API Documentation for Humans vs Zombies.

Game

Endpoint Method: GET
Endpoint Path: /api/fetch/game/all
Required Headers:
- Authorization: Bearer + 'jwt'

Accepted Parameters:
- none

Expected Changes to the data:
- none

Possible responses and their meaning:
- 200 OK - Everything went ok and an array was returned with all of the games.
- 401 UNAUTHORIZED - The user is not authorized to call this endpoint.
- 403 FORBIDDEN - The jwt token does not match with the database

Possible error cases with explanation:
- none

Endpoint Method: GET
Endpoint Path: /api/fetch/game/{gameId}
Required Headers:
- Authorization: Bearer + 'jwt'

Accepted Parameters:
- PathVariable - gameId (Integer)

Expected Changes to the data:
- none

Possible responses and their meaning:
- 200 OK - Everything went ok and a GameObject is returned
- 404 NOT_FOUND - A Game with the supplied ID could not be found.
- 400 BAD_REQUEST - The supplied gameId was null or something unexpected went wrong.
- 401 UNAUTHORIZED - The user is not authorized to call this endpoint.
- 403 FORBIDDEN - The jwt token does not match with the database

Possible error cases with explanation:
- If the game id is equal to null or less than 1 it will throw an exception.

Endpoint Method: POST
Endpoint Path: /api/create/game
Required Headers:
- Authorization: Bearer + 'jwt'

Accepted Parameters:
- RequestBody Game

Expected Changes to the data:
- none

Possible responses and their meaning:

- **201 CREATED** - Everything went ok and a new Game was stored in the database. This will also return a GameObject of the newly stored Game.
- **400 BAD_REQUEST** - The RequestBody was null, the name of the new game wasn't unique or something unexpected went wrong.
- **401 UNAUTHORIZED** - The user is not authorized to call this endpoint.
- **403 FORBIDDEN** - The jwt token does not match with the database

Possible error cases with explanation:
- none

Endpoint Method: PATCH
Endpoint Path: /api/update/game/{gameId}
Required Headers:
- Authorization: Bearer + 'jwt'

Accepted Parameters:
- PathVariable - gameId (Integer)

Expected Changes to the data:
- Name
- GameState
- NwPoint
- SePoint
- StartTime
- EndTime
- MaxNumberOfPlayers
- Description

Possible responses and their meaning:
- **200 OK** - Everything went ok and the game was updated and a GameObject of the updated game was returned.
- **400 BAD_REQUEST** - The gameId was null
- **401 UNAUTHORIZED** - The user is not authorized to call this endpoint.
- **403 FORBIDDEN** - The jwt token does not match with the database
- **404** - The game belonging to the supplied id could not be found.

Possible error cases with explanation:
- none

Endpoint Method: DELETE
Endpoint Path: /api/delete/game/{gameId}
Required Headers:
- Authorization: Bearer + 'jwt'

Accepted Parameters:
- PathVariable - gameId (Integer)

Expected Changes to the data:
- none

Possible responses and their meaning:
- **200 OK** - Everything went ok and the game was deleted from the database.
- **400 BAD_REQUEST** - The gameId was null
- **401 UNAUTHORIZED** - The user is not authorized to call this endpoint.
- **403 FORBIDDEN** - The jwt token does not match with the database
- **404** - The game belonging to the supplied id could not be found.

Possible error cases with explanation:
- none

ChatMessage

Endpoint Method: GET
Endpoint Path: /api/fetch/chatmessage/all
Required Headers:
- Authorization: Bearer + 'jwt'

Accepted Parameters:
- none

Expected Changes to the data:
- none

Possible responses and their meaning:
- 200 OK - Everything went ok and an array was returned with all of the ChatMessages.
- 401 UNAUTHORIZED - The user is not authorized to call this endpoint.
- 403 FORBIDDEN - The jwt token does not match with the database

Possible error cases with explanation:
- none

Endpoint Method: GET
Endpoint Path: /api/fetch/chatmessage/{chatMessageId}
Required Headers:
- Authorization: Bearer + 'jwt'

Accepted Parameters:
- PathVariable - chatMessageId (Integer)

Expected Changes to the data:
- none

Possible responses and their meaning:
- 200 OK - Everything went ok and the ChatMessage was returned.
- 400 BAD_REQUEST - The chatMessageId was null
- 401 UNAUTHORIZED - The user is not authorized to call this endpoint.
- 403 FORBIDDEN - The jwt token does not match with the database

Possible error cases with explanation:
- none

Endpoint Method: POST
Endpoint Path: /api/create/chatmessage/{gameId}/{playerId}/{squadId}
Required Headers:
- Authorization: Bearer + 'jwt'

Accepted Parameters:
- RequestBody ChatMessage
- PathVariable - gameId (Integer)
- PathVariable - playerId (Integer)
- PathVariable - squadId (Integer)

