

API documentation

Content router:

GET content/home

- **Input:** URL search parameter(optional)
- **Purpose:** Gives the user a list of boardgames, the list can be filtered by using the URL search parameter. Each item from the list can then be used as buttons with id's steering the user to a detail page by letting the client run a GET using the id associated with the game.
- **Response:** List of boardgames in JSON format. The items include an id.

GET content/boardgame/:GameId

- **Input:** BoardGameId as a route parameter
- **Purpose:** A page that pops up when you click on an item in the home page, this page gives details about the boardgame in question and lets you rate it.
- **Response:** A JSON dataobject that describes the boardgame in question, including an image and an average rating.

POST content/boardgame/rate/:GameId

- **Input:** BoardgameId as route parameter. UserID, rating and Token as JSON
- **Purpose:** Let's the user rate a boardgame. A user can only rate a boardgame once, each rating is identifiable by UserID and BoardgameId for this reason.

PATCH content/boardgame/rate/:GameId

- **Input:** BoardgameId as route parameter. UserID, rating and Token as JSON
- **Purpose:** Lets the user change one of their ratings

User router

POST user/login

Input: Username, password as JSON

Purpose: Checks if the username and password have a matching user and gives the client a token to authenticate themselves as that user.

Response: Token

POST user/createuser

- **Input:** name and password as JSON
- **Purpose:** Create a user, which can look at and rate games
- **Response:** The user object in JSON, as confirmation

EDIT user/edituser

- **Input:** name, password, newname and newpassword as JSON
- **Purpose:** Lets the user switch their username and password
- **Response:** A confirmation message

DELETE user/deleteuser

- **Input:** name and password as JSON
- **Purpose:** Deletes a user along with its data.
- **Response:** The deleted user object in JSON, as confirmation