

# ECE 421 Project 3 Design

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# 1 Backend API

## 1.1 REST Endpoints

### 1.1.1 User Authentication

**POST** /api/v0/user/login/

**Description**

Logs in a user.

**Request Body Format**

Form Data

**Request Body Data**

user\_id = USER\_PROVIDED\_USERNAME

password = USER\_PROVIDED\_RAW\_PASSWORD

**Response Cookies**

ADD user\_auth\_token

**Response Status**

200 - If successful

401 - If user\_id and password do match an existing user

404 - If request body is malformed

**Known Issues**

Attempting to log in to another account when already logged will automatically log out the other user from the server's perspective. However this might pose a security concern (especially if user specific data gets cached in the future)

Currently accepts and processes requests without any method of form encryption (dangerously insecure)

**POST** /api/v0/user/logout/

**Description**

Logs out the currently logged in user.

**Request Cookies**

CONTAINS user\_auth\_token

**Response Cookies**

CLEAR user\_auth\_token

**Response Status**

200 - If successful

404 - If header doesn't contain cookie

**Known Issues**

Need to verify this removes the cookie in browser

**POST** /api/v0/user/register/

**Description**

Registers a new user.

**Request Body Format**

Form Data

**Request Body Data**

user\_id = USER\_PROVIDED\_USERNAME

password = USER\_PROVIDED\_RAW\_PASSWORD

**Response Cookies**

ADD user\_auth\_token

**Response Status**

200 - If user\_id and password match an existing user

401 - If user\_id and password do match an existing user

404 - If request body is malformed

**Response Cookies**

ADD user\_auth\_token

**Response Status**

200 - If user\_id and password match an existing user

404 - If header doesn't contain cookie

**Known Issues**

Attempting to log in to another account when already logged will automatically log out the other user from the server's perspective. However this might pose a security concern (especially if user specific data gets cached in the future)

Currently accepts and processes requests without any method of form encryption (dangerously insecure)

Assumes client enforces proper password requirements

### 1.1.2 Match Records

**POST** /api/v0/user/records/add

**Description**

Registers match data for the current user

**Request Body Format**

JSON

**Request Body Data**

```
"start_time": START_TIME_IN_SECONDS_FROM_EPOCH_UTC_TIME,  
"game_id": {"Connect4", "OttoToot"},  
"cpu_level": {"Easy", "Medium", "Hard"},  
"duration": DURATION_IN_SECONDS,  
"result": {"Win", "Loss", "Tie"}
```

**Request Cookies**

CONTAINS user\_auth\_token

**Response Status**

200 - If successful

401 - If user\_auth\_token does match an existing user

404 - If request body is malformed

**Known Issues**

Does not verify "start\_time". Probably best to remove this field and use server time to log time upon recording.

**GET** /api/v0/user/records

**Description**

Retrieves all the match data from the current user sorted by most recent matches first

**Request Cookies**

CONTAINS user\_auth\_token

**Optional Request Query Parameters**

limit (default = 10)

Number of records to return at once

offset (default = 0)

Number of records to skip (for pagination)

**Response Status**

200 - If successful

404 - If header doesn't contain cookie

**Known Issues**

Does not support any form of filtering or sorting other than listed

Handles case where user doesn't exist by returning empty list instead of an error status

Does not apply a maximum or minimum on limit values

Should include a count of how many records there are in total

**GET** /api/v0/games/records

**Description**

Retrieves all the match data from the current user sorted by most recent matches first

**Request Cookies**

CONTAINS `user_auth_token`

**Optional Request Query Parameters**

`limit` (default = 10)

Number of records to return at once

`offset` (default = 0)

Number of records to skip (for pagination)

`before`

Returns matches that happened before (UTC timestamp in seconds)

`after`

Returns matches that happened after (UTC timestamp in seconds)

`sort_by` (default = `starttime`)

Value to sort by, can be either `duration` or `starttime`

`asc`

Sort direction, defaults to false unless using `sort_by=duration`

`filter`

Only returns elements that match the filter specification (see examples for more info)

**Response Status**

200 - If successful

**Known Issues**

Does not have max and min values for `limit`

Should include a count of how many records there are in total

**1.1.3 Notes for Future Development**

Admin User APIs should be implemented so that a web-created Admin Console may be implemented. This was not implemented right now due to time constraints.

Check APIs for security vulnerabilities (due to time constraints only minimal security could be implemented)

## 1.2 Backend Stack

The backend is implemented using `rocket(v0.5.0)` for the backend server framework. Through `rocket`'s database connection pool library we used `diesel` as the backend database library which interfaces with a `sqlite3` database.

The original design was to use `rocket(v0.4.4)` with a `mongodb` database through `rocket`'s database connection pool library. This would allow us to carry over the prior project's database with minimal issue. However we found that some of the dependencies had been removed from `crates.io` and therefore were not able to use `mongodb` with `rocket(v0.4.4)`. Sadly `rocket(v0.5.0)` does not support `mongodb` and we decided it was best to not homebrew a solution together. That is what led us to using `diesel` with a `sqlite3` database. We felt `diesel` was a better option than `rusqlite` with its CLI app to be able to create and run database migrations, embed migrations into the app so that the database could be built on first run as well as the compile time query checking saving a lot of potential headaches during development and for future development and saved on boilerplate code.

## 1.3 Admin CLI

A local database instance can be investigated directly using `prj3_cli` which allows for actions on the database that are not currently available through the backend API.