

Humans vs Zombies API v1 OAS3

<https://localhost:7072/swagger/v1/swagger.json>

An ASP.NET Core Web API for managing the game of Humans vs Zombies

Introduction to the API:

It is recommended you read this by double clicking between the pages so you don't showing whitespace.

The Authorize header is shown as required through this lock symbol. This accepts a JWT bearer token to authorize the user.

Accept header, holds the accepted media type and is seen inside each endpoint, it is mainly set to application/json.

Authorize



Media type

application/json



Controls Accept header.

You can see the content-type of application/json defined in each endpoint with its required fields

Request body application/json

Example Value | Schema

ChatCreateDTO {
 message* string
 maxLength: 200
 minLength: 1
 chatTime* string(\$date-time)
 isHumanGlobal* boolean
 isZombieGlobal* boolean
 playerId* integer(\$int32)
 squadId integer(\$int32)
 nullable: true
}

Endpoints are generally listed like this, showing which controller it is associated with, the path you query, a brief explanation and the HTTP method used.

Chat				
POST	/game/{game_id}/Chat	Creates a new chat object for a given game		
GET	/game/{game_id}/Chat	Gets all the chats for a given game		
GET	/game/{game_id}/Chat/{chat_id}	Gets a specific chat for a given game		

As you can see some of the paths require specific parameters in their path, these are shown in each endpoint and tell you what type they are. The ones we use are usually self-explanatory in that they refer to a specific id for another object in the database. Since most our endpoints are related to game this one is frequently seen.

Parameters	
Name	Description
game_id * required integer(\$int32) (path)	<input type="text" value="game_id"/>

Some endpoints are role specific, these are marked as (Admin Only) and can only be used if you authorized with an admin bearer token.

POST	/Game (Admin Only) Creates a new game
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We can also see the response we get from the endpoint, most endpoints return a value which you can see the contents of in the example value section. These also show HTTP status codes you can be returned with, and a description of what they mean. In this case it means you successfully retrieved a list of chats.

Responses		
Code	Description	Links
200	Success, returns a list of chats	No links
Media type <input type="text" value="application/json"/>		
Controls Accept header.		
Example Value Schema		
<pre>[{ "id": 0, "message": "string", "chatTime": "2022-10-26T18:24:15.221Z", "isHumanGlobal": true, "isZombieGlobal": true, "playerId": 0, "squadId": 0 }]</pre>		

API-Overview

Chat

Chat

POST

/game/{game_id}/Chat Creates a new chat object for a given game



GET

/game/{game_id}/Chat Gets all the chats for a given game



GET

/game/{game_id}/Chat/{chat_id} Gets a specific chat for a given game



POST

/game/{game_id}/Chat Creates a new chat object for a given game



Parameters

Try it out

Name

Description

game_id * required

integer(\$int32)

(path)

game_id

Request body

application/json



Example Value | Schema

```
{
  "message": "string",
  "chatTime": "2022-10-26T18:28:27.798Z",
  "isHumanGlobal": true,
  "isZombieGlobal": true,
  "playerId": 0,
  "squadId": 0
}
```

Responses

Code	Description	Links
------	-------------	-------

201	Success, new chat created	No links
-----	---------------------------	----------

Media type

application/json

Controls Accept header.

Example Value | Schema

```
{
  "id": 0,
  "message": "string",
  "chatTime": "2022-10-26T18:28:27.835Z",
  "isHumanGlobal": true,
  "isZombieGlobal": true,
  "playerId": 0,
  "squadId": 0
}
```

400	Input validation error	No links
-----	------------------------	----------

Media type

application/json

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

401	Unauthorized	No links
-----	--------------	----------

Media type

application/json

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

403	Illegal chats in squads you are not a member of, or that you don't have the correct faction for	No links
-----	---	----------

500	Catches all other internal errors	No links
-----	-----------------------------------	----------

GET

/game/{game_id}/Chat

Gets all the chats for a given game

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Parameters

Try it out

Name	Description
game_id * required integer(\$int32) (path)	<input type="text" value="game_id"/>

Responses

Code	Description	Links
200	<p>Success, returns a lists of chats</p> <div><div>Media type</div><div><div>application/json</div><div>▼</div></div><div>Controls Accept header.</div><div><div>Example Value</div><div>Schema</div></div><div><pre>[{ "id": 0, "message": "string", "chatTime": "2022-10-26T18:32:33.816Z", "isHumanGlobal": true, "isZombieGlobal": true, "playerId": 0, "squadId": 0 }]</pre></div></div>	No links
400	<p>Input validation error</p> <div><div>Media type</div><div><div>application/json</div><div>▼</div></div><div><div>Example Value</div><div>Schema</div></div><div><pre>{ "type": "string", "title": "string", "status": 0, "detail": "string", "instance": "string", "additionalProp1": "string", "additionalProp2": "string", "additionalProp3": "string" }</pre></div></div>	No links
401	<p>Unauthorized</p> <div><div>Media type</div><div><div>application/json</div><div>▼</div></div><div><div>Example Value</div><div>Schema</div></div><div><pre>{ "type": "string", "title": "string", "status": 0, "detail": "string", "instance": "string", "additionalProp1": "string", "additionalProp2": "string", "additionalProp3": "string" }</pre></div></div>	No links
500	<p>Catches all other internal errors</p>	No links

GET

/game/{game_id}/Chat/{chat_id} Gets a specific chat for a given game

Parameters

Try it out

Name	Description
game_id * required integer(\$int32) (path)	<input type="text" value="game_id"/>
chat_id * required integer(\$int32) (path)	<input type="text" value="chat_id"/>

Responses

Code	Description	Links
200	Succuess, returns a specific chat	No links

Media type

application/json

Controls Accept header.

