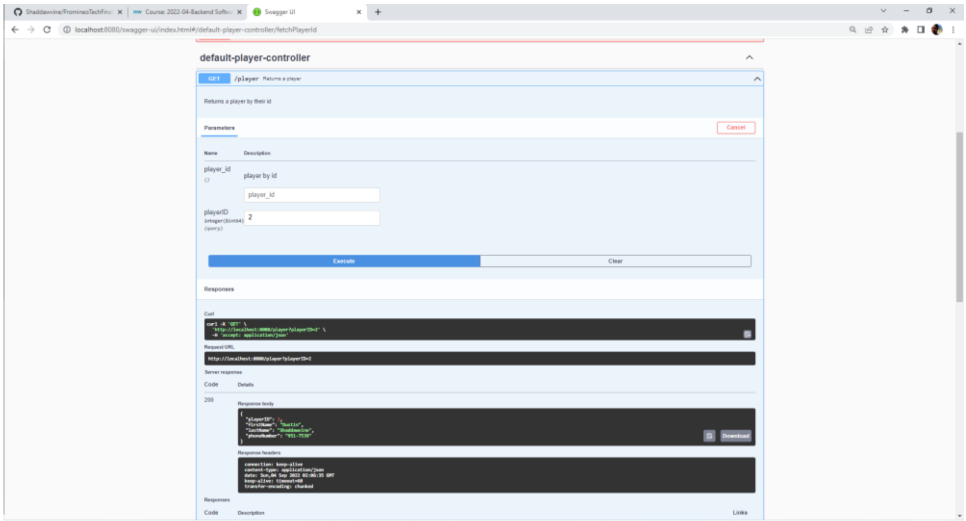
Final Project Document

GitHub Repo: https://github.com/Shaddawvine/PromineoTechFinalProject

Pictures of the WebAPI:



localhost:8080/swagger-ui/index.html#/default-player-controller/fetchPlayerId

default-player-controller

GET /player Returns a player

Returns a player by their id

Parameters

Name	Description
player_id ()	player by id player_id
playerID integer($int64) (query)	2

Responses

Curl

```
curl -X 'GET' \
  'http://localhost:8080/player?playerID=2' \
  -H 'accept: application/json'
```

Request URL

```
http://localhost:8080/player?playerID=2
```

Server response

Code	Details
200	Response body

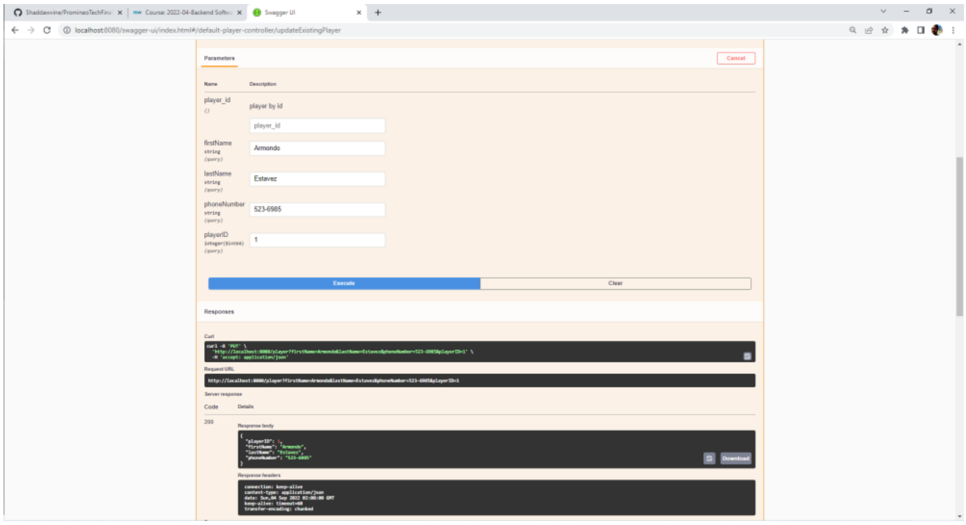
```
{
  "playerID": 2,
  "firstName": "Dustin",
  "lastName": "Shaddawvine",
  "phoneNumber": "951-7539"
}
```

Response headers

```
connection: keep-alive
content-type: application/json
date: Sun,04 Sep 2022 02:06:35 GMT
keep-alive: timeout=60
transfer-encoding: chunked
```

Responses

Code Description Links



localhost:8080/swagger-ui/index.html#/default-player-controller/updateExistingPlayer

Parameters

Name	Description
player_id ()	player by id player_id
firstName string (query)	Armondo
lastName string (query)	Estavez
phoneNumber string (query)	523-6985
playerID integer($int64) (query)	1

Responses

Curl

```
curl -X 'PUT' \
  'http://localhost:8080/player?firstName=Armondo&lastName=Estavez&phoneNumber=523-6985&playerID=1' \
  -H 'accept: application/json'
```