Expected Changes to the data:

- none

Possible responses and their meaning:
- 201 CREATED - Everything went ok and a new ChatMessage was stored in the database. This will also return a ChatMessageObject of the newly stored ChatMessage .
- 400 BAD_REQUEST - The RequestBody was null.
- 401 UNAUTHORIZED - The user is not authorized to call this endpoint.
- 403 FORBIDDEN - The jwt token does not match with the database

Possible error cases with explanation:
- none

Endpoint Method: PATCH
Endpoint Path: /api/update/chatmessage/{chatMessageId}
Required Headers:
- Authorization: Bearer + 'jwt'

Accepted Parameters:
- PathVariable - chatMessageId (Integer)
- RequestBody - ChatMessage

Expected Changes to the data:
- Message
- Faction
- Timestamp

Possible responses and their meaning:
- 200 OK - Everything went ok and the chat message was updated
- 400 BAD_REQUEST - The RequestBody or PathVariable was null
- 401 UNAUTHORIZED - The user is not authorized to call this endpoint.
- 403 FORBIDDEN - The jwt token does not match with the database
- 404 NOT_FOUND - Could not find a chat message with the supplied id

Possible error cases with explanation:
- none

Endpoint Method: DELETE
Endpoint Path: /api/delete/chatmessage/{chatMessageId}
Required Headers:
- Authorization: Bearer + 'jwt'

Accepted Parameters:
- PathVariable - chatMessageId (Integer)

Expected Changes to the data:
- none

Possible responses and their meaning:
- 200 OK - Everything went ok and the chat message was deleted from the database.
- 400 BAD_REQUEST - The chatMessageId was null
- 401 UNAUTHORIZED - The user is not authorized to call this endpoint.
- 403 FORBIDDEN - The jwt token does not match with the database
- 404 NOT_FOUND - The chat message belonging to the supplied id could not be found.

Possible error cases with explanation:
- none

Endpoint Method: GET
Endpoint Path: /api/fetch/chatmessage/bundle
Required Headers:
- Authorization: Bearer + 'jwt'

Accepted Parameters:
- RequestObject - ChatMessageObject (Object)

Expected Changes to the data:
- none

Possible responses and their meaning:
- 200 OK - Everything went ok and a bundle of ChatMessage was returned.
- 400 BAD_REQUEST - Something unexpected went wrong.
- 401 UNAUTHORIZED - The user is not authorized to call this endpoint.
- 403 FORBIDDEN - The jwt token does not match with the database

Possible error cases with explanation:
- none

Kill

Endpoint Method: GET
Endpoint Path: /api/fetch/kill/all
Required Headers:
- Authorization: Bearer + 'jwt'

Accepted Parameters:
- none

Expected Changes to the data:
- none

Possible responses and their meaning:
- 200 OK - Everything went ok and an array was returned with all of the Kills.
- 401 UNAUTHORIZED - The user is not authorized to call this endpoint.
- 403 FORBIDDEN - The jwt token does not match with the database

Possible error cases with explanation:
- none

Endpoint Method: GET
Endpoint Path: /api/fetch/kill/{killId}
Required Headers:
- Authorization: Bearer + 'jwt'

Accepted Parameters:
- PathVariable - killId (Integer)

Expected Changes to the data:
- none

Possible responses and their meaning:
- 200 OK - Everything went ok and the ChatMessage was returned.
- 400 BAD_REQUEST - The killId was null
- 401 UNAUTHORIZED - The user is not authorized to call this endpoint.
- 403 FORBIDDEN - The jwt token does not match with the database

- 404 NOT_FOUND - The Kill belonging to the supplied id could not be found.

Possible error cases with explanation:
- none

Endpoint Method: GET
Endpoint Path: /api/fetch/kill/{gameId}
Required Headers:
- Authorization: Bearer + 'jwt'

Accepted Parameters:
- PathVariable - gameId(Integer)

Expected Changes to the data:
- none

Possible responses and their meaning:
- 200 OK - Everything went ok and the Kills from a specific game was returned.
- 400 BAD_REQUEST - The gameId was null
- 401 UNAUTHORIZED - The user is not authorized to call this endpoint.
- 403 FORBIDDEN - The jwt token does not match with the database

Possible error cases with explanation:
- none

Endpoint Method: POST
Endpoint Path: /api/create/kill
Required Headers:
- Authorization: Bearer + 'jwt'

Accepted Parameters:
- RequestBody - newKill (KillObject)

Expected Changes to the data:
- none

Possible responses and their meaning:
- 201 CREATED - Everything went ok and a new Kill was stored in the database. This will also return a KillObject of the newly stored Kill.
- 400 BAD_REQUEST - The RequestBody was null or the Bitecode did not match the victims bitecode.
- 401 UNAUTHORIZED - The user is not authorized to call this endpoint.
- 403 FORBIDDEN - The jwt token does not match with the database

