API documentation

Content

[Information 1](#_Toc98418020)

[Game 2](#_Toc98418021)

[Player 3](#_Toc98418022)

[Kill 4](#_Toc98418023)

[Mission 5](#_Toc98418024)

[Chat 6](#_Toc98418025)

[Squad 7](#_Toc98418026)

[Squad member 8](#_Toc98418027)

## Information

This document will include all the different endpoints used in the case project “Human vs Zombie” and will include information about each of the endpoints. Such as method, URL, accepted parameters for creating and editing object in the database and then what the expected result is of each endpoints action.

Some of the parameters restrictions will be handled in the front-end based functions such as allowing only game state to only be one out of three options (1,2 or 3) whilst the back-end portion handles max length, parameter type (int, string, double and such).

# Game

|  |  |  |  |
| --- | --- | --- | --- |
| ***METHOD*** | ***URL*** | ***ACCEPTED PARAMETERS*** | ***EXPECTED RESULT*** |
| GET | <http://hvzapi.westeurope.azurecontainer.io>  /game/ |  | Gets all of the games |
| GET | <http://hvzapi.westeurope.azurecontainer.io>  /game/{id} |  | Gets a specific game |
| POST | <http://hvzapi.westeurope.azurecontainer.io>  /game/ | -Name(string)  -Game\_state(int) (1,2,3)  -Nw\_lat(double) **NULLABLE**  -Nw\_lng(double) **NULLABLE**  -Sw\_lat(double) **NULLABLE**  -Sw\_lng(double) **NULLABLE** | Creates a new game with an unique game\_id |
| PUT | <http://hvzapi.westeurope.azurecontainer.io>  /game/{id} | -Name(string)  -Game\_state(int) (1,2,3)  -Nw\_lat(double) **NULLABLE**  -Nw\_lng(double) **NULLABLE**  -Sw\_lat(double) **NULLABLE**  -Sw\_lng(double) **NULLABLE** | Edits an existing game |
| Delete | <http://hvzapi.westeurope.azurecontainer.io>  /game/{id} |  | Deletes a game |

# Player

|  |  |  |  |
| --- | --- | --- | --- |
| ***METHOD*** | ***URL*** | ***ACCEPTED PARAMETERS*** | ***EXPECTED RESULT*** |
| GET | <http://hvzapi.westeurope.azurecontainer.io>  /game/{id}/player |  | Gets all of the players within a game |
| GET | <http://hvzapi.westeurope.azurecontainer.io>  /game/{id}/player/{playerid} |  | Gets a specific player |
| POST | <http://hvzapi.westeurope.azurecontainer.io>  /game/{id}/player | -UserId(int)  -Is\_Human(bool)  -Is\_Patient\_Zero(bool)  -Bite\_Code(string) | Creates a new player with an unique player\_id |
| PUT | <http://hvzapi.westeurope.azurecontainer.io>  /game/{id}/player/{playerid} | -UserId(int)  -Is\_Human(bool)  -Is\_Patient\_Zero(bool)  -Bite\_Code(string) | Edits an existing player |
| Delete | <http://hvzapi.westeurope.azurecontainer.io>  /game/{id}/player/{playerid} |  | Deletes a player |

# Kill

|  |  |  |  |
| --- | --- | --- | --- |
| ***METHOD*** | ***URL*** | ***ACCEPTED PARAMETERS*** | ***EXPECTED RESULT*** |
| GET | <http://hvzapi.westeurope.azurecontainer.io>  /game/{id}/kill |  | Gets all of the players within a game |
| GET | <http://hvzapi.westeurope.azurecontainer.io>  /game/{id}/kill/{killid} |  | Gets a specific player |
| POST | <http://hvzapi.westeurope.azurecontainer.io>  /game/{id}/kill | -KilledId(int)  -VictimId (int)  -Time\_Of\_Death(string)  -Story(string) **NULLABLE**  -Lat(double) **NULLABLE**  -Lng(double) **NULLABLE** | Creates a new kill with an unique kill\_id |
| PUT | <http://hvzapi.westeurope.azurecontainer.io>  /game/{id}/kill/{killid} | -KilledId(int)  -VictimId (int)  -Time\_Of\_Death(string)  -Story(string) **NULLABLE**  -Lat(double) **NULLABLE**  -Lng(double) **NULLABLE** | Edits an existing kill |
| Delete | <http://hvzapi.westeurope.azurecontainer.io>  /game/{id}/kill/{killid} |  | Deletes a kill |