Request URL

```
http://localhost:8080/player?firstName=Armondo&lastName=Estavez&phoneNumber=523-6985&playerID=1
```

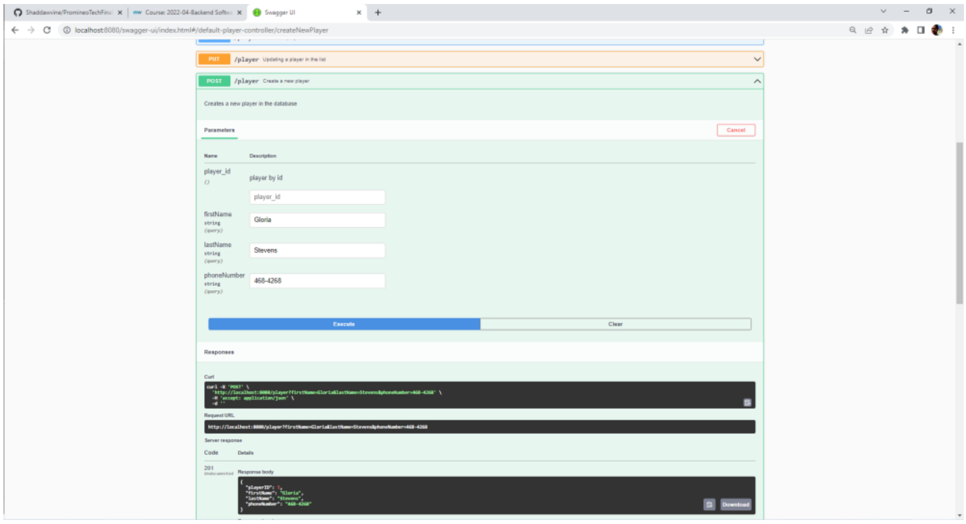
Server response

Code	Details
200	Response body

```
{
  "playerID": 1,
  "firstName": "Armondo",
  "lastName": "Estavez",
  "phoneNumber": "523-6985"
}
```

Response headers

```
connection: keep-alive
content-type: application/json
date: Sun,04 Sep 2022 02:08:00 GMT
keep-alive: timeout=60
transfer-encoding: chunked
```


Course: 2022-04-Backend Softw...
Swagger UI
localhost:8080/swagger-ui/index.html#/default-player-controller/createNewPlayer
PUT
/player Updating a player in the list
POST
/player Create a new player
Parameters
Cancel
Execute
Clear
Download

Creates a new player in the database

Name	Description
player_id ()	player by id player_id
firstName string (query)	Gloria
lastName string (query)	Stevens
phoneNumber string (query)	468-4268

Responses

Curl

```
curl -X 'POST' \
  'http://localhost:8080/player?firstName=Gloria&lastName=Stevens&phoneNumber=468-4268' \
  -H 'accept: application/json' \
  -d ''
```

Request URL

```
http://localhost:8080/player?firstName=Gloria&lastName=Stevens&phoneNumber=468-4268
```

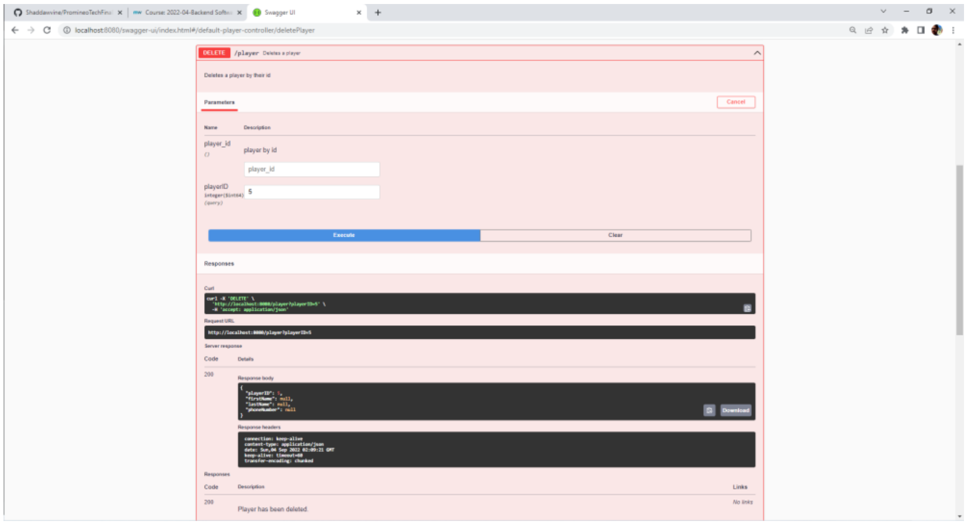
Server response

Code Details

201 Undocumented

Response body

```
{
  "playerID": 5,
  "firstName": "Gloria",
  "lastName": "Stevens",
  "phoneNumber": "468-4268"
}
```