Possible error cases with explanation:
- none

Endpoint Method: PATCH
Endpoint Path: /api/update/kill/{killId}
Required Headers:
- Authorization: Bearer + 'jwt'

Accepted Parameters:
- PathVariable - killId (Integer)
- RequestBody - newKill (Kill)

Expected Changes to the data:
- Position
- TimeOfDeath

- Description

Possible responses and their meaning:
- 200 OK - Everything went ok and the kill was updated
- 400 BAD_REQUEST - The RequestBody or PathVariable was null
- 401 UNAUTHORIZED - The user is not authorized to call this endpoint.
- 403 FORBIDDEN - The jwt token does not match with the database
- 404 NOT_FOUND - Could not find a kill with the supplied id

Possible error cases with explanation:
- none

Endpoint Method: DELETE
Endpoint Path: /api/delete/kill/{killId}
Required Headers:
- Authorization: Bearer + 'jwt'

Accepted Parameters:
- PathVariable - killId (Integer)

Expected Changes to the data:
- none

Possible responses and their meaning:
- 200 OK - Everything went ok and the kill was deleted from the database.
- 400 BAD_REQUEST - The killId was null
- 401 UNAUTHORIZED - The user is not authorized to call this endpoint.
- 403 FORBIDDEN - The jwt token does not match with the database
- 404 NOT_FOUND - The kill belonging to the supplied id could not be found.

Possible error cases with explanation:
- none

Mission

Endpoint Method: GET
Endpoint Path: /api/fetch/mission/all
Required Headers:
- Authorization: Bearer + 'jwt'

Accepted Parameters:
- none

Expected Changes to the data:
- none

Possible responses and their meaning:
- 200 OK - Everything went ok and an array was returned with all of the Missions.
- 401 UNAUTHORIZED - The user is not authorized to call this endpoint.
- 403 FORBIDDEN - The jwt token does not match with the database

Possible error cases with explanation:
- none

Endpoint Method: GET
Endpoint Path: /api/fetch/mission/{missionId}
Required Headers:

- Authorization: Bearer + 'jwt'

Accepted Parameters:
- PathVariable - missionId(Integer)

Expected Changes to the data:
- none

Possible responses and their meaning:
- 200 OK - Everything went ok and the Mission was returned.
- 400 BAD_REQUEST - The missionId was null
- 401 UNAUTHORIZED - The user is not authorized to call this endpoint.
- 403 FORBIDDEN - The jwt token does not match with the database
- 404 NOT_FOUND - The Mission belonging to the supplied id could not be found.

Possible error cases with explanation:
- none

Endpoint Method: GET
Endpoint Path: /api/fetch/mission/game={gameId}
Required Headers:
- Authorization: Bearer + 'jwt'

Accepted Parameters:
- PathVariable - gameId(Integer)

Expected Changes to the data:
- none

Possible responses and their meaning:
- 200 OK - Everything went ok and an array of Missions from the given gameId was returned.
- 400 BAD_REQUEST - The gameId was null
- 401 UNAUTHORIZED - The user is not authorized to call this endpoint.
- 403 FORBIDDEN - The jwt token does not match with the database

Possible error cases with explanation:
- none

Endpoint Method: POST
Endpoint Path: /api/create/mission/{gameId}
Required Headers:
- Authorization: Bearer + 'jwt'

Accepted Parameters:
- RequestBody - newMission (Mission)
- PathVariable - gameId (Integer)

Expected Changes to the data:
- none

Possible responses and their meaning:
- 201 CREATED - Everything went ok and a new Mission was stored in the database. This will also return a MissionObject of the newly stored Mission .
- 400 BAD_REQUEST - The RequestBody or PathVariable was null.
- 401 UNAUTHORIZED - The user is not authorized to call this endpoint.
- 403 FORBIDDEN - The jwt token does not match with the database

Possible error cases with explanation:
- none

Endpoint Method: PATCH
Endpoint Path: /api/update/mission/{missionId}
Required Headers:
- Authorization: Bearer + 'jwt'

Accepted Parameters:
- PathVariable - missionId (Integer)
- RequestBody - newMission (Mission)

Expected Changes to the data:
- MissionDescription
- FactionVisibility
- MissionPoint
- StartTime
- EndTime
- Name

Possible responses and their meaning:
- 200 OK - Everything went ok and the Mission was updated
- 400 BAD_REQUEST - The RequestBody or PathVariable was null
- 401 UNAUTHORIZED - The user is not authorized to call this endpoint.
- 403 FORBIDDEN - The jwt token does not match with the database
- 404 NOT_FOUND - Could not find a Mission with the supplied id

Possible error cases with explanation:
- none

Endpoint Method: DELETE
Endpoint Path: /api/delete/mission/{missionId}
Required Headers:
- Authorization: Bearer + 'jwt'

Accepted Parameters:
- PathVariable - missionId (Integer)

Expected Changes to the data:
- none

Possible responses and their meaning:
- 200 OK - Everything went ok and the Mission was deleted from the database.
- 400 BAD_REQUEST - The missionId was null
- 401 UNAUTHORIZED - The user is not authorized to call this endpoint.
- 403 FORBIDDEN - The jwt token does not match with the database
- 404 NOT_FOUND - The Mission belonging to the supplied id could not be found.

