

#### 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 athorize the user.



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

Media type

application/json 

Controls Accept header.

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

```
Request body
                                                                                           application/json
Example Value | Schema
 ChatCreateDTO ∨ {
    message*
                         maxLength: 200
                         minLength: 1
    chatTime*
                          string($date-time)
    isHumanGlobal*
                         boolean
    isZombieGlobal*
                         boolean
                          integer($int32)
    playerId*
                          integer($int32)
    squadId
                          nullable: true
```

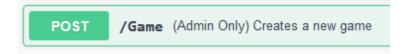
Endpoints are generally listed like this, showing which controller it is associated with, the path you query, a brief explanation and the HTTP method used.



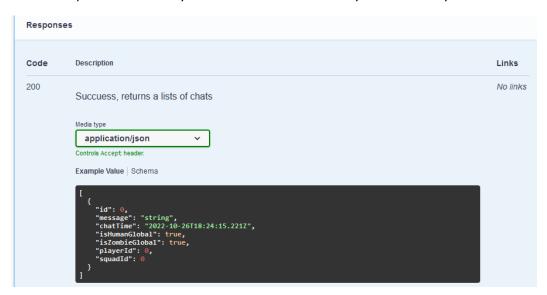
As you can see some of the paths require specific parameters in their path, these are shown in each endpoint and tell you what type they are. The ones we use are usually self-explanatory in that they refer to a specific id for another object in the database. Since most our endpoints are related to game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



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

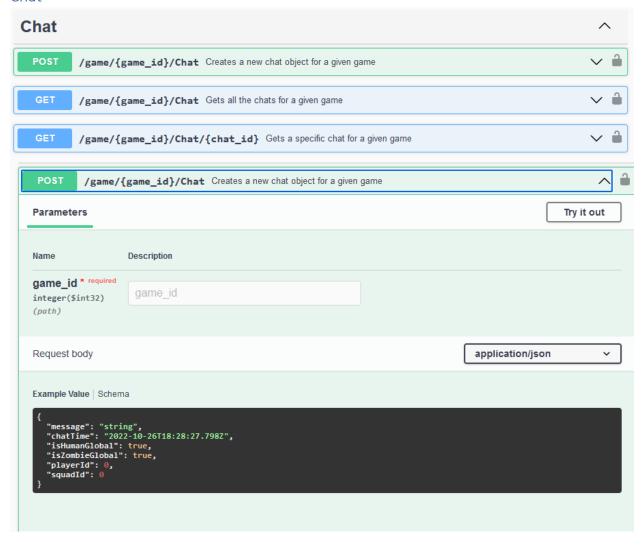


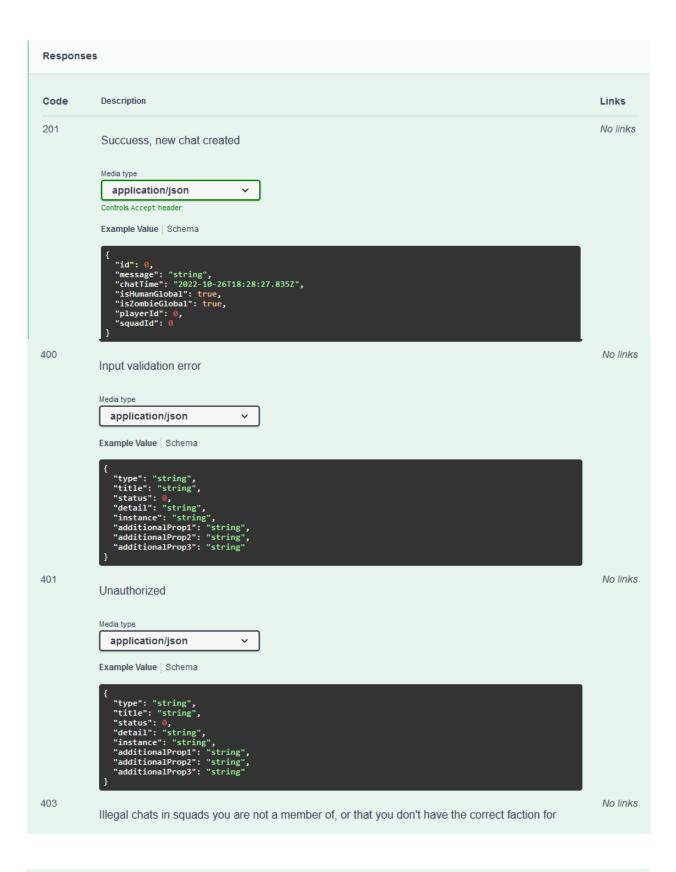
We can also see the response we get from the enpont, most endpoints return a value which you can see the contents of in the example value section. These also show HTTP status codes you can be returned with, and a description of what they mean. In this case it means you successfully retrieved a list of chats.