Course: 2022-04-Backend Softw...
Swagger UI
localhost:8080/swagger-ui/index.html#/default-player-controller/deletePlayer
DELETE
/player Deletes a player
Parameters
Cancel
Execute
Clear
Download

Deletes a player by their id

Name	Description
player_id ()	player by id player_id
playerID integer($int64) (query)	5

Responses

Curl

```
curl -X 'DELETE' \
  'http://localhost:8080/player?playerID=5' \
  -H 'accept: application/json'
```

Request URL

```
http://localhost:8080/player?playerID=5
```

Server response

Code Details

200

Response body

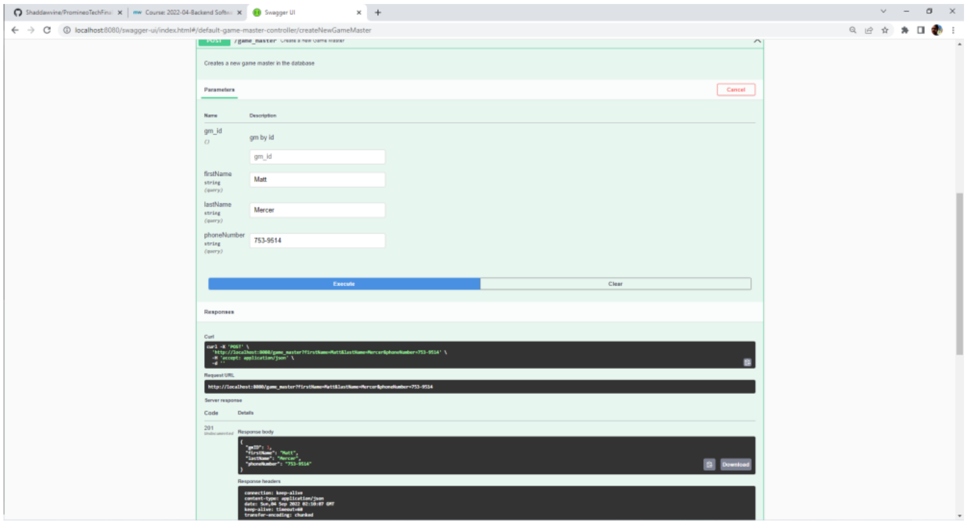
```
{
  "playerID": 5,
  "firstName": null,
  "lastName": null,
  "phoneNumber": null
}
```

Response headers

```
 connection: keep-alive
 content-type: application/json
 date: Sun,04 Sep 2022 02:09:21 GMT
 keep-alive: timeout=60
 transfer-encoding: chunked
```

Responses

Code	Description	Links
200	Player has been deleted.	No links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Swagger UI
localhost:8080/swagger-ui/index.html#/default-game-master-controller/createNewGameMaster
POST
Parameters
Cancel
Execute
Clear
Download

/game_master Create a New Game Master

Creates a new game master in the database

Name | Description
gm_id () — gm by id — gm_id
firstName string (query) — Matt
lastName string (query) — Mercer
phoneNumber string (query) — 753-9514

Responses

Curl

```
curl -X 'POST' \
  'http://localhost:8080/game_master?firstName=Matt&lastName=Mercer&phoneNumber=753-9514' \
  -H 'accept: application/json' \
  -d ''
```

Request URL

```
http://localhost:8080/game_master?firstName=Matt&lastName=Mercer&phoneNumber=753-9514
```

Server response

Code | Details

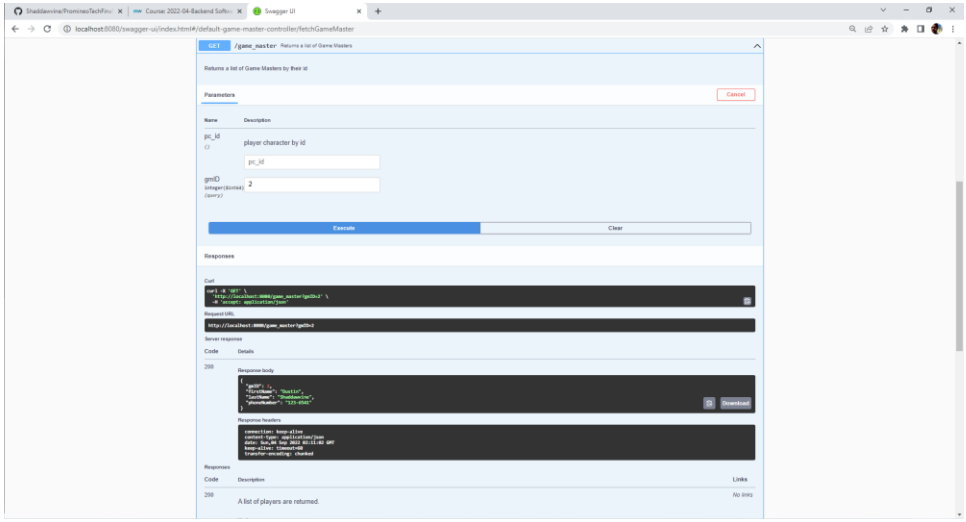
201 Undocumented

Response body

```
{
  "gmID": 1,
  "firstName": "Matt",
  "lastName": "Mercer",
  "phoneNumber": "753-9514"
}
```