Possible error cases with explanation:
- none

Player

Endpoint Method: GET
Endpoint Path: /api/fetch/player/all
Required Headers:
- Authorization: Bearer + 'jwt'

Accepted Parameters:
- none

Expected Changes to the data:
- none

Possible responses and their meaning:
- 200 OK - Everything went ok and an array was returned with all of the Players.
- 401 UNAUTHORIZED - The user is not authorized to call this endpoint.
- 403 FORBIDDEN - The jwt token does not match with the database

Possible error cases with explanation:
- none

Endpoint Method: GET
Endpoint Path: /api/fetch/player/{playerId}
Required Headers:
- Authorization: Bearer + 'jwt'

Accepted Parameters:
- PathVariable - playerId (Integer)

Expected Changes to the data:
- none

Possible responses and their meaning:
- 200 OK - Everything went ok and the Player was returned.
- 400 BAD_REQUEST - The playerId was null
- 401 UNAUTHORIZED - The user is not authorized to call this endpoint.
- 403 FORBIDDEN - The jwt token does not match with the database
- 404 NOT_FOUND - The Player belonging to the supplied id could not be found.

Possible error cases with explanation:
- none

Endpoint Method: GET
Endpoint Path: /api/fetch/player/game={gameId}/user={userId}
Required Headers:
- Authorization: Bearer + 'jwt'

Accepted Parameters:
- PathVariable - gameId (Integer)
- PathVariable - userId (Integer)

Expected Changes to the data:
- none

Possible responses and their meaning:
- 200 OK - Everything went ok and a Player from the given gameId and userId was returned.
- 400 BAD_REQUEST - The gameId or userId was null
- 401 UNAUTHORIZED - The user is not authorized to call this endpoint.
- 403 FORBIDDEN - The jwt token does not match with the database

Possible error cases with explanation:
- none

Endpoint Method: GET
Endpoint Path: /api/fetch/player/game={gameId}

Required Headers:
- Authorization: Bearer + 'jwt'

Accepted Parameters:
- PathVariable - gameId (Integer)

Expected Changes to the data:
- none

Possible responses and their meaning:
- 200 OK - Everything went ok and an array of Players from the given gameId was returned.
- 400 BAD_REQUEST - The gameId was null
- 401 UNAUTHORIZED - The user is not authorized to call this endpoint.
- 403 FORBIDDEN - The jwt token does not match with the database

Possible error cases with explanation:
- none

Endpoint Method: GET
Endpoint Path: /api/fetch/player/{gameId}/{bitecode}
Required Headers:
- Authorization: Bearer + 'jwt'

Accepted Parameters:
- PathVariable - gameId (Integer)
- PathVariable - bitecode (String)

Expected Changes to the data:
- none

Possible responses and their meaning:
- 200 OK - Everything went ok and a Player from the given gameId and bitecode was returned.
- 400 BAD_REQUEST - The gameId or bitecode was null
- 401 UNAUTHORIZED - The user is not authorized to call this endpoint.
- 403 FORBIDDEN - The jwt token does not match with the database
- 404 NOT_FOUND - The Player belonging to the gameId supplied with the bitecode supplied could not be found.

Possible error cases with explanation:
- none

Endpoint Method: POST
Endpoint Path: /api/create/player/{userId}/{gameId}
Required Headers:
- Authorization: Bearer + 'jwt'

Accepted Parameters:
- RequestBody - newPlayer (Player)
- PathVariable - userId (Integer)
- PathVariable - gameId (Integer)

Expected Changes to the data:
- none

Possible responses and their meaning:
- 201 CREATED - Everything went ok and a new Player was stored in the database. This will also return a PlayerObject of the newly stored Player.

