

Ocelot Gateway (has authentication)

Eureka Service Discovery

Front end API

Get Home (GET /)

Get Login (GET /login)

Get Register (GET /register)

Get User profile (GET /user/\$ID)

Get Self profile (GET /me)

Get Store (GET /store)

Get Game (GET /games/\$ID)

Get Admin (GET /admin)

Get Game Publish (GET /games/publish)

Get Cart (GET /cart)

Games API

Get Games (GET /games)

Get Game by ID (GET /games/\$ID)

Get Games By Tag (POST /games/byTag)

Get Games By String (POST /games/byString)

Create Game (POST /games/create)

Update Game (PUT /games/\$ID)

Delete Game (DELETE /games/\$ID)

User API

Login (?)

Register (POST /users)

Update (PUT /users/ID)

Cart API

Add to cart (POST /cart/\$ID)

Remove from cart (DELETE /cart/\$ID)

Checkout (POST /cart/\$ID)

Request bodies largely return either instances or collections of these JSON objects:

For sample request bodies and responses documentation will be done using Postman documentation

Games object

```
{  
  ID: int  
  Title: String  
  Description: String  
  Tags: String[]  
  Price: float  
  Updates[]: ID[] to update objects  
  Published: Date  
}
```

Updates Object

```
{  
  Title: String  
  Content: String  
  Date: Date  
}
```

Cart object

```
{  
  ID: int  
  Games: {  
    Games objects[]  
  }  
}
```

User Object

```
{  
  ID: int  
  Roles[]: String[]  
  CartID: foreign key to Cart Object ID  
  Username: String  
  Password: Hashed String  
  CreatedDate: Date  
  Library ID: foreign key to Library ID  
  Balance: Float  
}
```

Library Object

```
{  
  ID: int  
  Game[]: Game id foreign key list[]  
}
```

Order Object:

```
{  
  OrderID: int  
  GameID[]: foreign key GameID[]  
  Price: float  
}
```