Response headers

```
 connection: keep-alive
 content-type: application/json
 date: Sun,04 Sep 2022 02:10:07 GMT
 keep-alive: timeout=60
 transfer-encoding: chunked
```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Swagger UI
localhost:8080/swagger-ui/index.html#/default-game-master-controller/fetchGameMaster
GET
Parameters
Cancel
Execute
Clear
Download

/game_master Returns a list of Game Masters

Returns a list of Game Masters by their id

Name | Description
pc_id () — player character by id — pc_id
gmID integer($int64) (query) — 2

Responses

Curl

```
curl -X 'GET' \
  'http://localhost:8080/game_master?gmID=2' \
  -H 'accept: application/json'
```

Request URL

```
http://localhost:8080/game_master?gmID=2
```

Server response

Code | Details

200

Response body

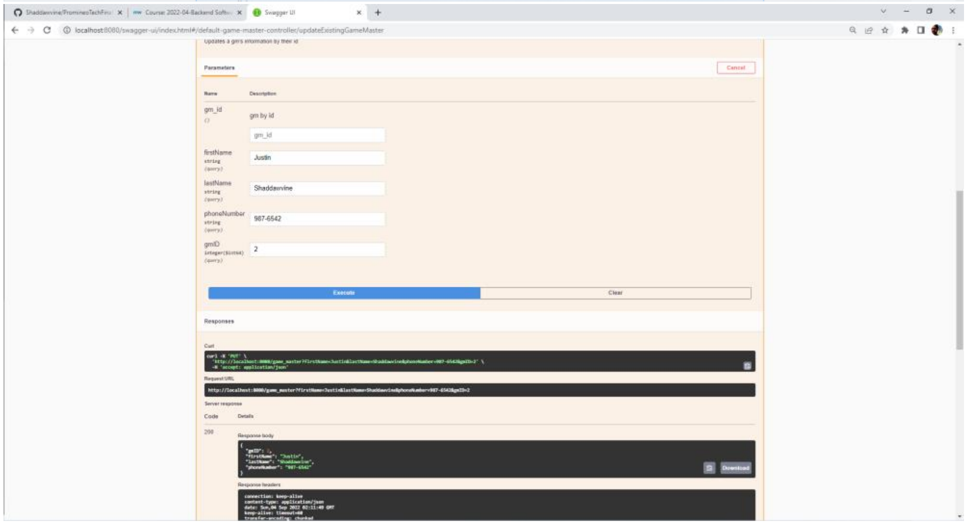
```
{
  "gmID": 2,
  "firstName": "Dustin",
  "lastName": "Shaddawvine",
  "phoneNumber": "123-6541"
}
```

Response headers

```
 connection: keep-alive
 content-type: application/json
 date: Sun,04 Sep 2022 02:11:02 GMT
 keep-alive: timeout=60
 transfer-encoding: chunked
```

Responses

Code | Description | Links
200 | A list of players are returned. | No links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Swagger UI
localhost:8080/swagger-ui/index.html#/default-game-master-controller/updateExistingGameMaster
Parameters
Cancel
Execute
Clear
Download

Updates a gm's information by their id

Name | Description
gm_id () — gm by id — gm_id
firstName string (query) — Justin
lastName string (query) — Shaddawvine
phoneNumber string (query) — 987-6542
gmID integer($int64) (query) — 2

Responses

Curl

```
curl -X 'PUT' \
  'http://localhost:8080/game_master?firstName=Justin&lastName=Shaddawvine&phoneNumber=987-6542&gmID=2' \
  -H 'accept: application/json'
```

Request URL

```
http://localhost:8080/game_master?firstName=Justin&lastName=Shaddawvine&phoneNumber=987-6542&gmID=2
```

