

These hyperlinks can be used to fetch json file containing information about the current game or be used to manipulate the current state of the game.

<http://localhost:49293/stream>

Streams the audio of the current question.

Use with <https://developer.mozilla.org/en-US/docs/Web/API/HTMLAudioElement/Audio>

[http://localhost: 49293/start/<number of questions: Integer>/<number of guesses: Integer>/<difficulty>](http://localhost:49293/start/<number of questions: Integer>/<number of guesses: Integer>/<difficulty>)

Difficulty 1 = easy, 2 = medium, 3 = hard.

Use to initialize the game.

<http://localhost:49293/record-leaderboard/<username: String>>

Will only record on the leaderboard when the game is done.

<http://localhost:49293/leaderboard/count>

returns the number of rows in the leaderboard.

<http://localhost:49293/answer-open-response/<BPM input: Integer>>

isCorrect: Boolean

BPM: Integer //will be null until the answer causes the current question to change

//either through running out of guesses or getting the question right

http://localhost:49293/answer-multiple-choice/<choice to question: Integer>

isCorrect: Boolean

correctChoice: Integer //will be null until the answer causes the current question to  
// change either through running out of guesses or getting the  
// question right.

http://localhost:49293/leaderboard/player/<rank: Integer>

accuracy: Double

username: String

http://localhost:49293/current-game-data

choice1: Integer

choice2: Integer

choice3: Integer

choice4: Integer

hint: String

accuracyPercentage: Double

currentRound: Integer

guessRemaning: Integer

guessAmount: Integer

guessCorrect: Integer

hasGameEnded: Boolean