Example Value | Schema

```
[
  {
    "id": 0,
    "message": "string",
    "chatTime": "2022-10-26T18:37:02.319Z",
    "isHumanGlobal": true,
    "isZombieGlobal": true,
    "playerId": 0,
    "squadId": 0
  }
]
```

401

Unauthorized

No links

Media type

application/json

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

404

The chat was not found

No links

Media type

application/json

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

500

Catches all other internal errors

No links

Game

Game



POST	/Game (Admin Only) Creates a new game	✓	🔒
GET	/Game Returns a list of all games	✓	🔒
GET	/Game/{id} Returns a specific game object	✓	🔒
PUT	/Game/{id} (Admin Only) Updates a game	✓	🔒
DELETE	/Game/{id} (Admin Only) Deletes a game	✓	🔒
GET	/Game/State/Registration List of all games that are in registration	✓	🔒
GET	/Game/State/Progress List of all games that are in progress	✓	🔒
GET	/Game/State/Completed List of all games that are completed	✓	🔒

POST	/Game (Admin Only) Creates a new game	
Parameters		
No parameters		
Request body		application/json
Example Value Schema		
<pre>{ "name": "string", "description": "string", "ne_lat": 0, "ne_lng": 0, "sw_lat": 0, "sw_lng": 0, "startTime": "2022-10-26T18:40:28.571Z", "endTime": "2022-10-26T18:40:28.571Z" }</pre>		
Responses		
Code	Description	Links
201	Game is created	No links
Media type		application/json
Controls Accept header.		
Example Value Schema		
<pre>{ "id": 0, "name": "string", "description": "string", "state": 0, "playerCount": 0, "ne_lat": 0, "ne_lng": 0, "sw_lat": 0, "sw_lng": 0, "startTime": "2022-10-26T18:40:28.572Z", "endTime": "2022-10-26T18:40:28.572Z" }</pre>		
400	Validation of input data failed, it validates start and entime, if coordinates are within the game	No links
Media type		application/json
Example Value Schema		
<pre>{ "type": "string", "title": "string", "status": 0, "detail": "string", "instance": "string", "additionalProp1": "string", "additionalProp2": "string", "additionalProp3": "string" }</pre>		
401	Unauthorized	No links
Media type		application/json
Example Value Schema		
<pre>{ "type": "string", "title": "string", "status": 0, "detail": "string", "instance": "string", "additionalProp1": "string", "additionalProp2": "string", "additionalProp3": "string" }</pre>		
500	Catches all other internal errors	No links

GET

/Game

Returns a list of all games

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Parameters

Try it out

No parameters

Responses

Code	Description	Links
200	<div>Succuess, returns a list of games</div> <div><div>Media type</div><div>application/json</div><div>Controls Accept header.</div><div>Example Value Schema</div><div><pre>[{ "id": 0, "name": "string", "description": "string", "state": 0, "playerCount": 0, "ne_lat": 0, "ne_lng": 0, "sw_lat": 0, "sw_lng": 0, "startTime": "2022-10-26T18:41:55.420Z", "endTime": "2022-10-26T18:41:55.420Z" }]</pre></div></div>	No links
401	Unauthorized	No links
500	Catches all other internal errors	No links

GET

/Game/{id} Returns a specific game object

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Parameters

Try it out

Name	Description
<div><div>id ★ required</div><div>integer(\$int32)</div><div>(path)</div></div> <div>id</div>	

Responses

Code	Description	Links
200	<div>Returns the specified game</div> <div><div>Media type</div><div>application/json</div><div>Controls Accept header.</div><div>Example Value Schema</div><div><pre>{ "id": 0, "name": "string", "description": "string", "state": 0, "playerCount": 0, "ne_lat": 0, "ne_lng": 0, "sw_lat": 0, "sw_lng": 0, "startTime": "2022-10-26T18:42:23.805Z", "endTime": "2022-10-26T18:42:23.805Z"}</pre></div></div>	No links
401	<div>Unauthorized</div> <div><div>Media type</div><div>application/json</div><div>Example Value Schema</div><div><pre>{ "type": "string", "title": "string", "status": 0, "detail": "string", "instance": "string", "additionalProp1": "string", "additionalProp2": "string", "additionalProp3": "string"}</pre></div></div>	No links
404	<div>The game was not found in the database</div> <div><div>Media type</div><div>application/json</div><div>Example Value Schema</div><div><pre>{ "type": "string", "title": "string", "status": 0, "detail": "string", "instance": "string", "additionalProp1": "string", "additionalProp2": "string", "additionalProp3": "string"}</pre></div></div>	No links
500	<div>Catches all other internal errors</div>	No links

PUT

/Game/{id} (Admin Only) Updates a game

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Parameters

Try it out

Name	Description
<div><div>id * required</div><div><div>integer(\$int32)</div><div>id</div></div><div>(path)</div></div>	

Request body

application/json

Example Value | Schema

```
{
  "id": 0,
  "name": "string",
  "description": "string",
  "state": 0,
  "ne_lat": 0,
  "ne_lng": 0,
  "sw_lat": 0,
  "sw_lng": 0,
  "startTime": "2022-10-26T18:43:19.276Z",
  "endTime": "2022-10-26T18:43:19.276Z"
}
```

Responses

Code	Description	Links
204	Sucuess, game is updated	No links
400	Validation error	No links
401	Unauthorized	No links
404	Failed to update the game	No links
500	Catches all other internal errors	No links