Server response

Code | Details

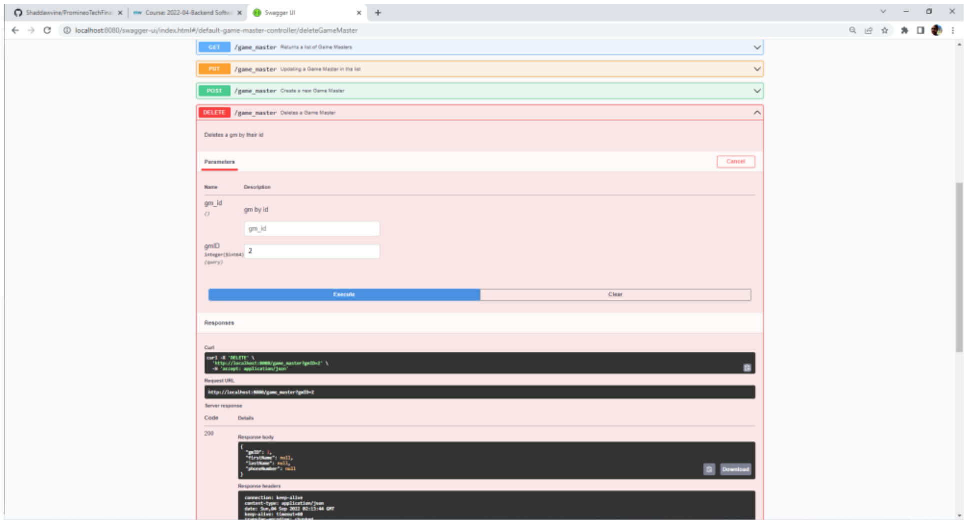
200

Response body

```
{
  "gmID": 2,
  "firstName": "Justin",
  "lastName": "Shaddawvine",
  "phoneNumber": "987-6542"
}
```

Response headers

```
 connection: keep-alive
 content-type: application/json
 date: Sun,04 Sep 2022 02:11:40 GMT
 keep-alive: timeout=60
 transfer-encoding: chunked
```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Swagger UI
localhost:8080/swagger-ui/index.html#/default-game-master-controller/deleteGameMaster

GET /game_master Returns a list of Game Masters

PUT /game_master Updating a Game Master in the list

POST /game_master Create a new Game Master

DELETE /game_master Deletes a Game Master

Deletes a gm by their id

Parameters

Name Description

gm_id () gm by id

gm_id

gmID integer($int64) (query) 2

Responses

Curl

```
curl -X 'DELETE' \
  'http://localhost:8080/game_master?gmID=2' \
  -H 'accept: application/json'
```

Request URL

```
http://localhost:8080/game_master?gmID=2
```

Server response

Code Details

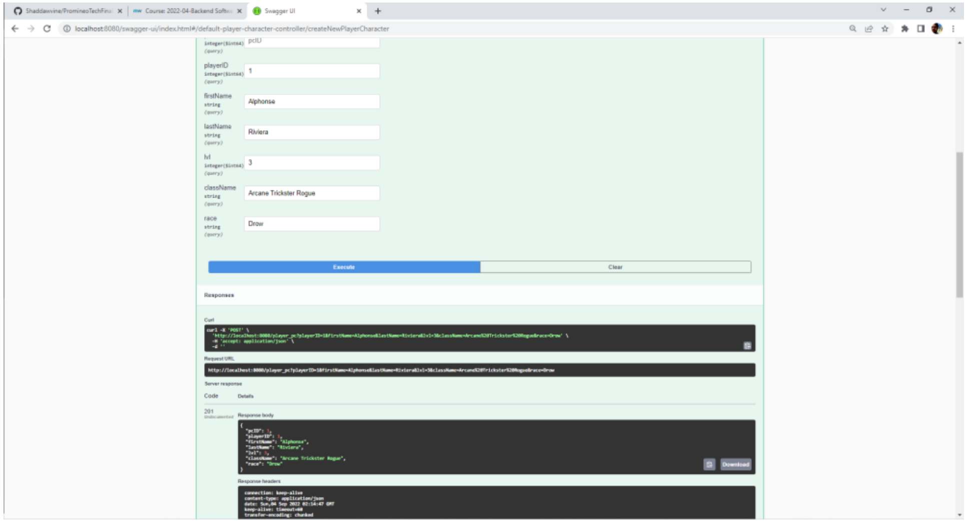
200

Response body

```
{
  "gmID": 2,
  "firstName": null,
  "lastName": null,
  "phoneNumber": null
}
```

Response headers

```
 connection: keep-alive
 content-type: application/json
 date: Sun,04 Sep 2022 02:13:44 GMT
 keep-alive: timeout=60
```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Swagger UI
localhost:8080/swagger-ui/index.html#/default-player-character-controller/createNewPlayerCharacter

integer($int64) (query) pcID

playerID integer($int64) (query) 1

firstName string (query) Alphonse

lastName string (query) Riviera

lvl integer($int64) (query) 3

className string (query) Arcane Trickster Rogue

race string (query) Drow

Responses

Curl

```
curl -X 'POST' \
  'http://localhost:8080/player_pc?playerID=1&firstName=Alphonse&lastName=Riviera&lvl=3&className=Arcane%20Trickster%20Rogue&race=Drow' \
  -H 'accept: application/json' \
  -d ''
```

