

API interfaces

URI	Method	Description	
\player\register	POST	Returns player JSON object.	
\player\register\{id}	DELETE	Deletes player with given ID.	
\player\move	POST	Moves to the given tile array [in sequence].	
\room\create	POST	Creates a room and returns room ID.	
\room\join\	POST	Join a with given ID. (with password)	
\room\join\	DELETE		
\rooms	GET	Returns every room object	
\map	GET	Gets the current state of the map with the players and walls locations.	
\map\modify	POST	Sends the modified map after movement.	
\map\refresh	GET	Send all changed tiles in the previous round	Ha nem érkezett még a lépés akkor hibakódot küldjön. (402)
Server to client questions			
Notify each object to refresh map at the end of the round.	Clients asks the map periodically?		
Hiányzik: CPU, Readyness,			