Media type

application/json

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

Media type

application/json

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

DELETE

/Game/{id} (Admin Only) Deletes a game

Parameters

Try it out

Name	Description
<div><div>id * required</div><div>integer(\$int32)</div><div>(path)</div></div> <div>id</div>	

Responses

Code	Description	Links
204	Sucuess, game is deleted	No links
401	Unauthorized	No links

Media type

application/json

Example Value

Schema

```
{  "type": "string",  "title": "string",  "status": 0,  "detail": "string",  "instance": "string",  "additionalProp1": "string",  "additionalProp2": "string",  "additionalProp3": "string"}
```

404

Validation error, failed to update the game

No links

Media type

application/json

Example Value

Schema

```
{  "type": "string",  "title": "string",  "status": 0,  "detail": "string",  "instance": "string",  "additionalProp1": "string",  "additionalProp2": "string",  "additionalProp3": "string"}
```

500

Catches all other internal errors

No links

GET

/Game/State/Registration

List of all games that are in registration

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Parameters

Try it out

No parameters

Responses

Code	Description	Links
200	Returns games in the registration state <div><div>Media type</div><div>application/json</div><div>Controls Accept header.</div><div>Example Value Schema</div><div><pre>[{ "id": 0, "name": "string", "description": "string", "state": 0, "playerCount": 0, "ne_lat": 0, "ne_lng": 0, "sw_lat": 0, "sw_lng": 0, "startTime": "2022-10-26T18:46:32.972Z", "endTime": "2022-10-26T18:46:32.972Z" }]</pre></div></div>	No links
500	Catches all other internal errors	No links

GET

/Game/State/Progress

List of all games that are in progress

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Parameters

Try it out

No parameters

Responses

Code	Description	Links
200	Returns games in the progress state <div><div>Media type</div><div>application/json</div><div>Controls Accept header.</div><div>Example Value Schema</div><div><pre>[{ "id": 0, "name": "string", "description": "string", "state": 0, "playerCount": 0, "ne_lat": 0, "ne_lng": 0, "sw_lat": 0, "sw_lng": 0, "startTime": "2022-10-26T18:47:31.554Z", "endTime": "2022-10-26T18:47:31.554Z" }]</pre></div></div>	No links
500	Catches all other internal errors	No links

GET

/Game/State/Completed

List of all games that are completed

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Parameters

Try it out

No parameters

Responses

Code	Description	Links
200	<div>List of all games that are completed</div> <div>Media type</div> <div>application/json</div> <div>Controls Accept header.</div> <div>Example Value Schema</div> <div><pre>[{ "id": 0, "name": "string", "description": "string", "state": 0, "playerCount": 0, "ne_lat": 0, "ne_lng": 0, "sw_lat": 0, "sw_lng": 0, "startTime": "2022-10-26T18:47:47.160Z", "endTime": "2022-10-26T18:47:47.160Z" }]</pre></div>	No links
500	Catches all other internal errors	No links

Kill

Note* each kill is

Kill				
GET	/game/{game_id}/Kill	Retreives a list of kills, each with it's two playerkill objects where one is victim the other killer	✓	🔒
POST	/game/{game_id}/Kill	Adds the kill object itself.	✓	🔒
GET	/game/{game_id}/Kill/{kill_id}	Retrieves a specific kill, including two playerkill objects one is victim and the other killer.	✓	🔒
PUT	/game/{game_id}/Kill/{kill_id}	(Admin Only) Updates the kill object itself.	✓	🔒
DELETE	/game/{game_id}/Kill/{kill_id}	(Admin Only) Deletes the kill object itself.	✓	🔒

POST

/game/{game_id}/Kill Adds the kill object itself.

Parameters

Try it out

Name	Description
game_id * required	
integer(\$int32)	Specified Game
(path)	
	<input type="text" value="game_id"/>

Request body

application/json

Kill Data Transfer Object

Example Value | Schema

```
{
  "timeDeath": "2022-10-26T18:54:45.514Z",
  "killerId": 0,
  "biteCode": "string",
  "latitude": 0,
  "longitude": 0,
  "description": "string"
}
```

Responses		
Code	Description	Links
201	Created	No links
<div>Media type</div> <div>application/json</div> <div>Controls Accept header.</div> <div>Example Value Schema</div> <div><pre>{ "id": 0, "timeDeath": "2022-10-26T18:54:45.516Z", "latitude": 0, "longitude": 0, "description": "string", "playerKills": [{ "isVictim": true, "killId": 0, "playerId": 0 }] }</pre></div>		
400	Game not found. Killer not in this game. Victim not in this game. Killer and Zombie on different games. Victim is already a Zombie. The Killer is human. The Kill happened outside of the game area. Player not found.	No links
401	User Authentication was not performed.	No links
<div>Media type</div> <div>application/json</div> <div>Example Value Schema</div> <div><pre>{ "type": "string", "title": "string", "status": 0, "detail": "string", "instance": "string", "additionalProp1": "string", "additionalProp2": "string", "additionalProp3": "string" }</pre></div>		
500	Server Error	No links

GET

/game/{game_id}/Kill

Retrieves a list of kills, each with it's two playerkill objects where one is victim the other killer

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Parameters

Try it out

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GET

/game/{game_id}/Kill/{kill_id}

Retrieves a specific kill, including two playerkill objects one is victim and the other killer.

