.<br>Keep in mid that a player is *\*not\** a robot

---

METHOD	API
--------	-----

---

## Players

All actions needed to interact with players.<br>Keep in mid that a player is *\*not\** a robot

---

METHOD	API
--------	-----

---

## Players

All actions needed to interact with players.<br>Keep in mid that a player is *\*not\** a robot

---

METHOD	API
--------	-----

---

## Players

All actions needed to interact with players.<br>Keep in mid that a player is *\*not\** a robot

---

METHOD	API
--------	-----

---

## Players

All actions needed to interact with players.<br>Keep in mid that a player is *\*not\** a robot

---

METHOD	API
--------	-----

---

## Players



All actions needed to interact with players.<br>Keep in mid that a player is *\*not\** a robot

---

METHOD	API
--------	-----

---

## Players

All actions needed to interact with players.<br>Keep in mid that a player is *\*not\** a robot

---

METHOD	API
--------	-----

---

## Players

All actions needed to interact with players.<br>Keep in mid that a player is *\*not\** a robot

---

METHOD	API
--------	-----

---

## Players

All actions needed to interact with players.<br>Keep in mid that a player is *\*not\** a robot

---

METHOD	API
--------	-----

---

## Players

All actions needed to interact with players.<br>Keep in mid that a player is *\*not\** a robot

---

METHOD	API
--------	-----

---

## Players

All actions needed to interact with players.<br>Keep in mid that a player is *\*not\** a robot

---

METHOD	API
--------	-----

---

## Players

All actions needed to interact with players.<br>Keep in mid that a player is *\*not\** a robot

---

METHOD	API
--------	-----

---

## Players

All actions needed to interact with players.<br>Keep in mid that a player is *\*not\** a robot

---

METHOD	API
--------	-----

---

## Robots



## All actions directly done with the robots and other robot related actions

METHOD	API
get	/games/{game_id}/entitys/robots/{robot_id}/registers Get register information
delete	/games/{game_id}/entitys/robots/{robot_id}/registers clear registers
patch	/games/{game_id}/entitys/robots/{robot_id}/registers change register content
get	/games/{game_id}/entitys/robots/{robot_id}/upgrades Get Robot Upgrades
delete	/games/{game_id}/entitys/robots/{robot_id}/upgrades Clear Robot Upgrades
patch	/games/{game_id}/entitys/robots/{robot_id}/upgrades Remove Upgrade
get	/games/{game_id}/entitys/robots/ Get all robots
get	/games/{game_id}/entitys/robots/{robot_id}/actions/aviable Get Aviable actions
get	/games/{game_id}/entitys/robots/{robot_id}/actions/stack/ Get Robot action stack
post	/games/{game_id}/entitys/robots/{robot_id}/actions/stack/ Add Entity Action to stack
get	/games/{game_id}/entitys/robots/{robot_id}/info Get Robot Informations

## Robots

All actions directly done with the robots and other robot related actions

METHOD	API
--------	-----

Robots

All actions directly done with the robots and other robot related actions

METHOD	API
--------	-----

Robots

All actions directly done with the robots and other robot related actions

METHOD	API
--------	-----

Robots

All actions directly done with the robots and other robot related actions

METHOD	API
--------	-----

Robots

All actions directly done with the robots and other robot related actions

METHOD	API
--------	-----

Robots

All actions directly done with the robots and other robot related actions

METHOD	API
--------	-----

Robots

All actions directly done with the robots and other robot related actions

METHOD	API
--------	-----

Robots



All actions directly done with the robots and other robot related actions

METHOD	API
--------	-----

Robots

All actions directly done with the robots and other robot related actions

---

METHOD	API
--------	-----

---

## Robots

All actions directly done with the robots and other robot related actions

METHOD	API
--------	-----

Robots

All actions directly done with the robots and other robot related actions

METHOD	API
--------	-----

Robots

All actions directly done with the robots and other robot related actions

METHOD	API
--------	-----

Robots

All actions directly done with the robots and other robot related actions

METHOD	API
--------	-----

Robots

All actions directly done with the robots and other robot related actions

METHOD	API
--------	-----

Robots

All actions directly done with the robots and other robot related actions

METHOD	API
--------	-----

Robots



All actions directly done with the robots and other robot related actions

METHOD	API
--------	-----

Robots

All actions directly done with the robots and other robot related actions

---

METHOD	API
--------	-----

---

## Robots

All actions directly done with the robots and other robot related actions

---

METHOD	API
--------	-----

---

## Robots

All actions directly done with the robots and other robot related actions

METHOD	API
--------	-----

Robots

All actions directly done with the robots and other robot related actions

METHOD	API
--------	-----

Robots

All actions directly done with the robots and other robot related actions

METHOD	API
--------	-----

Robots

All actions directly done with the robots and other robot related actions

METHOD	API
--------	-----

Robots

All actions directly done with the robots and other robot related actions

---

METHOD	API
--------	-----

---

## Robots



All actions directly done with the robots and other robot related actions

METHOD	API
--------	-----

Robots

All actions directly done with the robots and other robot related actions

METHOD	API
--------	-----

Robots

All actions directly done with the robots and other robot related actions

METHOD	API
--------	-----

Upgrades

## Buying and reading upgrades

METHOD	API
get	/games/{game_id}/upgrades/shop Get upgrade shop
patch	/games/{game_id}/upgrades/shop Buy Upgrade
get	/games/{game_id}/upgrades/{upgrade_id} Get upgrade information
get	/games/{game_id}/upgrades/ get all Upgrades

## Upgrades

Upgrades

Upgrades

Upgrades

Upgrades



Upgrades

Upgrades

Upgrades

Upgrades

Upgrades

Upgrades

Upgrades

Upgrades



Upgrades

Upgrades

Upgrades

Upgrades

Upgrades

Upgrades

Upgrades

Upgrades



Upgrades

Upgrades

Upgrades

Upgrades

Upgrades

