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 sucess.:

{

"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