FarmClash - API Blueprint for Web-based Idle Game

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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.

2 Endpoint Overview

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

3 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": "Tue, 26 Mar 2024 13:55:30 GMT",
    "email": "email@example.com",
    "password": "pbkdf2:sha256:260000$lxhfwpMg7CZzSecH$c8a1522e342bea77091
    "username": "username"
  },
  {
    "created_at": "Another date",
    "email": "anotheremail@example.com",
    "password": "pbkdf2:sha256:anotherhashedpassword",
    "username": "anotherusername"
  }
  // Additional user objects as needed
]
```

3.1 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:

```json
[
  {
    "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
]
```