

HackFlow - Complete API Endpoints

🔒 Authentication Routes (/[api/auth](#))

Method	Endpoint	Description	Auth Required	Role Required
POST	<code>/register</code>	Register new user	✗	-
POST	<code>/login</code>	Login user	✗	-
POST	<code>/logout</code>	Logout user	✓	-
GET	<code>/me</code>	Get current user details	✓	-
GET	<code>/is-logged-in</code>	Check if user is logged in	✗	-
POST	<code>/refresh-token</code>	Refresh access token	✓	-

👤 User Routes (/[api/users](#))

Method	Endpoint	Description	Auth Required	Role Required
GET	<code>/</code>	Get all users	✓	Admin
GET	<code>/:id</code>	Get user by ID	✓	-
PATCH	<code>/profile</code>	Update own profile	✓	-
PATCH	<code>/:id/role</code>	Update user role	✓	Admin
DELETE	<code>/:id</code>	Delete user	✓	Admin
PATCH	<code>/deactivate</code>	Deactivate own account	✓	-
PATCH	<code>/:id/activate</code>	Activate user account	✓	Admin

🎯 Hackathon Routes (/[api/hackathons](#))

Method	Endpoint	Description	Auth Required	Role Required
POST	<code>/create</code>	Create new hackathon	✓	Organizer/Admin
GET	<code>/</code>	Get all hackathons	✗	-
GET	<code>/:id</code>	Get hackathon by ID	✗	-
PATCH	<code>/:id</code>	Update hackathon	✓	Organizer (owner)
DELETE	<code>/:id</code>	Delete hackathon	✓	Organizer (owner)
POST	<code>/:id/join</code>	Join hackathon	✓	Participant
POST	<code>/:id/leave</code>	Leave hackathon	✓	Participant
POST	<code>/:id/assign-judge</code>	Assign judge	✓	Organizer (owner)

Method	Endpoint	Description	Auth Required	Role Required
POST	/:id/remove-judge	Remove judge	✓	Organizer (owner)

🔗 Round Routes (/[api/rounds](#))

Method	Endpoint	Description	Auth Required	Role Required
POST	/create/:hackathonId	Create round	✓	Organizer (owner)
GET	/hackathon/:hackathonId	Get all rounds for hackathon	✓	-
GET	/:id	Get round by ID	✓	-
PATCH	/:id	Update round	✓	Organizer (owner)
DELETE	/:id	Delete round	✓	Organizer (owner)

📊 Criteria Routes (/[api/criteria](#))

Method	Endpoint	Description	Auth Required	Role Required
POST	/create/:roundId	Create criteria for round	✓	Organizer (owner)
GET	/round/:roundId	Get all criteria for round	✓	-
GET	/:id	Get criteria by ID	✓	-
PATCH	/:id	Update criteria	✓	Organizer (owner)
DELETE	/:id	Delete criteria	✓	Organizer (owner)

👥 Team Routes (/[api/teams](#))

Method	Endpoint	Description	Auth Required	Role Required
POST	/create/:hackathonId	Create team	✓	Participant
GET	/hackathon/:hackathonId	Get all teams for hackathon	✓	-
GET	/:id	Get team by ID	✓	-
PATCH	/:id	Update team details	✓	Team Leader
DELETE	/:id	Delete team	✓	Team Leader
POST	/:id/add-member	Add member to team	✓	Team Leader
POST	/:id/remove-member	Remove member from team	✓	Team Leader
POST	/:id/transfer-leadership	Transfer team leadership	✓	Team Leader
POST	/:id/leave	Leave team	✓	Team Member

Submission Routes (`/api/submissions`)

Method	Endpoint	Description	Auth Required	Role Required
POST	<code>/create/:roundId</code>	Submit project for round	<input checked="" type="checkbox"/>	Team Leader
GET	<code>/round/:roundId</code>	Get all submissions for round	<input checked="" type="checkbox"/>	Judge/Organizer
GET	<code>/team/:teamId</code>	Get all submissions by team	<input checked="" type="checkbox"/>	Team Member
GET	<code>/:id</code>	Get submission by ID	<input checked="" type="checkbox"/>	-
PATCH	<code>/:id</code>	Update submission	<input checked="" type="checkbox"/>	Team Leader
DELETE	<code>/:id</code>	Delete submission	<input checked="" type="checkbox"/>	Team Leader/Admin

