

# Test Endpoint

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## /health

Requires:

```
ping                : String
```

Returns:

```
ping                : String
```

# Auth Endpoints

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## /auth/user\_exists

Requires:

```
username            : String
```

Returns:

```
exists              : boolean  
error               : boolean  
success            : boolean  
error_msg          : String
```

## /auth/register\_user

Requires:

```
username            : String  
password            : String
```

**Returns:**

```
error           : boolean
success         : boolean
error_msg       : String
```

**/auth/get\_credentials****Requires:**

```
username        : String
```

**Returns:**

```
player_id       : String
passhash        : String
error           : boolean
success         : boolean
error_msg       : String
```

**/auth/set\_fund\_address****Requires:**

```
player_id       : String
player_xch_addr : String
internal_xch_addr : String
internal_potion_addr : String
```

**Returns:**

```
error           : boolean
success         : boolean
error_msg       : String
```

# Chia Endpoints

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## /chia/coin\_records\_by\_height

Requires:

```
height          : int
```

Returns:

```
additions       : List<CoinRecord>
removals        : List<CoinRecord>
error           : boolean
success         : boolean
error_msg       : String
```

## /chia/coin\_records\_by\_puzzlehash

Requires:

```
puzzle_hash     : String
```

Returns:

```
additions       : List<CoinRecord>
removals        : List<CoinRecord>
error           : boolean
success         : boolean
error_msg       : String
```

## /chia/coin\_records\_by\_name

Requires:

```
name            : String
```

### Returns:

```
additions          : List<CoinRecord>
removals           : List<CoinRecord>
error              : boolean
success            : boolean
error_msg          : String
```

## Game Endpoints

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### /game/get\_pawn\_sets

#### Requires:

```
player_id          : int
```

#### Returns:

```
pawn_sets          : HashMap<Integer, JsonNode>
error               : boolean
success             : boolean
error_msg           : String
```

### /game/update\_pawn\_set

#### Requires:

```
player_id          : int
set_num             : int
set_data            : JsonNode
```

#### Returns:

```
error           : boolean
success         : boolean
error_msg       : String
```

## **/game/delete\_pawn\_set**

Requires:

```
player_id       : int
set_num         : int
```

Returns:

```
error           : boolean
success         : boolean
error_msg       : String
```

## **/game/get\_potion\_token\_amount**

Requires:

```
player_id       : int
```

Returns:

```
amount          : int
error           : boolean
success         : boolean
error_msg       : String
```

## **/game/get\_player\_funds**

Requires:

```
player_id          : int
```

Returns:

```
okra_token_amount  : int
potion_token_amount : int
nft_drop_amount    : int
error              : boolean
success            : boolean
error_msg          : String
```

## **/game/get\_potion\_token\_amount**

Requires:

```
player_id          : int
amount             : int
```

Returns:

```
error              : boolean
success            : boolean
error_msg          : String
```

## **/game/commit\_potion\_use**

Requires:

```
player_id          : int
amount             : int
```

Returns:

```
error              : boolean
success            : boolean
error_msg          : String
```

## **/game/commit\_match\_result**

Requires:

```
player_id      : int
is_win         : boolean
```

Returns:

```
error          : boolean
success        : boolean
error_msg      : String
```

## **/game/commit\_player\_rewards**

Requires:

```
player_id      : int
type           : string {NFT, OKRA, POTION}
amount         : int
```

Returns:

```
error          : boolean
success        : boolean
error_msg      : String
```

## **/game/get\_player\_daily\_results**

Requires:

```
player_id      : int
```

Returns:

```
wins           : int
losses         : int
error          : boolean
success        : boolean
error_msg      : String
```

## **/game/get\_player\_historical\_results**

Requires:

```
player_id      : int
```

Returns:

```
wins           : int
losses         : int
error          : boolean
success        : boolean
error_msg      : String
```

## **/game/get\_player\_cards**

Requires:

```
player_id      : int
```

Returns:

```
card_uids      : String
error          : boolean
success        : boolean
error_msg      : String
```

# **NFT Endpoints**



## /nft/check\_if\_card\_exists

Requires:

```
coin_id          : string
```

Returns:

```
launcher_id      : String      * If successful
error            : boolean
success         : boolean
error_msg       : String
```

## /nft/check\_if\_pack\_exists

Requires:

```
coin_id          : string
```

Returns:

```
launcher_id      : String      * If successful
pack_type        : String      * If successful
error            : boolean
success         : boolean
error_msg       : String
```

## /nft/check\_if\_account\_exists

Requires:

```
coin_id          : String
```

Returns:

```
id           : int      * If successful
error        : boolean
success      : boolean
error_msg    : String
```

## **/nft/update\_nft**

Requires:

```
owner_did    : String
coin_id      : String
launcher_id   : String
height       : int
```

Returns:

```
error        : boolean
success      : boolean
error_msg    : String
```

## **/nft/add\_new\_nft**

Requires:

```
owner_did    : String
coin_id      : String
launcher_id   : String
uid          : String
```

Returns:

```
error        : boolean
success      : boolean
error_msg    : String
```

## /nft/get\_players\_did

Requires:

```
player_id          : int
```

Returns:

```
did                : String
error              : boolean
success           : boolean
error_msg          : String
```

## /nft/update\_nft\_did

Requires:

```
launcher_id        : String
owner_did          : String
```

Returns:

```
error              : boolean
success           : boolean
error_msg          : String
```