Request URL

```
http://localhost:8080/player_pc?playerID=1&firstName=Alphonse&lastName=Riviera&lvl=3&className=Arcane%20Trickster%20Rogue&race=Drow
```

Server response

Code Details

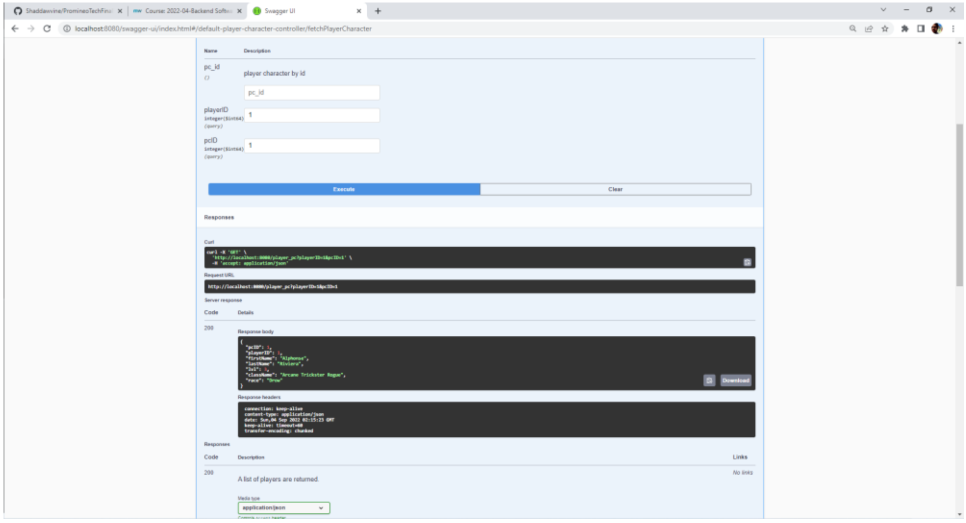
201 Undocumented

Response body

```
{
  "pcID": 1,
  "playerID": 1,
  "firstName": "Alphonse",
  "lastName": "Riviera",
  "lvl": 3,
  "className": "Arcane Trickster Rogue",
  "race": "Drow"
}
```

Response headers

```
 connection: keep-alive
 content-type: application/json
 date: Sun,04 Sep 2022 02:14:47 GMT
 keep-alive: timeout=60
 transfer-encoding: chunked
```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Swagger UI
localhost:8080/swagger-ui/index.html#/default-player-character-controller/fetchPlayerCharacter

Name Description

pc_id () player character by id

pc_id

playerID integer($int64) (query) 1

pcID integer($int64) (query) 1

Responses

Curl

```
curl -X 'GET' \
  'http://localhost:8080/player_pc?playerID=1&pcID=1' \
  -H 'accept: application/json'
```

Request URL

```
http://localhost:8080/player_pc?playerID=1&pcID=1
```

Server response

Code Details

200

Response body

```
{
  "pcID": 1,
  "playerID": 1,
  "firstName": "Alphonse",
  "lastName": "Riviera",
  "lvl": 3,
  "className": "Arcane Trickster Rogue",
  "race": "Drow"
}
```

Response headers

```
 connection: keep-alive
 content-type: application/json
 date: Sun,04 Sep 2022 02:15:23 GMT
 keep-alive: timeout=60
 transfer-encoding: chunked
```

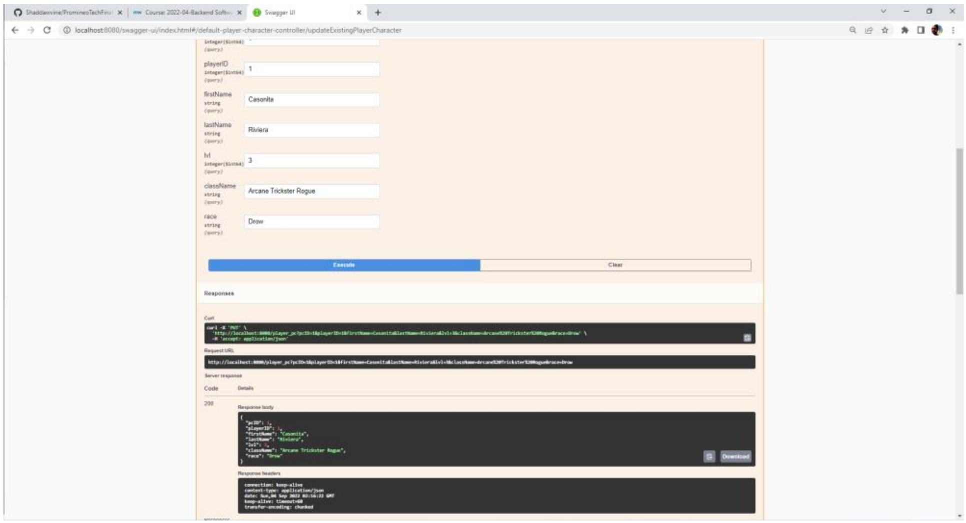
Responses

Code Description Links

200 A list of players are returned. No links

Media type

application/json



localhost:8080/swagger-ui/index.html#/default-player-character-controller/updateExistingPlayerCharacter