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Parameters

Try it out

Name	Description
game_id * required	
integer(\$int32)	Game Id
(path)	
	<input type="text" value="game_id"/>
kill_id * required	
integer(\$int32)	Kill Id
(path)	
	<input type="text" value="kill_id"/>

```
[
  {
    "id": 0,
    "timeDeath": "2022-10-26T18:48:48.764Z",
    "latitude": 0,
    "longitude": 0,
    "description": "string",
    "playerKills": [
      {
        "isVictim": true,
        "killId": 0,
        "playerId": 0
      }
    ]
  }
]
```

401

User Authentication was not performed.

No links

Media type

application/json

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

404

The specified game does not exist, or the current user does not have access to it.

No links

Media type

application/json

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

500

Server Error

No links

Responses

Code	Description	Links
200	<p>Success</p> <p>Media type</p> <p>application/json ▾</p> <p>Controls Accept header.</p> <p>Example Value Schema</p> <pre>{ "id": 0, "timeDeath": "2022-10-26T18:55:39.135Z", "latitude": 0, "longitude": 0, "description": "string", "playerKills": [{ "isVictim": true, "killId": 0, "playerId": 0 }]}</pre>	No links
400	<p>Game not found. Kill was not found. Kill exists, but not found in this game.</p> <p>Media type</p> <p>application/json ▾</p> <p>Example Value Schema</p> <pre>{ "type": "string", "title": "string", "status": 0, "detail": "string", "instance": "string", "additionalProp1": "string", "additionalProp2": "string", "additionalProp3": "string"}</pre>	No links
401	<p>User Authentication was not performed.</p> <p>Media type</p> <p>application/json ▾</p> <p>Example Value Schema</p> <pre>{ "type": "string", "title": "string", "status": 0, "detail": "string", "instance": "string", "additionalProp1": "string", "additionalProp2": "string", "additionalProp3": "string"}</pre>	No links
404	<p>The specified kill does not exist, or the current user does not have access to it.</p> <p>Media type</p> <p>application/json ▾</p> <p>Example Value Schema</p> <pre>{ "type": "string", "title": "string", "status": 0, "detail": "string", "instance": "string", "additionalProp1": "string", "additionalProp2": "string", "additionalProp3": "string"}</pre>	No links
500	<p>Server Error</p>	No links

PUT

/game/{game_id}/Kill/{kill_id} (Admin Only) Updates the kill object itself.



Parameters

Try it out

Name	Description
------	-------------

game_id * requiredinteger(\$int32)
(path)

Specified Game

kill_id * requiredinteger(\$int32)
(path)

Specified Kill

Request body

application/json

Kill to modify

Example Value | Schema

```
{
  "id": 0,
  "timeDeath": "2022-10-26T18:57:31.716Z",
  "bitecode": "string",
  "latitude": 0,
  "longitude": 0,
  "description": "string"
}
```

Responses

Code	Description	Links
204	That kill has been changed successfully.	No links
400	Differents ids from body and url. Game not found. Victim not in this game. Victim is already a Zombie. Kill was not found. Kill exists, but not found in this game. Player not found. Player exists, but not found in the game.	No links
Media type		
application/json		
Example Value Schema		
<pre>{ "type": "string", "title": "string", "status": 0, "detail": "string", "instance": "string", "additionalProp1": "string", "additionalProp2": "string", "additionalProp3": "string" }</pre>		
401	The user does not have administrator rights.	No links
Media type		
application/json		
Example Value Schema		
<pre>{ "type": "string", "title": "string", "status": 0, "detail": "string", "instance": "string", "additionalProp1": "string", "additionalProp2": "string", "additionalProp3": "string" }</pre>		
500	Server Error	No links

DELETE

/game/{game_id}/Kill/{kill_id} (Admin Only) Deletes the kill object itself.

Parameters

Try it out

Name	Description
game_id * required integer(\$int32) (path)	Specified Game
<input type="text" value="game_id"/>	
kill_id * required integer(\$int32) (path)	Specified Kill
<input type="text" value="kill_id"/>	

Responses

Code	Description	Links
204	That kill has been deleted successfully.	No links

400

Game not found. Kill was not found. Kill exists, but not found in this game. Player not found. Player exists, but not found in the game.

No links

Media type

application/json

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

401

The user does not have administrator rights.

No links

Media type

application/json

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

500

Server Error

No links

Mission

Mission			^	
GET	/game/{game_id}/Mission	Retrieves all the missions in a game, must be filtered on the frontend so players only see missions from their faction.	✓	🔒
POST	/game/{game_id}/Mission	(Admin Only) Adds a new mission to the game	✓	🔒
GET	/game/{game_id}/Mission/{mission_id}	Retrieves a specific mission object	✓	🔒
PUT	/game/{game_id}/Mission/{mission_id}	(Admin Only) Updates a specific mission object, replacing the old one	✓	🔒
DELETE	/game/{game_id}/Mission/{mission_id}	(Admin Only) Removes a mission from the game	✓	🔒

POST

/game/{game_id}/Mission (Admin Only) Adds a new mission to the game

Parameters

Try it out

Name	Description
game_id * required integer(\$int32) (path)	<input type="text" value="game_id"/>

Request body

application/json

Example Value | Schema

```
{
  "name": "string",
  "is_human_visible": true,
  "is_zombie_visible": true,
  "description": "string",
  "start_time": "2022-10-26T19:00:37.102Z",
  "end_time": "2022-10-26T19:00:37.102Z",
  "latitude": 0,
  "longitude": 0
}
```

Responses

Code	Description	Links
201	Success, new mission created	No links
<div>Media type</div> <div>application/json</div> <div>Controls Accept header</div> <div>Example Value Schema</div> <div><pre>{ "id": 0, "name": "string", "is_human_visible": true, "is_zombie_visible": true, "description": "string", "start_time": "2022-10-26T19:00:37.103Z", "end_time": "2022-10-26T19:00:37.103Z", "latitude": 0, "longitude": 0 }</pre></div>		
400	Input validation error	No links
<div>Media type</div> <div>application/json</div>		
401	Unauthorized	No links
<div>Media type</div> <div>application/json</div> <div>Example Value Schema</div> <div><pre>{ "type": "string", "title": "string", "status": 0, "detail": "string", "instance": "string", "additionalProp1": "string", "additionalProp2": "string", "additionalProp3": "string" }</pre></div>		
500	Catches all other internal errors	No links

GET

/game/{game_id}/Mission

Retrieves all the missions in a game, must be filtered on the frontend so players only see missions from their faction.