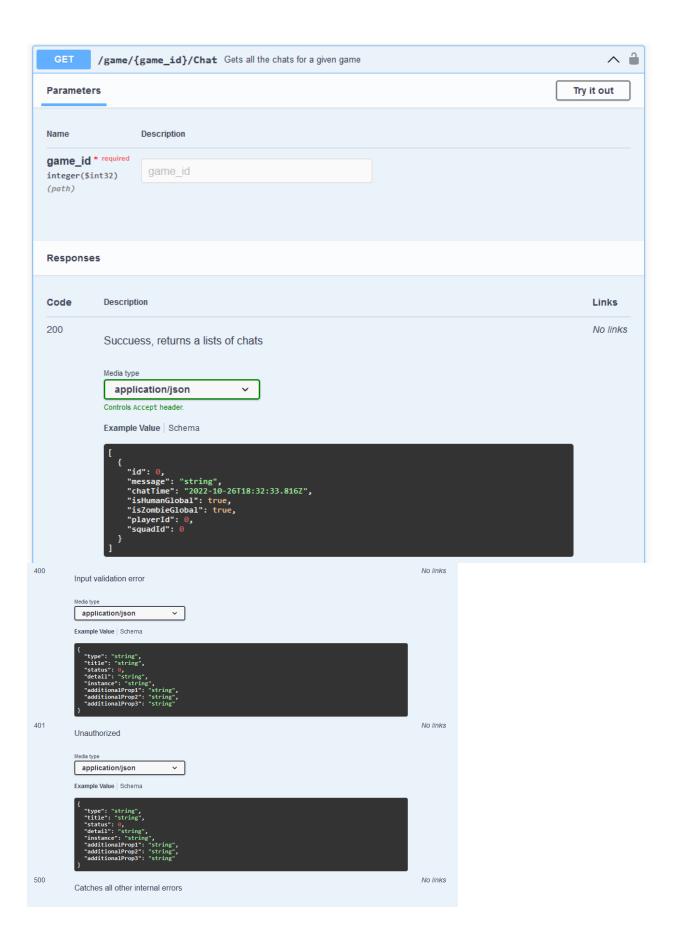
# **API-Overview**

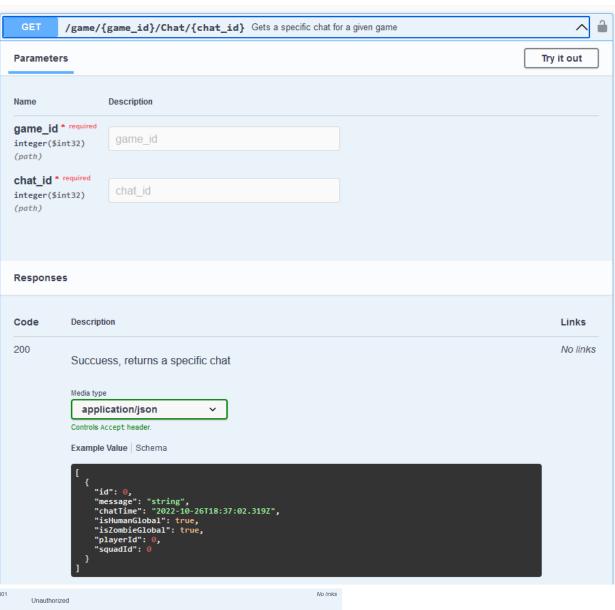
#### Chat





500

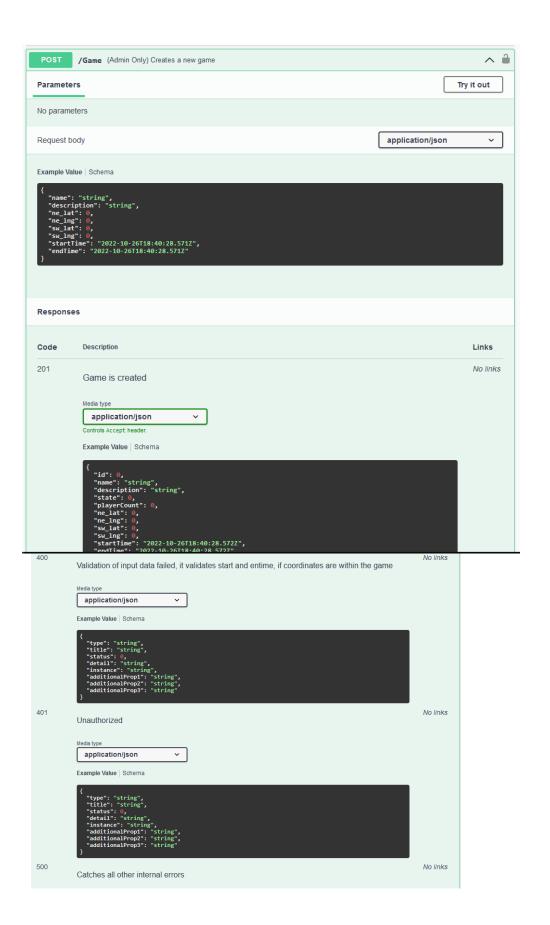


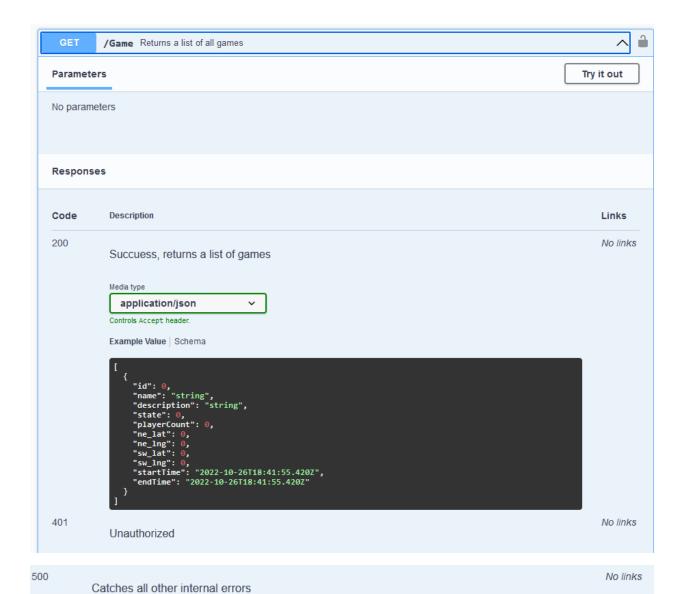


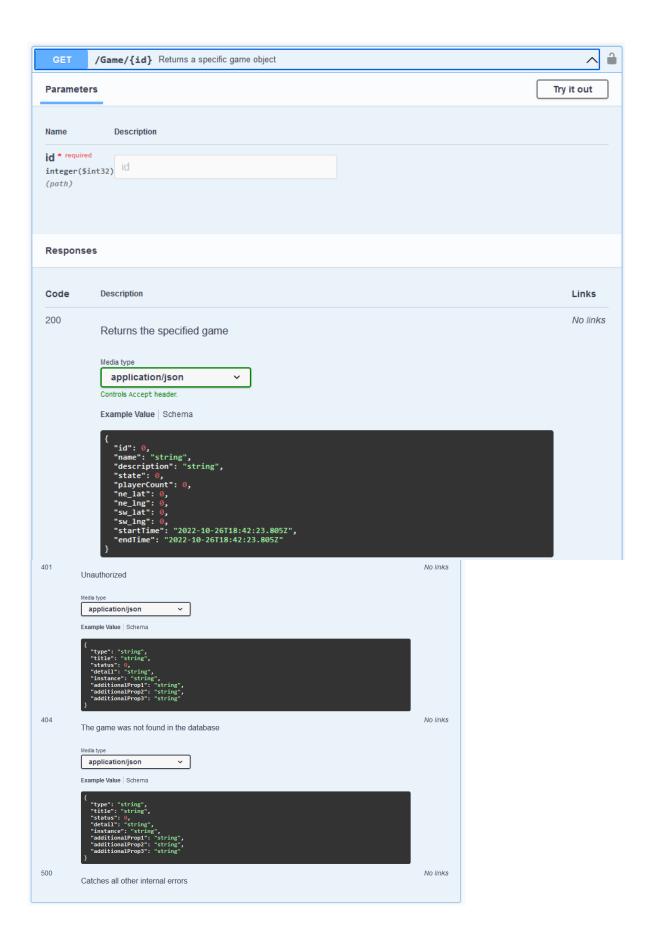


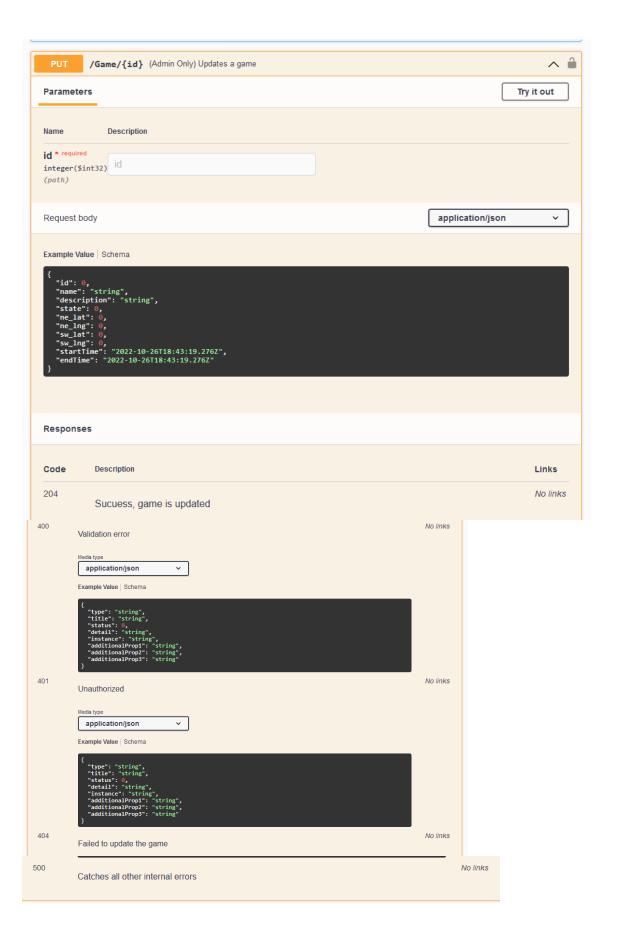