- 400 BAD_REQUEST - The RequestBody or PathVariable was null.
- 401 UNAUTHORIZED - The user is not authorized to call this endpoint.
- 403 FORBIDDEN - The jwt token does not match with the database

Possible error cases with explanation:
- none

Endpoint Method: PATCH
Endpoint Path: /api/update/player/{playerId}
Required Headers:
- Authorization: Bearer + 'jwt'

Accepted Parameters:
- PathVariable - missionId (Integer)
- RequestBody - newMission (Mission)

Expected Changes to the data:
- Faction
- Alive
- PatientZero
- Bitecode

Possible responses and their meaning:
- 200 OK - Everything went ok and the Player was updated
- 400 BAD_REQUEST - The RequestBody or PathVariable was null
- 401 UNAUTHORIZED - The user is not authorized to call this endpoint.
- 403 FORBIDDEN - The jwt token does not match with the database
- 404 NOT_FOUND - Could not find a Player with the supplied id

Possible error cases with explanation:
- none

Endpoint Method: DELETE
Endpoint Path: /api/delete/player/{playerId}
Required Headers:
- Authorization: Bearer + 'jwt'

Accepted Parameters:
- PathVariable - playerId(Integer)

Expected Changes to the data:
- none

Possible responses and their meaning:
- 200 OK - Everything went ok and the Player was deleted from the database.
- 400 BAD_REQUEST - The playerId was null
- 401 UNAUTHORIZED - The user is not authorized to call this endpoint.
- 403 FORBIDDEN - The jwt token does not match with the database
- 404 NOT_FOUND - The Player belonging to the supplied id could not be found.

Possible error cases with explanation:
- none

SquadCheckin

Endpoint Method: GET
Endpoint Path: /api/fetch/squadcheckin/all
Required Headers:
- Authorization: Bearer + 'jwt'

Accepted Parameters:
- none

Expected Changes to the data:
- none

Possible responses and their meaning:
- 200 OK - Everything went ok and an array was returned with all of the SquadCheckins.
- 401 UNAUTHORIZED - The user is not authorized to call this endpoint.
- 403 FORBIDDEN - The jwt token does not match with the database

Possible error cases with explanation:
- none

Endpoint Method: GET
Endpoint Path: /api/fetch/squadcheckin/{squadCheckinId}
Required Headers:
- Authorization: Bearer + 'jwt'

Accepted Parameters:
- PathVariable - squadCheckinId (Integer)

Expected Changes to the data:
- none

Possible responses and their meaning:
- 200 OK - Everything went ok and the SquadCheckin was returned.
- 400 BAD_REQUEST - The squadCheckinId was null
- 401 UNAUTHORIZED - The user is not authorized to call this endpoint.
- 403 FORBIDDEN - The jwt token does not match with the database
- 404 NOT_FOUND - The SquadCheckin belonging to the supplied id could not be found.

Possible error cases with explanation:
- none

Endpoint Method: POST
Endpoint Path: /api/create/squadcheckin/{gameId}/{squadId}/{squadMemberId}
Required Headers:
- Authorization: Bearer + 'jwt'

Accepted Parameters:
- RequestBody - newSquadCheckin (SquadCheckin)
- PathVariable - gameId (Integer)
- PathVariable - squadId (Integer)
- PathVariable - squadMemberId (Integer)

Expected Changes to the data:
- none

Possible responses and their meaning:
- 201 CREATED - Everything went ok and a new SquadCheckin was stored in the database. This will also return a SquadCheckinObject of the newly stored SquadCheckin.
- 400 BAD_REQUEST - The RequestBody or PathVariable was null.
- 401 UNAUTHORIZED - The user is not authorized to call this endpoint.
- 403 FORBIDDEN - The jwt token does not match with the database

Possible error cases with explanation:
- none

Endpoint Method: PATCH
Endpoint Path: /api/update/squadcheckin/{squadCheckinId}
Required Headers:
- Authorization: Bearer + 'jwt'

Accepted Parameters:
- PathVariable - squadCheckinId (Integer)
- RequestBody - newSquadCheckin (SquadCheckin)

Expected Changes to the data:
- PointOfTime
- Position

Possible responses and their meaning:
- 200 OK - Everything went ok and the SquadCheckin was updated
- 400 BAD_REQUEST - The RequestBody or PathVariable was null
- 401 UNAUTHORIZED - The user is not authorized to call this endpoint.
- 403 FORBIDDEN - The jwt token does not match with the database
- 404 NOT_FOUND - Could not find a SquadCheckin with the supplied id

Possible error cases with explanation:
- none

Endpoint Method: DELETE
Endpoint Path: /api/delete/squadcheckin/{squadCheckinId}
Required Headers:
- Authorization: Bearer + 'jwt'

Accepted Parameters:
- PathVariable - squadCheckinId (Integer)

Expected Changes to the data:
- none

Possible responses and their meaning:
- 200 OK - Everything went ok and the SquadCheckin was deleted from the database.
- 400 BAD_REQUEST - The playerId was null
- 401 UNAUTHORIZED - The user is not authorized to call this endpoint.
- 403 FORBIDDEN - The jwt token does not match with the database
- 404 NOT_FOUND - The SquadCheckin belonging to the supplied id could not be found.

