

# API-dokumentations

## Endpoints

### POST /signUp

Beskrivning: Skapa ny användare

#### Request:

Body:

```
{
  "username": "string (minst 3 tecken)",
  "password": "string (minst 5 tecken, minst en siffra)"
}
```

#### Responser:

200 Ok

```
{
  "username": "string",
  "password": "string",
  "score": 0,
  "loggedIn": true,
  "id": number
}
```

**400 Bad request** - För kort lösen eller användarnamn.

```
{ "error": "Username must be at least 3 characters"
```

eller

```
{ "error": "Password must be at least 5 characters and include a number" }
```

**409 Conflict**

```
{ "error": "Username already exists" }
```

## POST /login

Beskrivning: Logga in användare

### Request

```
{  
  "username": "string",  
  "password": "string"  
}
```

### Responser:

200 Ok - Login sucss.:

```
{  
  "username": "string",  
  "password": "string",  
  "score": number,  
  "loggedIn": true,  
  "id": number  
}
```

401 - Unauthorized - Fel lösen

```
{ "error": "Incorrect password" }
```

404 - Not found

```
{ "error": "User does not exist" }
```

400 Bad request

```
{ "error": "Bad Content-Type" }
```

## GET /getLoggedInUser

Beskrivning: Hämta inloggad användare

### Response:

200 - Ok

```
{
  "username": "string",
  "password": "string",
  "score": number,
  "loggedIn": true,
  "id": number
}
```

404 - Not found

```
{ "error": "No logged in user yet" }
```

## POST /logOutUser

Beskrivning: Logga ut användare

### Responses:

200 - Ok

```
{
  "message": "You logged out",
  "user": {
    "username": "string",
    "password": "string",
    "score": number,
    "loggedIn": false,
    "id": number
  }
}
```

## PATCH /updateScore

Beskrivning: Uppdatera användarens score

### Request:

```
{  
  "score": number  
}
```

### Responses:

200 - Ok, Uppdaterad score

```
{ "message": "Score updated" }
```

400 - Bad request - Fel content type.

```
{ "error": "Bad Content-Type" }
```

## GET /getTopTen

### Responses:

200 Ok - Lista av topp 10 spelare

```
[  
  {  
    "username": "string",  
    "password": "string",  
    "score": number,  
    "loggedIn": boolean,  
    "id": number  
  },  
  ...  
]
```

## Statisk filserver

GET /game, /gameOver, /home, /

### **Response**

HTML sidor returneras