

# FarmClash - API Blueprint for Web-based Idle Game

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March 31, 2024

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# 1 Introduction

This document outlines the API endpoints for a web-based idle game. Each endpoint requires user authentication and certain routes are restricted to admin users only.

## 1.1 Base URL

The base URL for all API requests is `https://team3.ua-ppdb.me/api/`.

# 2 Users

- Endpoint: `/users`
- Method: GET
- Description: Get a look at all the users.
- Access: Requires `admin` user privileges.
- Response: A JSON array of user objects, each containing:

```
[
  {
    "created_at": "Date",
    "email": "email@example.com",
    "password": "pbkdf2:sha256:hasedpassword",
    "username": "username"
  },
  {
    "created_at": "Another date",
    "email": "anotheremail@example.com",
    "password": "pbkdf2:sha256:anotherhashedpassword",
    "username": "anotherusername"
  }
  // Additional user objects as needed
]
```

### 3 Maps

- Endpoint: `/maps`
- Method: GET
- Description: Get a look at all the maps.
- Access: Requires `admin` user privileges.
- Response: A JSON array of map objects, each containing:

```
[
  {
    "map_id": 1,
    "username_owner": "ownerUsername",
    "width": 100,
    "height": 100,
    "created_at": "Tue, 26 Mar 2024 13:55:30 GMT"
  },
  {
    "map_id": 2,
    "username_owner": "anotherOwnerUsername",
    "width": 150,
    "height": 150,
    "created_at": "Wed, 27 Mar 2024 14:00:00 GMT"
  }
  // Additional map objects as needed
]
```

### 4 Resources

- Endpoint: `/resources`
- Method: GET
- Description: Retrieves a comprehensive list of resources across all users. Designed for administrative use to monitor and manage resources system-wide.

- Access: Admin privileges required.
- Response: A JSON array of objects, each representing a resource. Each object includes the resource type, amount, owner's username, and a unique resource identifier. Example of a generalized response:

```
[
  {
    "resource_id": "unique_identifier",
    "resource_type": "type_of_resource",
    "amount": "quantity_of_resource",
    "owner": "username_of_owner"
  },
  ... // Additional resource objects
]
```