# Mission

|  |  |  |  |
| --- | --- | --- | --- |
| ***METHOD*** | ***URL*** | ***ACCEPTED PARAMETERS*** | ***EXPECTED RESULT*** |
| GET | <http://hvzapi.westeurope.azurecontainer.io>  /game/{id}/mission |  | Gets all of the missions within a game |
| GET | <http://hvzapi.westeurope.azurecontainer.io>  /game/{id}/mission/{missionid} |  | Gets a specific mission |
| POST | <http://hvzapi.westeurope.azurecontainer.io>  /game/{id}/mission | -Name(string)  -Is\_Human\_Visible(bool)  -Is\_Zombie\_Visible(bool)  -Description(string) **NULLABLE**  -Start\_Time(string) **NULLABLE**  -End\_Time(string) **NULLABLE** | Creates a new mission with an unique mission\_id |
| PUT | <http://hvzapi.westeurope.azurecontainer.io>  /game/{id}/mission/{missionid} | -Name(string)  -Is\_Human\_Visible(bool)  -Is\_Zombie\_Visible(bool)  -Description(string) **NULLABLE**  -Start\_Time(string) **NULLABLE**  -End\_Time(string) **NULLABLE** | Edits an existing mission |
| Delete | <http://hvzapi.westeurope.azurecontainer.io>  /game/{id}/mission/{missionid} |  | Deletes a mission |

# Chat

|  |  |  |  |
| --- | --- | --- | --- |
| ***METHOD*** | ***URL*** | ***ACCEPTED PARAMETERS*** | ***EXPECTED RESULT*** |
| GET | <http://hvzapi.westeurope.azurecontainer.io>  /game/{id}/chat |  | Gets all of the players within a game |
| GET | <http://hvzapi.westeurope.azurecontainer.io>  /game/{id}/chat/{chatid} |  | Gets a specific player |
| POST | <http://hvzapi.westeurope.azurecontainer.io>  /game/{id}/chat | -PlayerId(int)  -SquadId (int) **NULLABLE**  -Message(string)  -Is\_Human\_Global(bool)  - Is\_Zombie\_Global(bool)  -Chat\_Time(string) | Creates a new kill with an unique kill\_id |
| PUT | <http://hvzapi.westeurope.azurecontainer.io>  /game/{id}/chat/{chatid} | -PlayerId(int)  -SquadId (int) **NULLABLE**  -Message(string)  -Is\_Human\_Global(bool)  - Is\_Zombie\_Global(bool)  -Chat\_Time(string) | Edits an existing kill |
| Delete | <http://hvzapi.westeurope.azurecontainer.io>  /game/{id}/chat/{chatid} |  | Deletes a player |

# Squad

|  |  |  |  |
| --- | --- | --- | --- |
| ***METHOD*** | ***URL*** | ***ACCEPTED PARAMETERS*** | ***EXPECTED RESULT*** |
| GET | <http://hvzapi.westeurope.azurecontainer.io>  /game/{id}/squad |  | Gets all of the squads within a game |
| GET | <http://hvzapi.westeurope.azurecontainer.io>  /game/{id}/squad/{squadid} |  | Gets a specific squad |
| POST | <http://hvzapi.westeurope.azurecontainer.io>  /game/{id}/squad | -Name(string)  -IsHuman (bool) | Creates a new squad with an unique kill\_id |
| PUT | <http://hvzapi.westeurope.azurecontainer.io>  /game/{id}/squad/{squadid} | -Name(string)  -IsHuman (bool) | Edits an existing squad |
| Delete | <http://hvzapi.westeurope.azurecontainer.io>  /game/{id}/squad/{squadid} |  | Deletes a squad |

# Squad member

|  |  |  |  |
| --- | --- | --- | --- |
| ***METHOD*** | ***URL*** | ***ACCEPTED PARAMETERS*** | ***EXPECTED RESULT*** |
| GET | <http://hvzapi.westeurope.azurecontainer.io>  /game/{id}/squad/{squadid}/squadmember |  | Gets all of the squadmembers within a squad within a game |
| GET | <http://hvzapi.westeurope.azurecontainer.io>  /game/{id}/squad/{squadid}/squadmember/{squadmemberid} |  | Gets a specific squadmember |
| POST | <http://hvzapi.westeurope.azurecontainer.io>  /game/{id}/squad/{squadid}/squadmember | -SquadId(int)  -PlayedId (int)  -Rank(string) | Creates a new squadmember with an unique squadmember\_id |
| PUT | <http://hvzapi.westeurope.azurecontainer.io>  /game/{id}/squad/{squadid}/squadmember/{squadmemberid} | -SquadId(int)  -PlayedId (int)  -Rank(string) | Edits an existing squadmember |
| Delete | <http://hvzapi.westeurope.azurecontainer.io>  /game/{id}/squad/{squadid}/squadmember/{squadmemberid} |  | Deletes a squadmember |