Possible error cases with explanation:
- none

Squad

Endpoint Method: GET
Endpoint Path: /api/fetch/squad/all
Required Headers:
- Authorization: Bearer + 'jwt'

Accepted Parameters:
- none

Expected Changes to the data:
- none

Possible responses and their meaning:
- 200 OK - Everything went ok and an array was returned with all of the Squads.
- 401 UNAUTHORIZED - The user is not authorized to call this endpoint.
- 403 FORBIDDEN - The jwt token does not match with the database

Possible error cases with explanation:
- none

Endpoint Method: GET
Endpoint Path: /api/fetch/squad/{squadId}
Required Headers:
- Authorization: Bearer + 'jwt'

Accepted Parameters:
- PathVariable - squadId (Integer)

Expected Changes to the data:
- none

Possible responses and their meaning:
- 200 OK - Everything went ok and the Squad was returned.
- 400 BAD_REQUEST - The squadId was null
- 401 UNAUTHORIZED - The user is not authorized to call this endpoint.
- 403 FORBIDDEN - The jwt token does not match with the database
- 404 NOT_FOUND - The Squad belonging to the supplied id could not be found.

Possible error cases with explanation:
- none

Endpoint Method: GET
Endpoint Path: /api/fetch/squad/game={gameId}
Required Headers:
- Authorization: Bearer + 'jwt'

Accepted Parameters:
- PathVariable - gameId (Integer)

Expected Changes to the data:
- none

Possible responses and their meaning:
- 200 OK - Everything went ok and an array with all of the Squads from the supplied gameId was returned.
- 400 BAD_REQUEST - The gameId was null
- 401 UNAUTHORIZED - The user is not authorized to call this endpoint.

- 403 FORBIDDEN - The jwt token does not match with the database

Possible error cases with explanation:
- none

Endpoint Method: GET
Endpoint Path: /api/fetch/squad/details/game={gameId}
Required Headers:
- Authorization: Bearer + 'jwt'

Accepted Parameters:
- PathVariable - gameId (Integer)

Expected Changes to the data:
- none

Possible responses and their meaning:
- 200 OK - Everything went ok and an array with all of the SquadDetails from the supplied gameId was returned.
- 400 BAD_REQUEST - The gameId was null
- 401 UNAUTHORIZED - The user is not authorized to call this endpoint.
- 403 FORBIDDEN - The jwt token does not match with the database

Possible error cases with explanation:
- none

Endpoint Method: GET
Endpoint Path: /api/fetch/squad/game={gameId}/player={playerId}
Required Headers:
- Authorization: Bearer + 'jwt'

Accepted Parameters:
- PathVariable - gameId (Integer)
- PathVariable - playerId (Integer)

Expected Changes to the data:
- none

Possible responses and their meaning:
- 200 OK - Everything went ok and the Squad from the supplied gameId and playerId was returned.
- 400 BAD_REQUEST - The gameId or playerId was null
- 401 UNAUTHORIZED - The user is not authorized to call this endpoint.
- 403 FORBIDDEN - The jwt token does not match with the database

Possible error cases with explanation:
- none

Endpoint Method: POST
Endpoint Path: /api/create/squad/{gameId}
Required Headers:
- Authorization: Bearer + 'jwt'

Accepted Parameters:
- RequestBody - newSquad (Squad)
- PathVariable - gameId (Integer)

Expected Changes to the data:
- none

Possible responses and their meaning:
- 201 CREATED - Everything went ok and a new Squad was stored in the database. This will also return a SquadObject of the newly stored Squad.
- 400 BAD_REQUEST - The RequestBody or PathVariable was null.
- 401 UNAUTHORIZED - The user is not authorized to call this endpoint.
- 403 FORBIDDEN - The jwt token does not match with the database

Possible error cases with explanation:
- none

Endpoint Method: PATCH
Endpoint Path: /api/update/squad/{squadId}
Required Headers:
- Authorization: Bearer + 'jwt'

Accepted Parameters:
- PathVariable - squadId (Integer)
- RequestBody - newSquad (Squad)

Expected Changes to the data:
- Name
- Faction
- MaxNumberOfMembers

Possible responses and their meaning:
- 200 OK - Everything went ok and the Squad was updated
- 400 BAD_REQUEST - The RequestBody or PathVariable was null
- 401 UNAUTHORIZED - The user is not authorized to call this endpoint.
- 403 FORBIDDEN - The jwt token does not match with the database
- 404 NOT_FOUND - Could not find a Squad with the supplied id

Possible error cases with explanation:
- none

Endpoint Method: DELETE
Endpoint Path: /api/delete/squad/{squadId}
Required Headers:
- Authorization: Bearer + 'jwt'

Accepted Parameters:
- PathVariable - squadCheckinId (Integer)

Expected Changes to the data:
- none

Possible responses and their meaning:
- 200 OK - Everything went ok and the Squad was deleted from the database.
- 400 BAD_REQUEST - The playerId was null
- 401 UNAUTHORIZED - The user is not authorized to call this endpoint.
- 403 FORBIDDEN - The jwt token does not match with the database
- 404 NOT_FOUND - The Squad belonging to the supplied id could not be found.

