

1. User - Login

Request

HTTP POST /auth/signin

```
{
  username: String,
  password: String
}
```

Response examples:

- Success:

```
201, Created
```

- Error - Wrong credentials sent:

```
400, Bad Request
{
  message: Wrong credentials
}
```

- Error - username not sent or empty

```
400, Bad Request
{
  message: Please enter username
}
```

- Error - password not sent or empty

```
400, Bad Request
{
  message: Please enter password
}
```

2. User - Register

Request

HTTP POST /auth/signup

```
{
  username: String,
  password: String,
  email: String
}
```

Response examples:

- Success:

```
201, Created
```

- Error - User with provided username already exists

```
400, Bad Request
{
  message: User already exists
}
```

- Error - Username not sent or empty

```
400, Bad Request
{
  message: Please enter username
}
```

- Error - Password not sent or empty

```
400, Bad Request
{
  message: Please enter password
}
```

- Error - Email not sent or empty

```
400, Bad Request
{
  message: Please enter email
}
```

3. Game - Get all games

Request

HTTP GET /score

Response examples:

- Success:

```
200, OK
[
  {
    _id: "6282C753522542464C9AF0AA",
    username: "username1",
    score: 25
    __v: 0
  },
  {
    _id: "6282C754523542464C9AC5BB",
    username: "username2",
    score: 32
    __v: 0
  }
]
```

4. Game - Get all games for user

Request

HTTP GET /score/?username=*client_username*

Response examples:

- Success:

```
200, OK
[
  {
    _id: "6282C753522542464C9AF0AA",
    username: "username1",
    score: 25
    __v: 0
  },
  {
    _id: "6282C754523542464C9AC5BB",
    username: " username1",
    score: 32
    __v: 0
  }
]
```

5. Game - Save game

Request

HTTP POST /score

```
{
  username: String,
  score: int
}
```

Response examples:

- Success:

201, Created

- Error - Username not sent or empty

```
400, Bad Request
{
  message: Please enter username
}
```

- Error - Score not sent or empty

```
400, Bad Request
{
  message: Please enter score
}
```

- Error - ID not sent or empty

```
400, Bad Request
{
  message: Please enter ID
}
```

6. Game - Delete all games for user

Request

HTTP DELETE /score/?username=*client_username*

Response examples:

- Success:

200, OK