integer($int64) (query)

playerID integer($int64) (query): 1

firstName string (query): Casonita

lastName string (query): Riviera

lvl integer($int64) (query): 3

className string (query): Arcane Trickster Rogue

race string (query): Drow

Responses

Curl

```
curl -X 'PUT' \
  'http://localhost:8080/player_pc?pcID=1&playerID=1&firstName=Casonita&lastName=Riviera&lvl=3&className=Arcane%20Trickster%20Rogue&race=Drow' \
  -H 'accept: application/json'
```

Request URL

```
http://localhost:8080/player_pc?pcID=1&playerID=1&firstName=Casonita&lastName=Riviera&lvl=3&className=Arcane%20Trickster%20Rogue&race=Drow
```

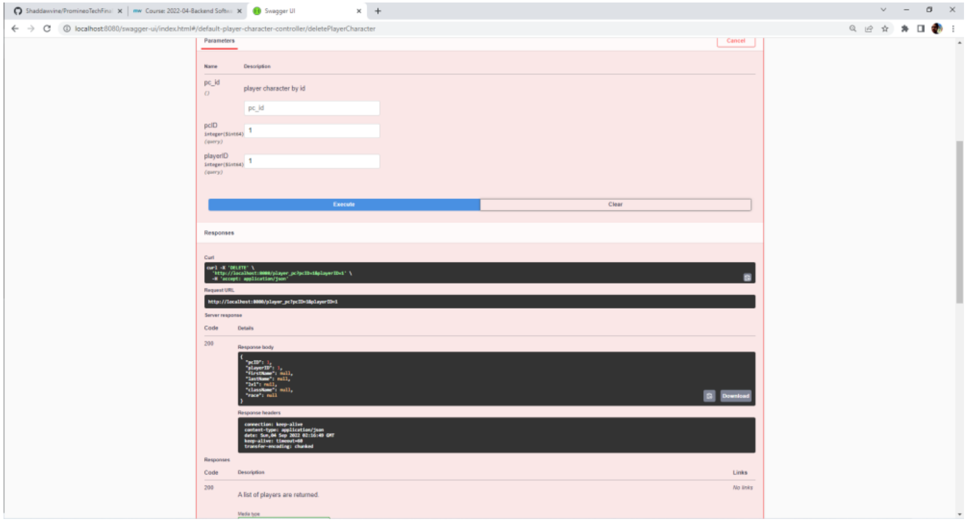
Server response

Code	Details
200	Response body

```
{
  "pcID": 1,
  "playerID": 1,
  "firstName": "Casonita",
  "lastName": "Riviera",
  "lvl": 3,
  "className": "Arcane Trickster Rogue",
  "race": "Drow"
}
```

Response headers

```
connection: keep-alive
content-type: application/json
date: Sun,04 Sep 2022 02:16:22 GMT
keep-alive: timeout=60
transfer-encoding: chunked
```



localhost:8080/swagger-ui/index.html#/default-player-character-controller/deletePlayerCharacter

Parameters

Name	Description
pc_id {}	player character by id pc_id
pcID integer($int64) (query)	1
playerID integer($int64) (query)	1

Responses

Curl

```
curl -X 'DELETE' \
  'http://localhost:8080/player_pc?pcID=1&playerID=1' \
  -H 'accept: application/json'
```

Request URL

```
http://localhost:8080/player_pc?pcID=1&playerID=1
```

Server response

Code	Details
200	Response body

```
{
  "pcID": 1,
  "playerID": 1,
  "firstName": null,
  "lastName": null,
  "lvl": null,
  "className": null,
  "race": null
}
```