### Game

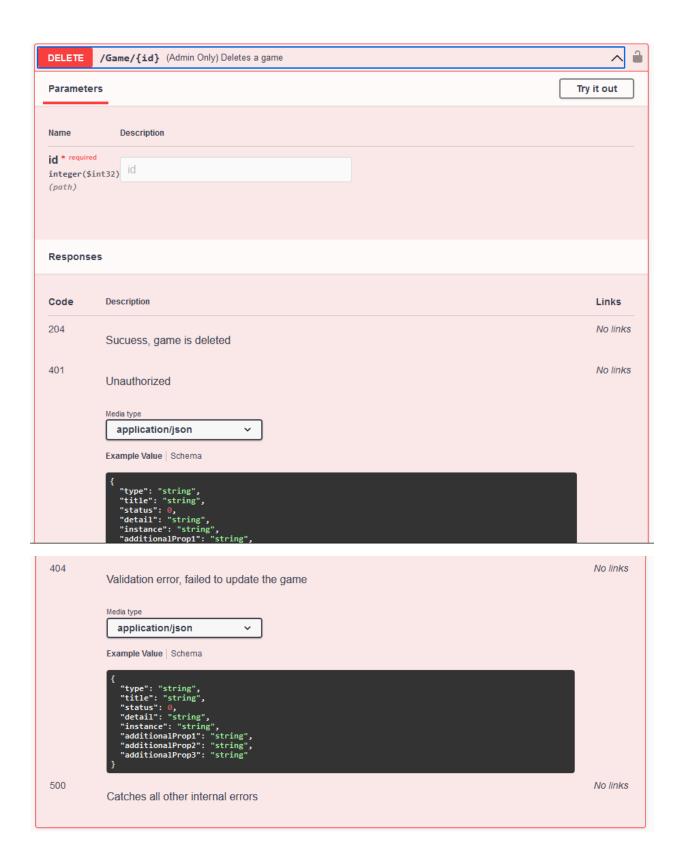


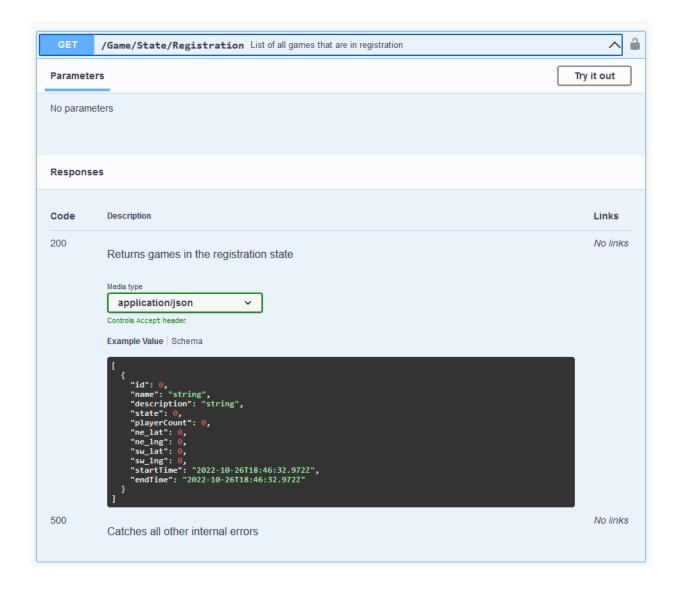


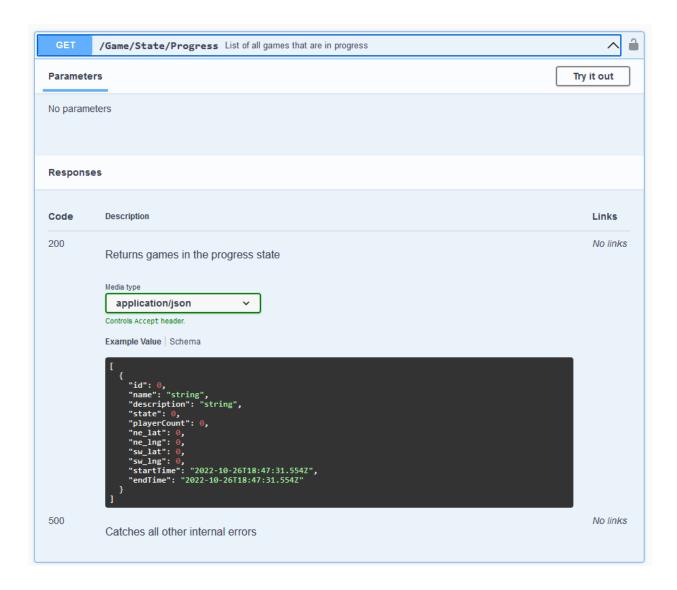


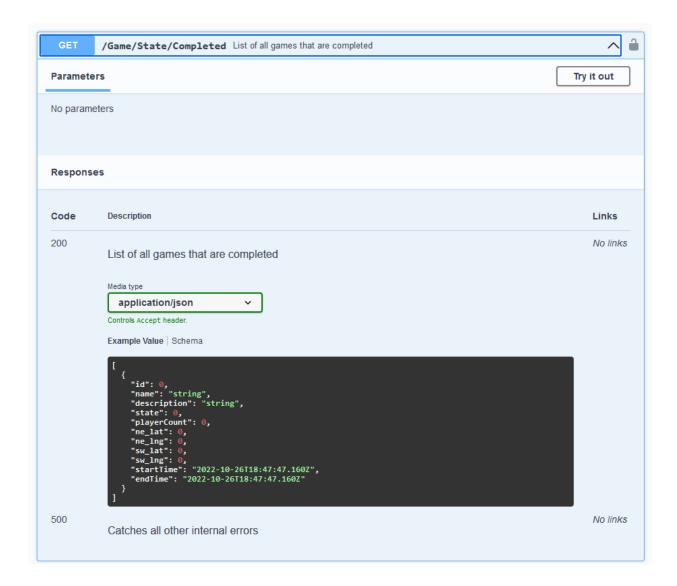








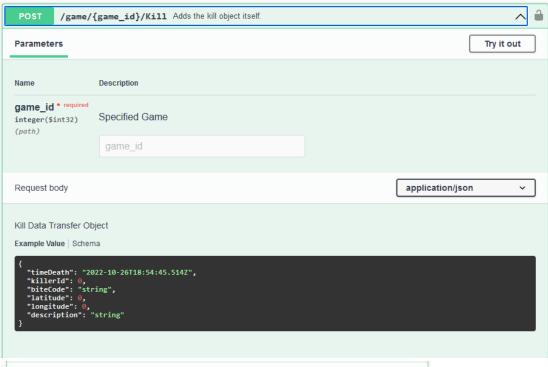


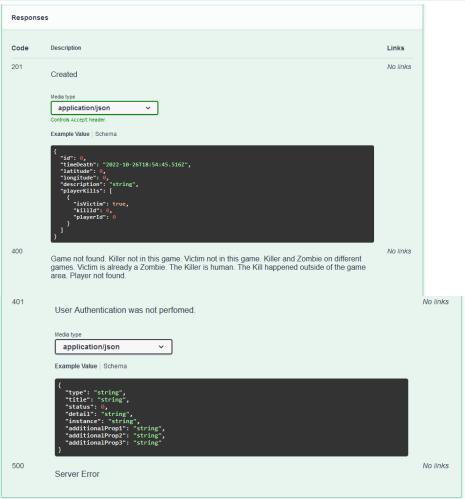


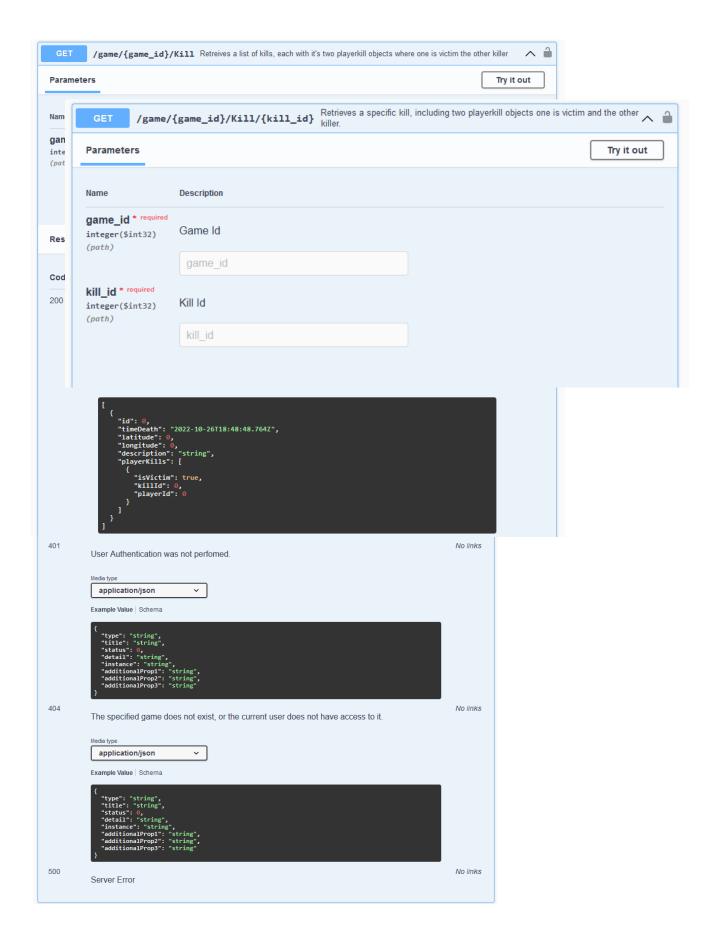