Parameters

Try it out

Name	Description
game_id * required integer(\$int32) (path)	<input type="text" value="game_id"/>

Responses

Code	Description	Links
200	Success, returns a list of missions from a game	No links
<div>Media type <div>application/json</div><div>Controls Accept header.</div><div>Example Value Schema</div><div><pre>[{ "id": 0, "name": "string", "is_human_visible": true, "is_zombie_visible": true, "description": "string", "start_time": "2022-10-26T18:59:42.403Z", "end_time": "2022-10-26T18:59:42.403Z", "latitude": 0, "longitude": 0 }]</pre></div></div>		
400	Input validation error	No links
<div>Media type <div>application/json</div><div>Example Value Schema</div><div><pre>{ "type": "string", "title": "string", "status": 0, "detail": "string", "instance": "string", "additionalProp1": "string", "additionalProp2": "string", "additionalProp3": "string" }</pre></div></div>		
401	Unauthorized	No links
<div>Media type <div>application/json</div><div>Example Value Schema</div><div><pre>{ "type": "string", "title": "string", "status": 0, "detail": "string", "instance": "string", "additionalProp1": "string", "additionalProp2": "string", "additionalProp3": "string" }</pre></div></div>		
500	Catches all other internal errors	No links

GET

/game/{game_id}/Mission/{mission_id} Retrieves a specific mission object

Try it out

Name

Description

game_id * required

integer(\$int32)

(path)

game_id

mission_id * required

integer(\$int32)

(path)

mission_id

Responses

Code

Description

Links

200

Succuess, returns a mission

No links

Media type

application/json

Controls Accept header.

Example Value | Schema

```
{
  "id": 0,
  "name": "string",
  "is_human_visible": true,
  "is_zombie_visible": true,
  "description": "string",
  "start_time": "2022-10-26T19:03:01.058Z",
  "end_time": "2022-10-26T19:03:01.058Z",
  "latitude": 0,
  "longitude": 0
}
```

400

Input validation error

No links

Media type

application/json

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

401

Unauthorized

No links

Media type

application/json

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

403

You are not the proper faction to access these missions

No links

404

The mission object we wished to get was not found

Media type

application/json

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

500

Catches all other internal errors

PUT

/game/{game_id}/Mission/{mission_id} (Admin Only) Updates a specific mission object, replacing the old one

⌵ 🔒

Parameters

Try it out

Name	Description
game_id * required integer(\$int32) (path)	<input type="text" value="game_id"/>
mission_id * required integer(\$int32) (path)	<input type="text" value="mission_id"/>

Request body

application/json ▼

Example Value | Schema

```
{  "id": 0,  "name": "string",  "is_human_visible": true,  "is_zombie_visible": true,  "description": "string",  "start_time": "2022-10-26T19:03:44.111Z",  "end_time": "2022-10-26T19:03:44.111Z",  "latitude": 0,  "longitude": 0}
```

Responses

Code	Description	Links
204	Success, mission updated	No links
400	Input validation error	No links

401

Unauthorized

No links

Media type

application/json ▼

Example Value | Schema

```
{  "type": "string",  "title": "string",  "status": 0,  "detail": "string",  "instance": "string",  "additionalProp1": "string",  "additionalProp2": "string",  "additionalProp3": "string"}
```

404

The mission object we wished to update was not found

No links

500

Catches all other internal errors

No links

DELETE

/game/{game_id}/Mission/{mission_id} (Admin Only) Removes a mission from the game

^

🔒

Parameters

Try it out

Name	Description
game_id * required integer(\$int32) (path)	<input type="text" value="game_id"/>
mission_id * required integer(\$int32) (path)	<input type="text" value="mission_id"/>

Responses

Code	Description	Links
204	Success, mission is deleted	No links
400	Input validation error	No links

Media type

application/json

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

404

No links

401

Unauthorized

No links

Media type

application/json

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

500

Catches all other internal errors

No links

Player

Player

**POST****/game/{game_id}/Player**

Registers a new user for the game if there is no or unused user id is provided i player object.
Adds a player object to the user, each user only has one player in each game.

**GET****/game/{game_id}/Player**

Get a list of players in a given game Each player object is only visible in it's entirety to administrators

**GET****/game/{game_id}/Player/{player_id}**

Gets a specific player in a given game The entire object is only visible to administrators

**PUT****/game/{game_id}/Player/{player_id}**

(Admin Only) Updates the player object itself, not the associated user object.

**DELETE****/game/{game_id}/Player/{player_id}**

(Admin Only) Deletes a player



POST

/game/{game_id}/Player

Registers a new user for the game if there is no or unused user id is provided i player object.
Adds a player object to the user, each user only has one player in each game.

