

API DOCUMENTATION

All calls to the API are sent via HTTP POST to <https://localhost/api/> (temporary) and must contain the following headers:

- Authorisation Token - The query's POST data contains an authorisation token according to the HMAC-SHA512 (still to be decided) method.
- userID

User API Methods

- **register**
User registration. Required POST parameters: "username", "password"
Sample output:

```
{"success":1}
```

- **login**
User login. Required POST parameters: "username", "password"
Sample output:

```
{"success":1}
```

- **updateProfile**
Set name and surname of user. Required POST parameters: "name", "surname".
Sample output:

```
{"success":1}
```

- **getProfile**
Return name and surname of user.
Sample output:

```
{"name":"Johnny", "surname":"Cash"}
```

- **deleteProfile**
Delete user's profile.
Sample output:

```
{"success":1}
```

- **setNewPassword**

Set new user password. Required POST parameters: "password".

Sample output:

```
{"success":1}
```

- **getScore**

Return user score.

Sample output:

```
{"score": 12345}
```

- **getFunds**

Return user funds.

Sample output:

```
{"funds": 12345}
```

- **getManpower**

Return manpower.

Sample output:

```
{"manpower": 12345}
```

- **getSupport**

Return support.

Sample output:

```
{"support": 12345}
```

- **getHighscoreBoard**

Return highscores of all (or top 10?) users in descending (high to low score) order.

Sample output:

```
{"johnny123": {"score": 5000}, "chickenWhot": {"score": 4500}, ...}
```

- **shareScore**

Share score via social media. Required POST parameters: "score".

Sample output:

```
{"success":1}
```

- **newGame**

Start a new game, reset appropriate game values.

Sample output:

```
{"success":1}
```

- **getProvince**

Return details about province. Required POST parameters: "provinceName".

Sample output:

```
{???
```

- **collectFunds**

Collect user funds.

Sample output:

```
{"updatedFunds":12345}
```

- **pollProvince**

Set a poll for province. Required POST parameters: "province".

Sample output:

```
{"success":1}
```

- **startCampaign**

Start a new campaign.

Sample output:

```
{"success":1}
```