## Kill

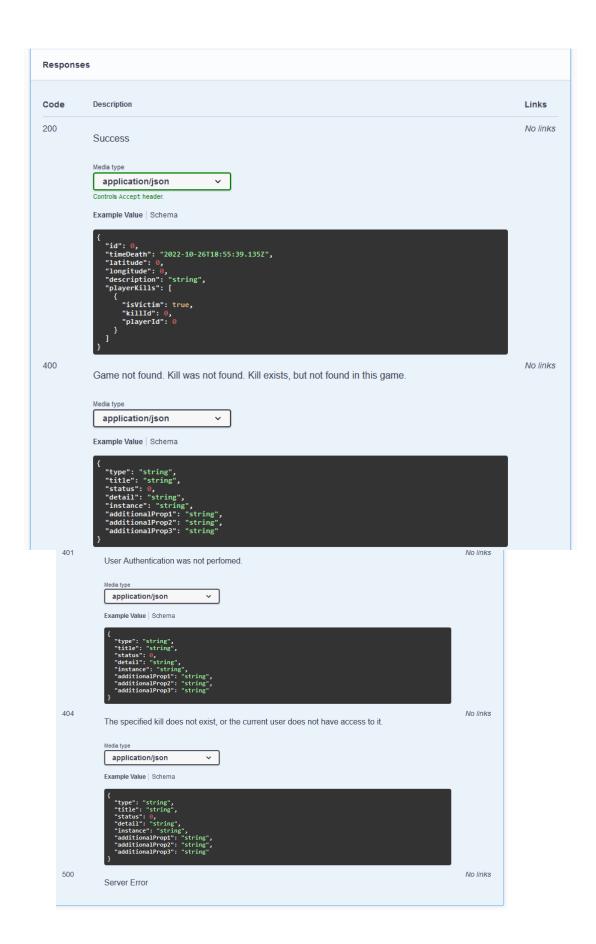
### Note\* each kill is

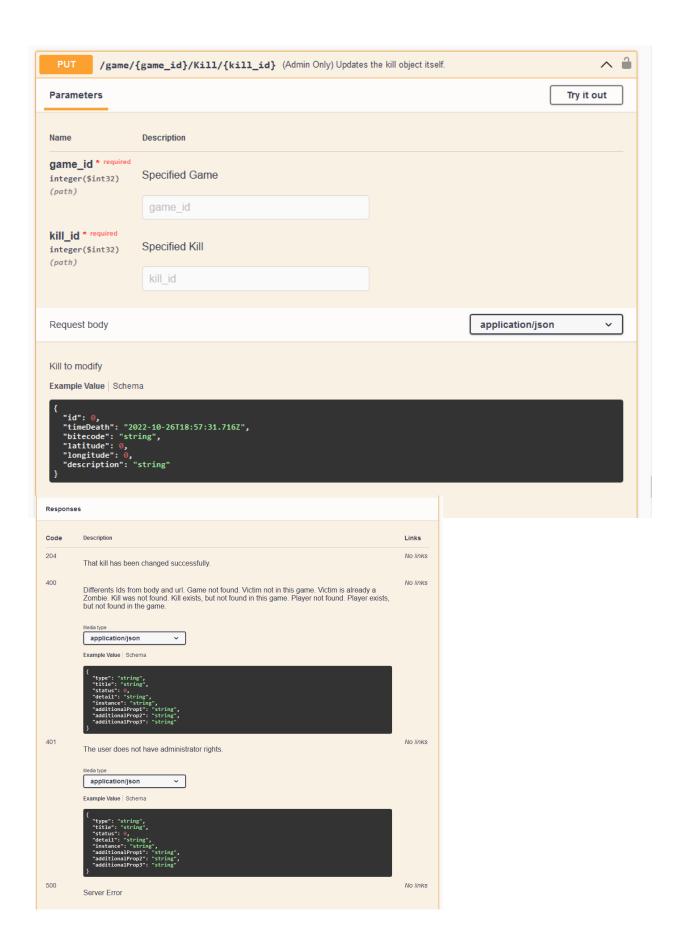


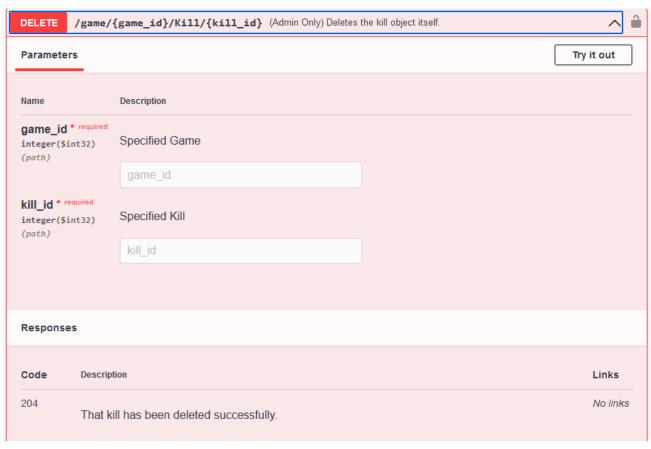


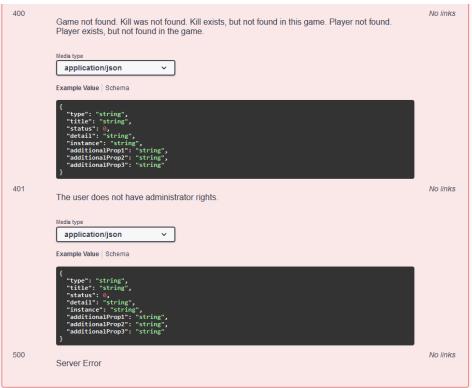






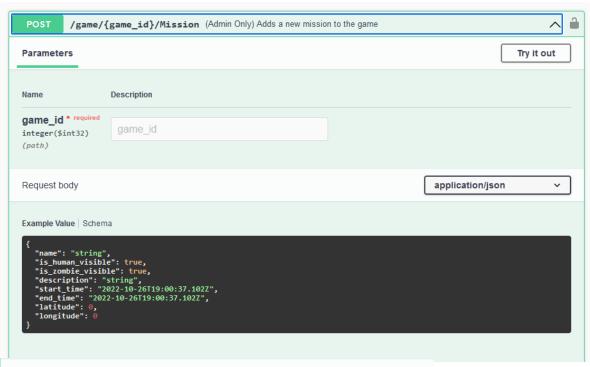




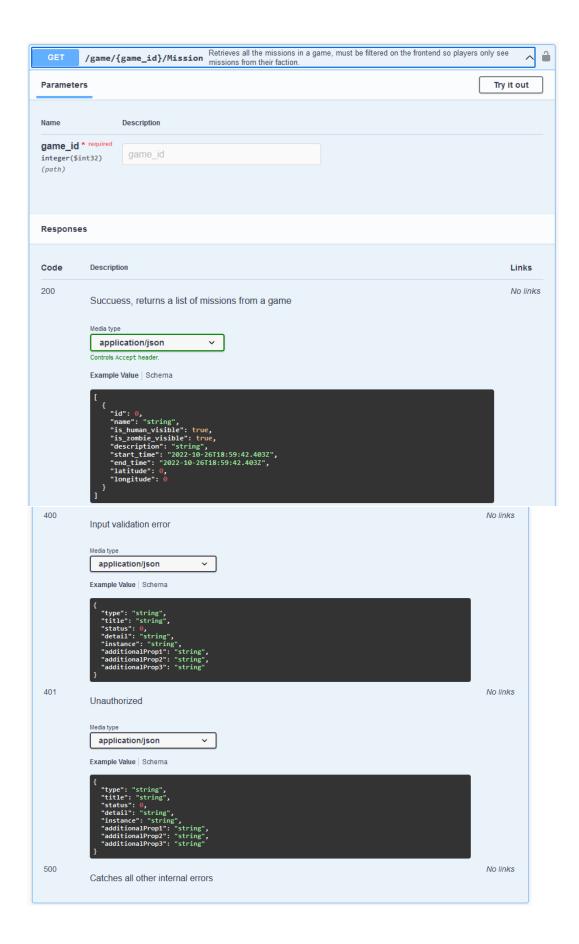