Parameters

Try it out

Name	Description
game_id * required	Game Id
integer(\$int32) (path)	

game_id

Request body

application/json

Player

Example Value | Schema

```
{
  "isPatientZero": true,
  "isHuman": true,
  "biteCode": "string",
  "user": {
    "keycloakId": "string",
    "firstName": "string",
    "lastName": "string"
  }
}
```

Code	Description	Links
201	Created	No links
	<div>Media type</div> <div>application/json</div> <div>Controls Accept header.</div> <div>Example Value Schema</div> <div><pre>{ "id": 0, "isPatientZero": true, "isHuman": true, "biteCode": "string", "user": { "id": 0, "keycloakId": "string", "firstName": "string", "lastName": "string", "players": ["string"] }, "userId": 0, "game": { "id": 0, "name": "string", "description": "string", "state": 0, "ne_lat": 0, "ne_lng": 0, "sw_lat": 0, "sw_lng": 0, "startTime": "2022-10-26T19:08:02.204Z", "endTime": "2022-10-26T19:08:02.204Z", "kills": [] } }</pre></div>	No links
400	Game not found. Player cant be human and patient zero simultaneously. Bitecode must be unique for every player for every game. The user must have a unique keycloak Id. Some of the fields are required.	No links
401	User Authentication was not performed.	No links
	<div>Media type</div> <div>application/json</div> <div>Example Value Schema</div> <div><pre>{ "type": "string", "title": "string", "status": 0, "detail": "string", "instance": "string", "additionalProp1": "string", "additionalProp2": "string", "additionalProp3": "string" }</pre></div>	No links
500	Server Error	No links

GET

/game/{game_id}/Player

Get a list of players in a given game. Each player object is only visible in its entirety to administrators.

⌵

🔒

Parameters

Try it out

Name	Description
game_id <small>required</small>	Game Id
<small>integer(\$int32)</small> <small>(path)</small>	<input type="text" value="game_id"/>

Responses

Code	Description	Links
200	Success	No links

Media type

application/json

▼

Controls Accept header.

Example Value | Schema

```
[
  {
    "id": 0,
    "isPatientZero": true,
    "isHuman": true,
    "biteCode": "string",
    "user": {
      "id": 0,
      "keyCloakId": "string",
      "firstName": "string",
      "lastName": "string"
    }
  }
]
```

400

Game not found.

No links

Media type

application/json

▼

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

401

User Authentication was not performed.

No links

Media type

application/json

▼

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

404

The specified player does not exist, or the current user does not have access to it.

No links

GET

/game/{game_id}/Player/{player_id}

Gets a specific player in a given game The entire object is only visible to administrators

Parameters

Try it out

Name	Description
game_id * required integer(\$int32) (path)	Game Id
player_id * required integer(\$int32) (path)	Player Id

Responses

Code	Description	Links
200	Success	No links

Media type

application/json

Controls Accept header.

Example Value | Schema

```
{
  "id": 0,
  "isPatientZero": true,
  "isHuman": true,
  "biteCode": "string",
  "user": {
    "id": 0,
    "keycloakId": "string",
    "firstName": "string",
    "lastName": "string"
  }
}
```

400

Game not found. Player was not found. Player exists, but not found in this game.

No links

Media type

application/json

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

401

User Authentication was not performed.

No links

Media type

application/json

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

404

The specified player does not exist, or the current user does not have access to it.

No links

500

Server Error

No links

PUT

/game/{game_id}/Player/{player_id}

(Admin Only) Updates the player object itself, not the associated user object.

Parameters

Try it out

Name	Description
game_id * required integer(\$int32) (path)	Game Id
player_id * required integer(\$int32) (path)	Player Id

Request body

application/json

Player to modify.

Example Value | Schema

```
{
  "id": 0,
  "isHuman": true,
  "biteCode": "string",
  "isPatientZero": true
}
```

Responses

Code	Description	Links
204	That player has been changed successfully.	No links
400	Game not found. Player exists, but not found in this game.	No links
401	The user does not have administrator rights.	No links
404	The specified player does not exist, or the current user does not have access to it.	No links
500	Server Error	No links

Media type

application/json

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```


DELETE

/game/{game_id}/Player/{player_id} (Admin Only) Deletes a player

⌵🔒

Parameters

Try it out

Name	Description
game_id * required integer(\$int32) (path)	Game Id
	<input type="text" value="game_id"/>
player_id * required integer(\$int32) (path)	Player Id
	<input type="text" value="player_id"/>

Responses

Code	Description	Links
204	That player has been deleted successfully.	No links
400	Game not found. Player was not found. Player exists, but not found in this game.	No links

401

The user does not have administrator rights.

No links

Media type

application/json

Example Value

Schema

```
{  "type": "string",  "title": "string",  "status": 0,  "detail": "string",  "instance": "string",  "additionalProp1": "string",  "additionalProp2": "string",  "additionalProp3": "string"}
```

404

The specified player does not exist, or the current user does not have access to it.

