

-- TGP --

//DESC: Finds a random opponent or puts you in db for looking

//OUTPUT: 0 if added to db or opponent ID if found opponent

int findRandomOpponent(uid);

//DESC: Gets all of the games the user is or was in.

//OUTPUT: {<UserID>; <Username>; <GameID>; <Player1ID>; <Player2ID>; <Player1Score>; <Player2Score>}

{<Data>} getGames(uid);

//DESC: Checks for the user with the specified email and password

//OUTPUT: 0 if not found UserID if valid

int loginWithEmailAndPassword(e, p);

//DESC: Gets UserID for facebook email. If email doesn't exist, it creates it.

//OUTPUT: UserID

int loginWithFacebook(e);

//DESC: Creates User with the given email and sends them a random password.

//OUTPUT: 1 for success 0 for fail.

int createUserFromEmail(e);

//DESC: Sends a score for a User.

//OUTPUT: 1 for success 0 for fail.

int submitUserScore(gid, uid, score);