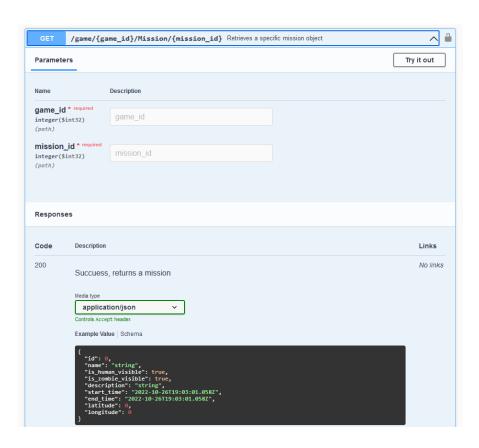
## Mission

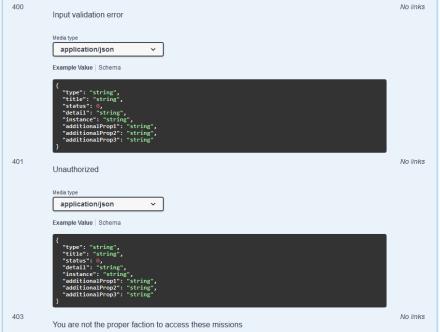


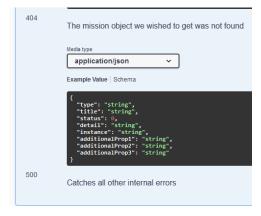


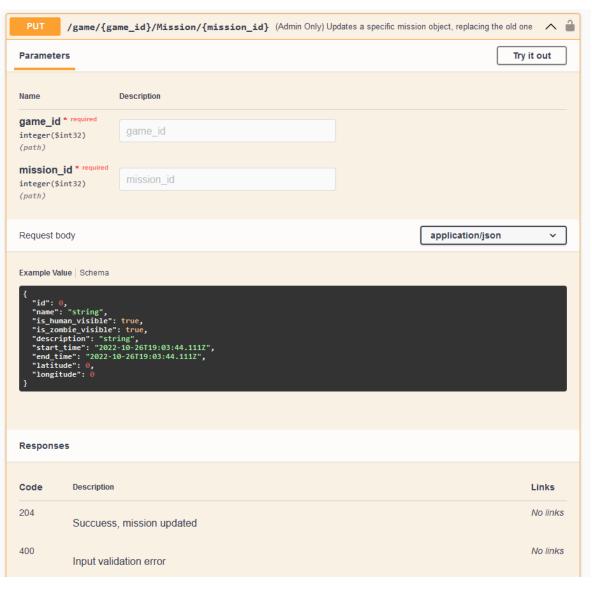
# Responses Code Description Links 201 No links Succuess, new mission created application/json Controls Accept header. Example Value | Schema "id": 0, "name". "string", "is\_huma\_visible": true, "is\_zombie\_visible": true, "description": "string", "start\_time": "2022-10-26T19:00:37.103Z", "end\_time": "2022-10-26T19:00:37.103Z", "latitude": 0, "longitude": 0 400 No links Input validation error Media type application/json 401 No links Unauthorized Media type application/json Example Value | Schema "type": "string", "itile": "string", "status": 0, "detail": "string", "instance: "string", "additionalProp2": "string", "additionalProp3": "string", "additionalProp3": "string", 500 No links Catches all other internal errors

