**API TESTING RESULT**

**----------------------------------------------------------------------------------------------------**

**Get Player’s information**

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**Get Pokémon’s information**

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**Initiates a new battle or updates the status of an ongoing battle**

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|  |  |
| --- | --- |
| **Raw Data JSON** | **Body Output** |
| {    "player\_a": {      "name": "Ash",      "pokemons": [        {          "name": "Pikachu",          "type": ["Electric"],          "hp": 100,          "attack": 50,          "defense": 30,          "special\_attack": 40,          "special\_defense": 20,          "speed": 90        },        {          "name": "Charizard",          "type": ["Fire"],          "hp": 120,          "attack": 70,          "defense": 50,          "special\_attack": 80,          "special\_defense": 60,          "speed": 80        }      ],      "active": 0    },    "player\_b": {      "name": "Gary",      "pokemons": [        {          "name": "Blastoise",          "type": ["Water"],          "hp": 110,          "attack": 60,          "defense": 40,          "special\_attack": 70,          "special\_defense": 50,          "speed": 70        },        {          "name": "Venusaur",          "type": ["Grass"],          "hp": 130,          "attack": 65,          "defense": 45,          "special\_attack": 75,          "special\_defense": 55,          "speed": 60        }      ],      "active": 0    },    "turn": 0  } | {      "battle": {          "player\_a": {              "active": 0,              "name": "Ash",              "pokemons": [                  {                      "name": "Pikachu",                      "type": [                          "Electric"                      ],                      "level": 0,                      "accumulated\_exp": 0,                      "attack": 50,                      "defense": 30,                      "speed": 90,                      "special\_attack": 40,                      "special\_defense": 20,                      "hp": 100,                      "ev": 0                  },                  {                      "name": "Charizard",                      "type": [                          "Fire"                      ],                      "level": 0,                      "accumulated\_exp": 0,                      "attack": 70,                      "defense": 50,                      "speed": 80,                      "special\_attack": 80,                      "special\_defense": 60,                      "hp": 120,                      "ev": 0                  }              ]          },          "player\_b": {              "active": 0,              "name": "Gary",              "pokemons": [                  {                      "name": "Blastoise",                      "type": [                          "Water"                      ],                      "level": 0,                      "accumulated\_exp": 0,                      "attack": 60,                      "defense": 40,                      "speed": 70,                      "special\_attack": 70,                      "special\_defense": 50,                      "hp": 100,                      "ev": 0                  },                  {                      "name": "Venusaur",                      "type": [                          "Grass"                      ],                      "level": 0,                      "accumulated\_exp": 0,                      "attack": 65,                      "defense": 45,                      "speed": 60,                      "special\_attack": 75,                      "special\_defense": 55,                      "hp": 130,                      "ev": 0                  }              ]          },          "turn": 1      },      "damage": 10,      "message": "Pikachu dealt 10 damage to Blastoise"  } |

**Add players to world**

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**Add new players information to players\_data.JSON**

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**Handles player movement within the game world**

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**Retrieves the current state of the game world**

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**Spawns Pokémon in the game world**

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**Upgrades the level of a player or Pokémon**

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**Pokémons make a fight**

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**Players switch Pokémon**

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**Server receives requests**

**A screen shot of a computer program

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