No links

Media type

application/json

Example Value

Schema

```
{  "type": "string",  "title": "string",  "status": 0,  "detail": "string",  "instance": "string",  "additionalProp1": "string",  "additionalProp2": "string",  "additionalProp3": "string"}
```

500

Server Error

No links

Squads

Squad



POST	/game/{game_id}/Squad	Add a squad to a game	✓	🔒
GET	/game/{game_id}/Squad	Retrieves all squads associated with a game, the number of zombies and all it's members	✓	🔒
POST	/game/{game_id}/Squad/{squad_id}/join	Add a squadmember to the specified squad	✓	🔒
POST	/game/{game_id}/Squad/{squad_id}/check-in	Adds a squad-checkin to a squad	✓	🔒
GET	/game/{game_id}/Squad/{squad_id}/check-in	Displays every squad-checkin a squad has made	✓	🔒
GET	/game/{game_id}/Squad/{squad_id}/{squad_member_id}	Retrieves a specific squad member by it's id	✓	🔒
GET	/game/{game_id}/Squad/{squad_id}	Retrieves one squad, the number of zombies and all it's members	✓	🔒
PUT	/game/{game_id}/Squad/{squad_id}	(Admin Only) Updates the squad object, replacing it with a new one	✓	🔒
DELETE	/game/{game_id}/Squad/{squad_id}	(Admin-Only) Deletes a specific squad	✓	🔒
DELETE	/game/{game_id}/Squad/{squad_id}/{player_id}	Deletes a squadmember in a squad with it's player_id	✓	🔒

POST

/game/{game_id}/Squad Add a squad to a game

Parameters

Try it out

Name	Description
game_id <small>* required</small>	
integer(\$int32)	game_id
(path)	

Request body

application/json

Example Value | Schema

```
{
  "name": "string",
  "is_human": true,
  "squadMember": {
    "rank": "string",
    "playerId": 0
  }
}
```

Responses

Code	Description	Links
------	-------------	-------

201

Success, you have created a new squad

No links

Media type

application/json

Controls Accept header.

Example Value | Schema

```
{
  "id": 0,
  "name": "string",
  "is_human": true,
  "deceasedPlayers": 0,
  "squad_Members": [
    {
      "id": 0,
      "rank": "string",
      "squadId": 0,
      "playerId": 0
    }
  ]
}
```

400

Input validation error

No links

Media type

application/json

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

401

Unauthorized

No links

500

Catches all other internal errors

No links

GET

/game/{game_id}/Squad

Retrieves all squads associated with a game, the number of zombies and all it's members

⌵ 🔒

Parameters

Try it out

Name	Description
game_id <small>* required</small> integer(\$int32) (path)	<input type="text" value="game_id"/>

Responses

Code	Description	Links
200	Success, returns a list of squads with members and number of diseased players	No links

Media type

application/json

Controls Accept header.

Example Value | Schema

```
[
  {
    "id": 0,
    "name": "string",
    "is_human": true,
    "deseasedPlayers": 0,
    "squad_Members": [
      {
        "id": 0,
        "rank": "string",
        "squadId": 0,
        "playerId": 0
      }
    ]
  }
]
```

400

Input validation error

No links

Media type

application/json

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

401

Unauthorized

No links

Media type

application/json

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

500

Catches all other internal errors

No links

POST

/game/{game_id}/Squad/{squad_id}/join

Add a squadmember to the specified squad

Parameters

Try it out

Name	Description
game_id * required integer(\$int32) (path)	<input type="text" value="game_id"/>
squad_id * required integer(\$int32) (path)	<input type="text" value="squad_id"/>

Request body

application/json

Example Value

Schema

```
{
  "rank": "string",
  "playerId": 0
}
```

Responses

Code	Description	Links
201	Succuess, you created a new squadmember	No links

Media type

application/json

Controls Accept header.

Example Value

Schema

```
{
  "id": 0,
  "rank": "string",
  "squadId": 0,
  "playerId": 0
}
```

400

Input validation error

No links

Media type

application/json

Example Value

Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

401

Unauthorized

No links

Media type

application/json

Example Value

Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

500

Catches all other internal errors

No links

POST

/game/{game_id}/Squad/{squad_id}/check-in

Adds a squad-checkin to a squad

Parameters

Try it out

Name	Description
game_id * required	
integer(\$int32)	game_id
(path)	
squad_id * required	
integer(\$int32)	squad_id
(path)	

Request body

application/json

Example Value

Schema

```
{
  "start_time": "2022-10-26T19:15:47.270Z",
  "end_time": "2022-10-26T19:15:47.270Z",
  "latitude": 0,
  "longitude": 0,
  "squad_MemberId": 0
}
```

Code	Description	Links
201	<p>Success, you created a squadcheckin</p> <div><div>Media type</div><div>application/json</div></div> <div>Controls Accept header.</div> <div><div>Example Value</div><div>Schema</div></div> <div><pre>{ "id": 0, "start_time": "2022-10-26T19:15:47.272Z", "end_time": "2022-10-26T19:15:47.272Z", "latitude": 0, "longitude": 0 }</pre></div>	No links
400	<p>Input validation error</p> <div><div>Media type</div><div>application/json</div></div> <div><div>Example Value</div><div>Schema</div></div> <div><pre>{ "type": "string", "title": "string", "status": 0, "detail": "string", "instance": "string", "additionalProp1": "string", "additionalProp2": "string", "additionalProp3": "string" }</pre></div>	No links
401	<p>Unauthorized</p>	No links
500	<p>Catches all other internal errors</p>	No links

GET

/game/{game_id}/Squad/{squad_id}/check-in

Displays every squad-checkin a squad has made

Parameters

Try it out

Name	Description
game_id * required integer(\$int32) (path)	<input type="text" value="game_id"/>
squad_id * required integer(\$int32) (path)	<input type="text" value="squad_id"/>

Responses

Code	Description	Links
200	Succuess, returns a list of squad checkins	No links

Media type

application/json

Controls Accept header.