Possible error cases with explanation:
- none

SquadMember

Endpoint Method: GET
Endpoint Path: /api/fetch/squadmember/all
Required Headers:
- Authorization: Bearer + 'jwt'

Accepted Parameters:
- none

Expected Changes to the data:
- none

Possible responses and their meaning:
- 200 OK - Everything went ok and an array was returned with all of the SquadMembers.
- 401 UNAUTHORIZED - The user is not authorized to call this endpoint.
- 403 FORBIDDEN - The jwt token does not match with the database

Possible error cases with explanation:
- none

Endpoint Method: GET
Endpoint Path: /api/fetch/squadmember/{squadMemberId}
Required Headers:
- Authorization: Bearer + 'jwt'

Accepted Parameters:
- PathVariable - squadMemberId(Integer)

Expected Changes to the data:
- none

Possible responses and their meaning:
- 200 OK - Everything went ok and the SquadMember was returned.
- 400 BAD_REQUEST - The squadId was null
- 401 UNAUTHORIZED - The user is not authorized to call this endpoint.
- 403 FORBIDDEN - The jwt token does not match with the database
- 404 NOT_FOUND - The SquadMember belonging to the supplied id could not be found.

Possible error cases with explanation:
- none

Endpoint Method: GET
Endpoint Path: /api/fetch/squadmember/game={gameId}/squad={squadId}
Required Headers:
- Authorization: Bearer + 'jwt'

Accepted Parameters:
- PathVariable - gameId (Integer)
- PathVariable - squadId (Integer)

Expected Changes to the data:
- none

Possible responses and their meaning:

- 200 OK - Everything went ok and a SquadMember from the supplied gameId and squadId was returned.
- 400 BAD_REQUEST - The gameId was null
- 401 UNAUTHORIZED - The user is not authorized to call this endpoint.
- 403 FORBIDDEN - The jwt token does not match with the database

Possible error cases with explanation:
- none

Endpoint Method: GET
Endpoint Path: /api/fetch/squadmember/game={gameId}/player={playerId}
Required Headers:
- Authorization: Bearer + 'jwt'

Accepted Parameters:
- PathVariable - gameId (Integer)
- PathVariable - playerId

Expected Changes to the data:
- none

Possible responses and their meaning:
- 200 OK - Everything went ok and a Squad from the supplied gameId and playerId was returned.
- 400 BAD_REQUEST - The gameId was null
- 401 UNAUTHORIZED - The user is not authorized to call this endpoint.
- 403 FORBIDDEN - The jwt token does not match with the database

Possible error cases with explanation:
- none

Endpoint Method: GET
Endpoint Path: /api/fetch/squadmember/details/game={gameId}/squad={squadId}
Required Headers:
- Authorization: Bearer + 'jwt'

Accepted Parameters:
- PathVariable - gameId (Integer)
- PathVariable - squadId (Integer)

Expected Changes to the data:
- none

Possible responses and their meaning:
- 200 OK - Everything went ok and the SquadDetails from the supplied gameId and squadId was returned.
- 400 BAD_REQUEST - The gameId or playerId was null
- 401 UNAUTHORIZED - The user is not authorized to call this endpoint.
- 403 FORBIDDEN - The jwt token does not match with the database
- 404 NOT_FOUND - player of user object of the squadmember could not be found.

Possible error cases with explanation:
- none

Endpoint Method: POST
Endpoint Path: /api/create/squadmember/{gameId}/{squadId}/{playerId}
Required Headers:

- Authorization: Bearer + 'jwt'

Accepted Parameters:
- RequestBody - newSquad (Squad)
- PathVariable - gameId (Integer)
- PathVariable - squadId (Integer)
- PathVariable - playerId (Integer)

Expected Changes to the data:
- none

Possible responses and their meaning:
- 201 CREATED - Everything went ok and a new SquadMember was stored in the database. This will also return a SquadMemberObject of the newly stored SquadMember.
- 400 BAD_REQUEST - The RequestBody or PathVariable was null.
- 401 UNAUTHORIZED - The user is not authorized to call this endpoint.
- 403 FORBIDDEN - The jwt token does not match with the database

Possible error cases with explanation:
- none

Endpoint Method: PATCH
Endpoint Path: /api/update/squadmember/{squadMemberId}
Required Headers:
- Authorization: Bearer + 'jwt'

Accepted Parameters:
- PathVariable - squadMemberId (Integer)
- RequestBody - squadMember (SquadMember)