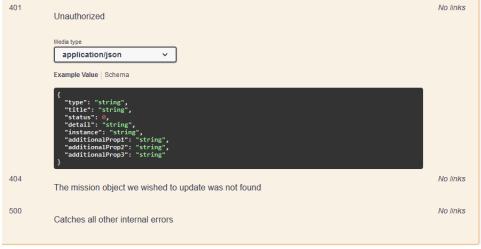


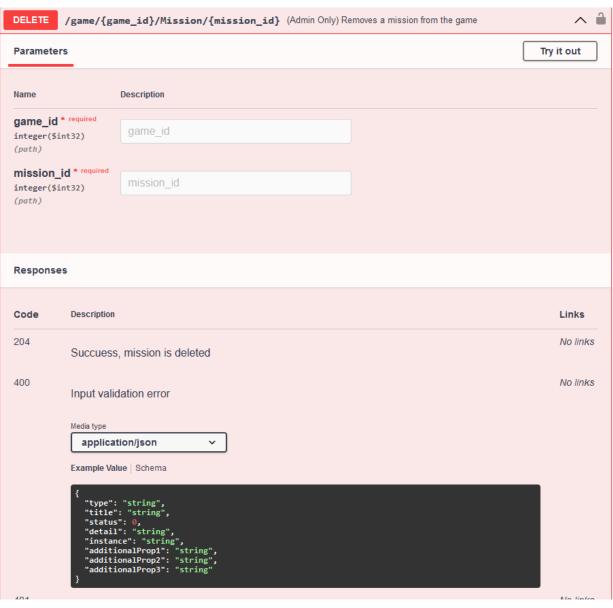








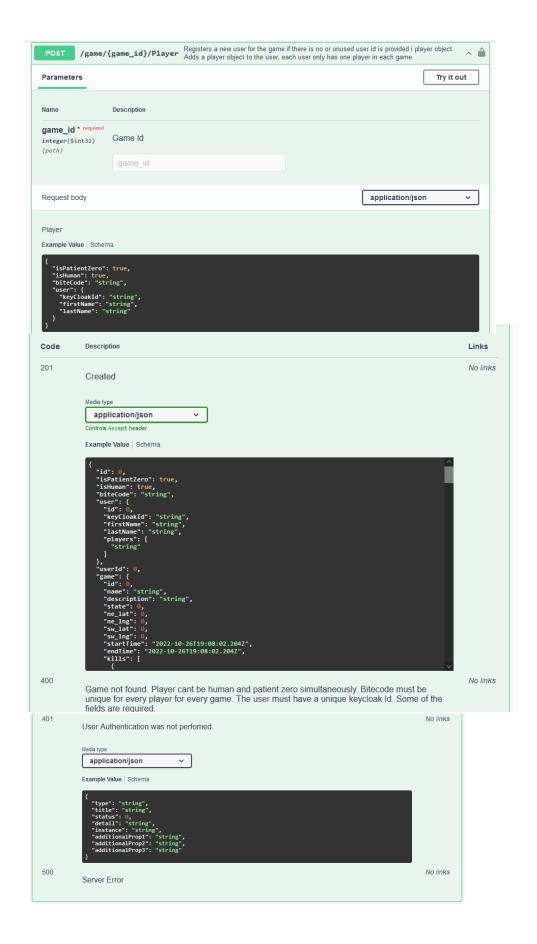


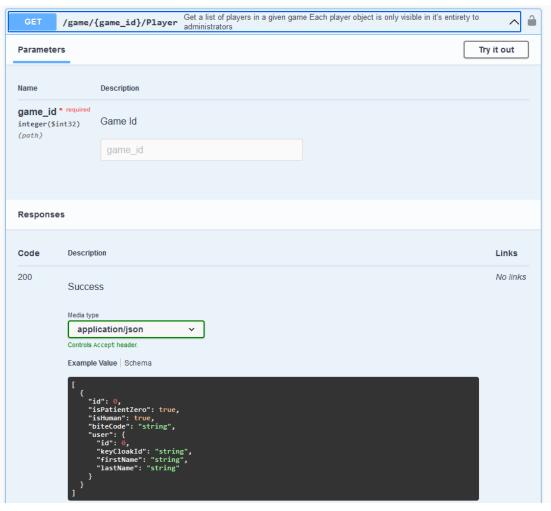




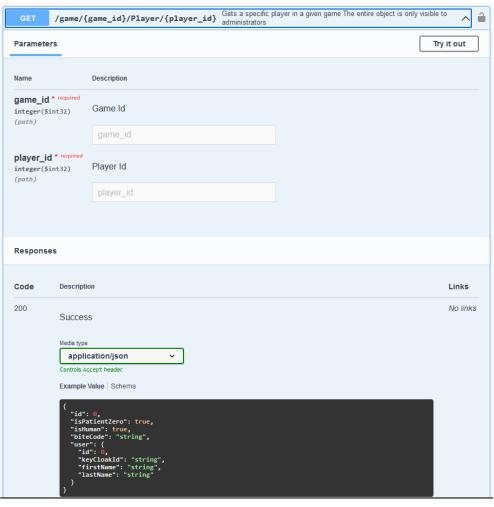
# Player

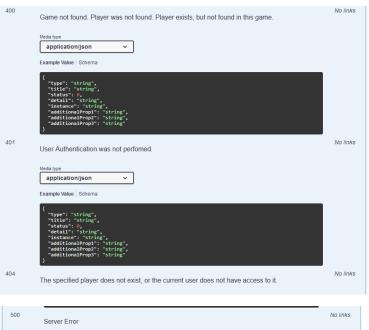


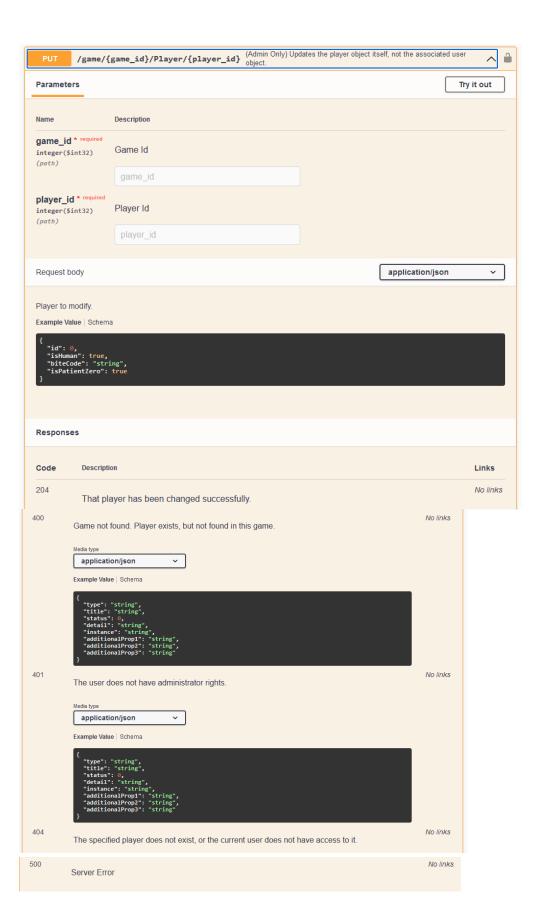


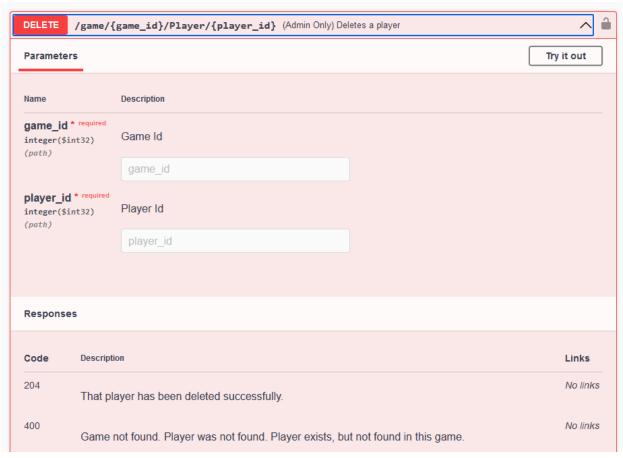


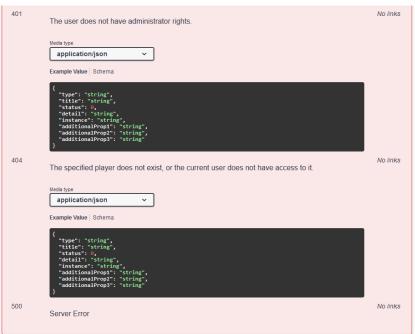












### Squads