Evaluation Routes (`/api/evaluations`)

Method	Endpoint	Description	Auth Required	Role Required
POST	<code>/create/:submissionId</code>	Evaluate submission	<input checked="" type="checkbox"/>	Judge
GET	<code>/submission/:submissionId</code>	Get evaluations for submission	<input checked="" type="checkbox"/>	Judge/Organizer
GET	<code>/round/:roundId</code>	Get all evaluations for round	<input checked="" type="checkbox"/>	Organizer
GET	<code>/:id</code>	Get evaluation by ID	<input checked="" type="checkbox"/>	Judge (owner)
PATCH	<code>/:id</code>	Update evaluation	<input checked="" type="checkbox"/>	Judge (owner)
DELETE	<code>/:id</code>	Delete evaluation	<input checked="" type="checkbox"/>	Judge (owner)/Admin
GET	<code>/judge/my-evaluations</code>	Get judge's evaluations	<input checked="" type="checkbox"/>	Judge

Result Routes (`/api/results`)

Method	Endpoint	Description	Auth Required	Role Required
POST	<code>/calculate/round/:roundId</code>	Calculate round results	<input checked="" type="checkbox"/>	Organizer (owner)
POST	<code>/calculate/hackathon/:hackathonId</code>	Calculate overall results	<input checked="" type="checkbox"/>	Organizer (owner)
GET	<code>/round/:roundId</code>	Get round results	<input checked="" type="checkbox"/>	-
GET	<code>/hackathon/:hackathonId</code>	Get overall hackathon results	<input checked="" type="checkbox"/>	-
GET	<code>/team/:teamId</code>	Get team results	<input checked="" type="checkbox"/>	-
POST	<code>/publish/round/:roundId</code>	Publish round results	<input checked="" type="checkbox"/>	Organizer (owner)
POST	<code>/publish/hackathon/:hackathonId</code>	Publish overall results	<input checked="" type="checkbox"/>	Organizer (owner)

Summary

Total Endpoints: 67

Breakdown by Module:

-  Authentication: 6 endpoints
 -  Users: 7 endpoints
 -  Hackathons: 9 endpoints
 -  Rounds: 5 endpoints
 -  Criteria: 5 endpoints
 -  Teams: 9 endpoints
 -  Submissions: 6 endpoints
 -  Evaluations: 7 endpoints
 -  Results: 7 endpoints
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Build Order (Recommended)

Already Built:

1. Auth Controller 
2. User Controller 
3. Hackathon Controller 

Build Next (in order):

Phase 1: Core Features 4. Round Controller (depends on Hackathon) 5. Criteria Controller (depends on Round) 6. Team Controller (depends on Hackathon)

Phase 2: Submission & Evaluation 7. Submission Controller (depends on Round & Team) 8. Evaluation Controller (depends on Submission)

Phase 3: Results 9. Result Controller (depends on all above)

Key Points to Remember:

Authorization Checks:

- **Hackathon Owner:** Check `hackathon.organizer === req.user._id`

- **Team Leader:** Check `team.leader === req.user._id`
- **Team Member:** Check if user is in `team.members` or is leader
- **Judge for Hackathon:** Check if user is in `hackathon.judges`

Common Validations:

- Check if resource exists before updating/deleting
- Check user authorization before allowing action
- Trim string inputs
- Validate required fields
- Check business logic (e.g., can't submit after deadline)

Populate References:

- Use `.populate()` to get related data
- Example: `.populate("organizer", "name email")`
- Example: `.populate({ path: "teams", populate: { path: "leader members" } })`

Error Handling:

- Use `throw new apiError(statusCode, message)`
 - Always wrap in `asyncHandler`
 - Return proper HTTP status codes
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Need Help?

When building, if you get stuck:

1. **Check the pattern** in Auth/User/Hackathon controllers
2. **Ask specific questions** like:
 - "How do I check if user is team leader?"
 - "How do I populate nested references?"
 - "What's the best way to validate this?"
3. **Share your code** and I'll review/debug
4. **Test each endpoint** as you build it

Good luck! You've got this! 