Expected Changes to the data:
- SquadRank
- Squad

Possible responses and their meaning:
- 200 OK - Everything went ok and the SquadMember was updated
- 400 BAD_REQUEST - The RequestBody or PathVariable was null
- 401 UNAUTHORIZED - The user is not authorized to call this endpoint.
- 403 FORBIDDEN - The jwt token does not match with the database
- 404 NOT_FOUND - Could not find a SquadMember with the supplied id

Possible error cases with explanation:
- none

Endpoint Method: DELETE
Endpoint Path: /api/delete/squadmember/{squadMemberId}
Required Headers:
- Authorization: Bearer + 'jwt'

Accepted Parameters:
- PathVariable - squadMemberId (Integer)

Expected Changes to the data:
- none

Possible responses and their meaning:
- 200 OK - Everything went ok and the SquadMember was deleted from the database.
- 400 BAD_REQUEST - The playerId was null

- 401 UNAUTHORIZED - The user is not authorized to call this endpoint.
- 403 FORBIDDEN - The jwt token does not match with the database
- 404 NOT_FOUND - The SquadMember belonging to the supplied id could not be found.

Possible error cases with explanation:
- none

UserAccount

Endpoint Method: GET
Endpoint Path: /api/fetch/useraccount/all
Required Headers:
- Authorization: Bearer + 'jwt'

Accepted Parameters:
- none

Expected Changes to the data:
- none

Possible responses and their meaning:
- 200 OK - Everything went ok and an array was returned with all of the UserAccounts.
- 401 UNAUTHORIZED - The user is not authorized to call this endpoint.
- 403 FORBIDDEN - The jwt token does not match with the database

Possible error cases with explanation:
- none

Endpoint Method: GET
Endpoint Path: /api/fetch/useraccount/{userAccountId}
Required Headers:
- Authorization: Bearer + 'jwt'

Accepted Parameters:
- PathVariable - squadMemberId(Integer)

Expected Changes to the data:
- none

Possible responses and their meaning:
- 200 OK - Everything went ok and the UserAccount was returned.
- 400 BAD_REQUEST - The squadId was null
- 401 UNAUTHORIZED - The user is not authorized to call this endpoint.
- 403 FORBIDDEN - The jwt token does not match with the database
- 404 NOT_FOUND - The UserAccount belonging to the supplied id could not be found.

Possible error cases with explanation:
- none

Endpoint Method: POST
Endpoint Path: /api/create/useraccount
Required Headers:

- Authorization: Bearer + 'jwt'

Accepted Parameters:
- RequestBody - newUserAccount (UserAccount)

Expected Changes to the data:
- none

Possible responses and their meaning:
- 201 CREATED - Everything went ok and a new UserAccount was stored in the database. This will also return a UserAccountObject of the newly stored UserAccount.
- 400 BAD_REQUEST - The RequestBody or PathVariable was null. Also returns this if the password, username, first name, last name or email was either null or too short.

Possible error cases with explanation:
- none

Endpoint Method: PATCH
Endpoint Path: /api/update/useraccount/{userAccountId}
Required Headers:
- Authorization: Bearer + 'jwt'

Accepted Parameters:
- PathVariable - userAccountId (Integer)
- RequestBody - newUser (UserAccount)

Expected Changes to the data:
- FirstName
- LastName
- UserType
- Username
- Password
- Email
- PhoneNumber

Possible responses and their meaning:
- 200 OK - Everything went ok and the UserAccount was updated
- 400 BAD_REQUEST - The RequestBody or PathVariable was null
- 401 UNAUTHORIZED - The user is not authorized to call this endpoint.
- 403 FORBIDDEN - The jwt token does not match with the database
- 404 NOT_FOUND - Could not find a UserAccount with the supplied id

Possible error cases with explanation:
- none

Endpoint Method: DELETE
Endpoint Path: /api/delete/useraccount/{userAccountId}
Required Headers:
- Authorization: Bearer + 'jwt'

Accepted Parameters:
- PathVariable - userAccountId (Integer)

Expected Changes to the data:
- none

Possible responses and their meaning:
- 200 OK - Everything went ok and the UserAccount was deleted from the database.

- 400 BAD_REQUEST - The playerId was null
- 401 UNAUTHORIZED - The user is not authorized to call this endpoint.
- 403 FORBIDDEN - The jwt token does not match with the database
- 404 NOT_FOUND - The UserAccount belonging to the supplied id could not be found.

Possible error cases with explanation:
- none

Endpoint Method: POST
Endpoint Path: /api/useraccount/login
Required Headers:
- Authorization: Bearer + 'jwt'

Accepted Parameters:
- RequestBody - userAccount (UserAccount)

Expected Changes to the data:
- none

Possible responses and their meaning:
- 200 OK - Login was successful and a UserAccountObject was returned with a JSON Web Token was returned.
- 400 BAD_REQUEST - The RequestBody was null.

Possible error cases with explanation:
- none