

**Base Url:** <https://ec2-54-215-217-154.us-west-1.compute.amazonaws.com>

**Note:** For all POST and PUT requests, the client must specify the header 'Content-Type': 'application/json' and provide a "body" in the form of a JSON string with the required parameters. The necessary parameters for each endpoint are listed in the Endpoints section below.

**Note:** For all endpoints except for those beginning with /observe, /users/signup, /users/login, and /users/password, the client must send a cookie in the request, as the server requires the user to be logged in and the client to send a cookie in order to authenticate the user. For example, in the fetch API ([https://developer.mozilla.org/en-US/docs/Web/API/Fetch\\_API/Using\\_Fetch](https://developer.mozilla.org/en-US/docs/Web/API/Fetch_API/Using_Fetch)), this would be achieved by setting "credentials: 'include' ". A cookie will expire if the user is idle for 10 minutes.

**Note:** Responses to all requests are sent as a JSON string.

**Note:** The url of each endpoint is relative to the base url. For example, the url of the "signup" endpoint is <https://ec2-54-215-217-154.us-west-1.compute.amazonaws.com/users/signup>

## Endpoints:

**Users:** The users endpoints allow the user to signup, login and play a game. A user must login in order to view stats or play a game.

**1. POST /users/signup** The user must use this endpoint to sign up for an account.

### Body parameters:

**user\_name:** The username of the account

**password:** The password of the account

**2. POST /users/login** The user must use this endpoint to log in to their account

**Body parameters:**

**user\_name:** The username of the account

**password:** The password of the account

**3. GET /users/account** The user can use this endpoint to view their username, their best game number, their latest game number, and whether or not they have an ongoing game or not.

**4. POST /users/password** The user can use this endpoint to change their password.

**Body parameters:**

**userName** (optional): The user must specify the username if they are not logged in. If they are logged in, the client can send a cookie with the request in lieu of a userName. If the user is logged in and the client sends a cookie, the server will read the userName from the cookie regardless of whether or not userName is specified in the body.

**password:** The old password

**newPassword:** The new password

**5. POST /users/startgame** The user can use this endpoint to start a new game if they don't have an ongoing game.

**6. POST /users/bet** The user can use this endpoint to place a bet.

**Body parameters:**

**gameID:** The id of the game the user would like to place a bet on. This can be found by using the /users/odds endpoint or the /stats/fixtures endpoint.

**predictedResult:** This is an integer which is 1, -1, or 0. A value of 1 indicates that the user is placing a bet on the home team, -1 indicates a bet on the away team, and 0 indicates a bet on a draw.

**amountBet:** The amount that the user would like to bet. This cannot exceed the current balance of the user for the current game. The user can view his balance for the current game with the `/users/viewgame` endpoint.

**7. PUT `/users/goforward`** The user can use this endpoint to progress in the game.

**Body parameters:**

**date:** A string representing the date that the user would like to go forward to in the format `YYYY-MM-DD`. To end the game, the user must go forward to his `maxDate`. The user can see their `maxDate` by using the `users/viewgame` endpoint.

**8. GET `/users/viewgame`** The user can use this endpoint to get the details of their latest game.

**9. GET `/users/bets`** The user can use this endpoint to view the bets that they placed in their latest game.

**10. GET `/users/odds`** The user can use this endpoint to view the current odds of future games in the season.

**Parameters:**

**startDate** (optional): The date that the user would like to view the odds from. If no date is specified, the user's current date in the season is used.

**endDate** (optional): The date that the user would like to view the odds until. If not specified, the `maxDate` of the user's current game will be used.

**11. GET `/users/logout`** The user can use this endpoint to logout of their account.

**Stats:** The stats endpoints allow the user to view relevant stats before placing a bet.

**1. GET /stats/results** The user can use this endpoint to view the results of the games that have already occurred.

**Parameters:**

**startDate** (optional): The date that the user would like to view the results from. If not specified, the starting date of the season is used.

**endDate**(optional): The date that the user would like to view the results to. If not specified, the user's current date in the game is used.

**team** (optional): The team that the user would like to view the results for. If not specified, the results for all of the teams are given.

**2. GET /stats/fixtures** The user can use this endpoint to view the future games in the season.

**Parameters:**

**startDate** (optional): The date that the user would like to view the fixtures from. If not specified, the current date in the user's current game is used.

**endDate** (optional): The date that the user would like to view the fixtures to. If not specified, the maxDate in the user's current game is used.

**team** (optional): The team that the user would like to view the fixtures for. If not specified, the fixtures for all of the teams are given.

**3. GET /stats/teamstable** The user can use this endpoint to view the table of stats for all of the teams at a given date.

**Parameters:**

**date** (optional): The date that the user would like to view the stats for. If not specified, the current date of the user's current game is used.

**4. GET /stats/teamstats** The user can use this endpoint to view the stats for a given team in a range of dates.

**Parameters:**

**startDate** (optional): The date that the user would like to view the stats from. If not specified, the starting date of the season is used.

**endDate** (optional): The date that the user would like to view the stats until. If not specified, the current date of the user's current game is used.

**team:** The team that the user would like to view the stats for.

**5. GET /stats/teamsinfo** The user can use this endpoint to get general information about each team.

**6. GET /stats/playersdate** The user can use this endpoint to get stats for the players on a certain date.

**Parameters:**

**date** (optional): The date that the user would like to get the stats for. If not specified, the current date of the user's current game is used.

**stat:** The stat that the user would like to sort the players in terms of. Must be one of total\_goals, total\_assists, avg\_minutes, or games\_played.

**numPlayers** (optional): The number of players to list. If not specified, the top 100 players are listed.

**7. GET /stats/player** The user can use this endpoint to get stats for a certain player in a certain range of dates.

**Parameters:**

**startDate** (optional): The date that the user would like to get the stats from. If not specified, the starting date of the season is used.

**endDate** (optional): The date that the user would like to get the stats until. If not specified, the current date of the user's current game is used.

**playerName:** The name of the player that the user would like to view stats for.

**teamName:** The name of the team that the player is on.

**8. GET /stats/game** The user can use this endpoint to view the stats for a certain game.

**Parameters:**

**id:** The id of the game that the user would like to view the stats for.

**9. GET /stats/squad** The user can use this endpoint to view the players on a certain team.

**Parameters:**

**team:** The name of the team that the user would like to view.

**Observe:** The observe endpoints allow the user to observe his own or other users' games and bets. The observe routes can only be used if the user does not have an ongoing game.

**1. GET /observe/games** The user can use this endpoint to view a specific game or a list of games played by themselves or by other users.

**Parameters:**

**userName** (optional): The userName of the website user that the current user would like to view games of. If not specified, all userNames will be allowed.

**gameNumber** (optional): The gameNumber of the betting game that the user would like to view. If not specified, all gameNumbers will be allowed.

**ordering** (optional): The ordering that is used to display the games. Must be one of 'balance' or 'game\_number'.

**numberGames** (optional): The number of games that the user would like to see displayed. If not specified, will default to 100.

**2. GET /observe/bets** The user can use this endpoint to see the bets placed in a given betting game.

**Parameters:**

**userName:** The userName of the website user whose game the current user would like to see.

**gameNumber** (optional): The gameNumber of the betting game that the user would like to see. If not specified, the latest game number of the website user whose game the user would like to view is used.