Response headers

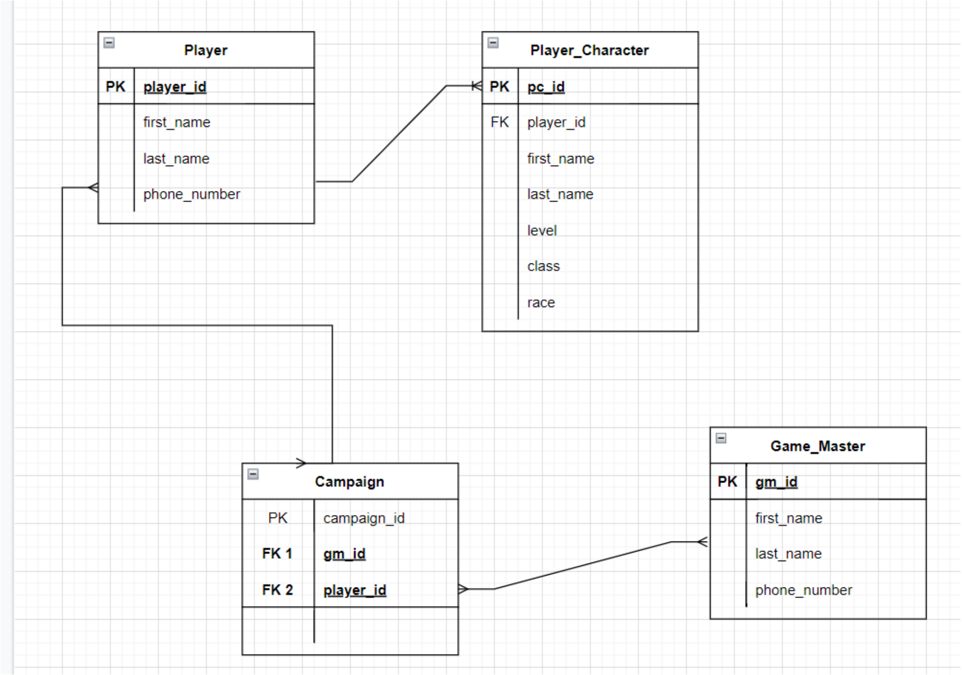
```
connection: keep-alive
content-type: application/json
date: Sun,04 Sep 2022 02:16:49 GMT
keep-alive: timeout=60
transfer-encoding: chunked
```

Responses

Code	Description	Links
200	A list of players are returned.	*No links*

Media type

Database Design Erd:



WebAPI Documentation:

Player_PC:

http://localhost:8080/player_pc?playerID=1&pcID=1

Get Request.

Inputs required are player id and player pc id.

What is expected is to return a playable character by it's id and player id.

Should receive either 200,400,404, or 500 message.

HttpStatus should be OK.

http://localhost:8080/player_pc?pcID=1&playerID=1&firstName=Ramirez&lastName=Avocado&lvl=5&className=Bard&race=Human

Put Request.

Inputs require both player pc id and player id, character's first and last name, their lvl and class, and then race.

What is expected is to update that character with new information.

Should receive either 200,400,404,or 500 message.

HTTPStatus message should be OK

http://localhost:8080/player_pc?playerID=1&firstName=Poncho&lastName=Baggins&lvl=9&className=Cleric&race=Halfling

Post Request.

Inputs require both player pc id and player id, character’s first and last name, their lvl and class, and then race.

What is expected is a newly created character that is linked to a player.

Should receive either 200,400,404,or 500 message.

HTTPStatus message should be CREATED.

http://localhost:8080/player_pc?pcID=1&playerID=1

Delete Request.

Inputs require player pc id and player id.

What is expected is the character is deleted by ids.

Should receive either 200,400,404,or 500 message.

HTTPStatus should be OK.

Player:

http://localhost:8080/player?playerID=1

Get Request.

Input should be player id.

What is expected is the player’s information showing up by id.

Should receive either 200,400,404,or 500 message.

HTTPStatus should be OK.

http://localhost:8080/player?firstName=Yolanda&lastName=Sykes&phoneNumber=831-7294&playerID=1

Put Request.

Input should be first name, last name, phone number, and player id.

What is expected is to update a player’s information.

Should receive either 200,400,404,or 500 message.

HTTPStatus should be OK.

http://localhost:8080/player?firstName=Peppermint&lastName=Candy&phoneNumber=729-1835

Post Request.

Inputs should be first name, last name, and phone number.

What is expected is a newly entered player.

Should receive either 200,400,404,or 500 message.

HTTPStatus should be CREATED.

http://localhost:8080/player?playerID=6

Delete Request.

Input should be player id.

What is expected is a player deleted from database.

Should receive either 200,400,404,or 500 message.

HTTPStatus should be OK.

Game Master:

http://localhost:8080/game_master?gmID=1

Get Request.

Input should be gm id.

What is expected is a gm’s information being displayed.

Should receive either 200,400,404,or 500 message.

HTTPStatus should be OK.

http://localhost:8080/game_master?firstName=Spitz&lastName=MacKenzie&phoneNumber=456-9514&gmID=1

Put Request.

Input should be first name, last name, phone number, and gm id.

What is expected is to update a gm’s information.

Should receive either 200,400,404,or 500 message.

HTTPStatus should be OK.

http://localhost:8080/game_master?firstName=Harry&lastName=Links&phoneNumber=123-0054

Post Request.

Input should be first name, last name, and phone number.

What is expected is to create a new gm.

Should receive either 200,400,404,or 500 message.

HTTPStatus should be CREATED.

http://localhost:8080/game_master?gmID=3

Delete Request.

Input should be gm id.

What is expected is to delete the gm from the database

Should receive either 200,400,404,or 500 message.

HTTPStatus should be OK.