# Descend ReMake Cloud Services

Login: <http://oamkpo2016.esy.es/login?nname=NICKNAME>

Method GET: Returns PlayerID (JSON), for inserting stats etc. If Nickname doesn’t exist in database, this creates a new user and returns PlayerID.

* Variable(s): nname (nickname), required

Users: <http://oamkpo2016.esy.es/user>s

Method GET: Returns ID, firstName, lastName, playtime

* Variable(s): ID optional

Method POST: Inserts new user into users -table.

* Variables: fName required lName required, nName required

Shots: <http://oamkpo2016.esy.es/shots>

Method GET: Returns shots fired

* Variable(s): ID required

Method POST: Inserts shots fired

* Variable(s): ID required, shots optional (+1 w/o variable shots)

Kills: <http://oamkpo2016.esy.es/kills>

Method GET: Returns kill stat (kills, killed, hits)

* Variable(s): ID required

Method POST: Inserts kills or killed or hits

* Variable(s): ID required, kills optional, killed optional, hits optional (one of three optional required)

Kills: <http://oamkpo2016.esy.es/top10>

Method GET: Returns top10 killers stats (ID, NickName, kills, killed, hits)

* Variable(s): None