Example Value | Schema

```
[
  {
    "id": 0,
    "start_time": "2022-10-26T19:16:41.716Z",
    "end_time": "2022-10-26T19:16:41.716Z",
    "latitude": 0,
    "longitude": 0
  }
]
```

400

Input validation error

No links

Media type

application/json

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

401

Unauthorized

No links

Media type

application/json

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

500

Catches all other internal errors

No links

GET	/game/{game_id}/Squad/{squad_id}/{squad_member_id}	Retrieves a specific squad member by it's id	
Parameters			
Try it out			
Name	Description		
game_id * required integer(\$int32) (path)	game_id		
squad_id * required integer(\$int32) (path)	squad_id		
squad_member_id * required integer(\$int32) (path)	squad_member_id		
Responses			
Code	Description		Links
200	Success, returns a squadmember		No links
	Media type application/json		
	Controls Accept header.		
	Example Value Schema		
	<pre>{ "id": 0, "rank": "string", "squadId": 0, "playerId": 0 }</pre>		
400	Input validation error		No links
	Media type application/json		
	Example Value Schema		
	<pre>{ "type": "string", "title": "string", "status": 0, "detail": "string", "instance": "string", "additionalProp1": "string", "additionalProp2": "string", "additionalProp3": "string" }</pre>		
401	Unauthorized		No links
	Media type application/json		
	Example Value Schema		
	<pre>{ "type": "string", "title": "string", "status": 0, "detail": "string", "instance": "string", "additionalProp1": "string", "additionalProp2": "string", "additionalProp3": "string" }</pre>		
404	Squadmember not found		No links
500	Catches all other internal errors		No links

GET

/game/{game_id}/Squad/{squad_id}

Retrieves one squad, the number of zombies and all it's members

Parameters

Try it out

Name	Description
game_id * required integer(\$int32) (path)	<input type="text" value="game_id"/>
squad_id * required integer(\$int32) (path)	<input type="text" value="squad_id"/>

Responses

Code	Description	Links
200	Success, returns a single squad, it's members and number of diseased players	No links
400	Input validation error	No links
401	Unauthorized	No links
404	Squad not found	No links
500	Catches all other internal errors	No links

Media type

application/json

Controls Accept header.

Example Value | Schema

```
{  "id": 0,  "name": "string",  "is_human": true,  "deseasedPlayers": 0,  "squad_Members": [    {      "id": 0,      "rank": "string",      "squadId": 0,      "playerId": 0    }  ]}
```

Media type

application/json

Example Value | Schema

```
{  "type": "string",  "title": "string",  "status": 0,  "detail": "string",  "instance": "string",  "additionalProp1": "string",  "additionalProp2": "string",  "additionalProp3": "string"}
```

Media type

application/json

Example Value | Schema

```
{  "type": "string",  "title": "string",  "status": 0,  "detail": "string",  "instance": "string",  "additionalProp1": "string",  "additionalProp2": "string",  "additionalProp3": "string"}
```

PUT

/game/{game_id}/Squad/{squad_id} (Admin Only) Updates the squad object, replacing it with a new one

Parameters

Try it out

Name	Description
game_id * required integer(\$int32) (path)	<input type="text" value="game_id"/>
squad_id * required integer(\$int32) (path)	<input type="text" value="squad_id"/>

Request body

application/json

Example Value | Schema

```
{
  "id": 0,
  "name": "string",
  "is_human": true
}
```

Code	Description	Links
204	Success, returns a updated squad with members and number of deaseased players	No links
400	Input validation error	No links
401	Unauthorized	No links
<div>Media type</div> <div>application/json</div> <div>Example Value Schema</div> <div><pre>{ "type": "string", "title": "string", "status": 0, "detail": "string", "instance": "string", "additionalProp1": "string", "additionalProp2": "string", "additionalProp3": "string" }</pre></div>		
404	The squad object we wished to update was not found	No links
<div>Media type</div> <div>application/json</div> <div>Example Value Schema</div> <div><pre>{ "type": "string", "title": "string", "status": 0, "detail": "string", "instance": "string", "additionalProp1": "string", "additionalProp2": "string", "additionalProp3": "string" }</pre></div>		
500	Catches all other internal errors	No links

DELETE

/game/{game_id}/Squad/{squad_id} (Admin-Only) Deletes a specific squad

Parameters

Try it out

Name	Description
game_id * required integer(\$int32) (path)	<input type="text" value="game_id"/>
squad_id * required integer(\$int32) (path)	<input type="text" value="squad_id"/>

Responses

Code	Description	Links
204	Success, squad deleted	No links
400	Input validation error	No links
401	Unauthorized	No links

404	The squad object we wished to delete was not found	No links
<div>Media type</div> <div><div>application/json</div></div> <div>Example Value Schema</div> <div><pre>{ "type": "string", "title": "string", "status": 0, "detail": "string", "instance": "string", "additionalProp1": "string", "additionalProp2": "string", "additionalProp3": "string"}</pre></div>		
500	Catches all other internal errors	No links

DELETE

/game/{game_id}/Squad/{squad_id}/{player_id} Deletes a squadmember in a squad with it's player_id

Parameters

Try it out

Name	Description
game_id * required integer(\$int32) (path)	<input type="text" value="game_id"/>
squad_id * required integer(\$int32) (path)	<input type="text" value="squad_id"/>
player_id * required integer(\$int32) (path)	<input type="text" value="player_id"/>

Responses

Code	Description	Links
204	Succuess, member deleted	No links
400	Input validation error	No links
401	Unauthorized	No links

404

No links

The squadmember we wished to delete was not found

Media type

application/json

▼

Example Value

Schema

```
{  "type": "string",  "title": "string",  "status": 0,  "detail": "string",  "instance": "string",  "additionalProp1": "string",  "additionalProp2": "string",  "additionalProp3": "string"}
```

500

No links

Catches all other internal errors