**­Project REST API Guide**

Auth

POST /signup/ - sent signup data to user with new user profile params

POST /login/ - send the server the auth data from login form

­Game Play

GET /rooms/ - send room data and user data that needs voting to client

GET /rooms/id - send chat log and two users that are/ were battling

POST /rooms/id – send message and room id to server, server stores message

POST /matchmaking/ - redirect clients in matchmaking to /room/id of newly created room to hold both players

- get games by avatar

Profile

/user=:id

GET /users/user=id - get avatar and other stats by user ID

PUT /users/user=id - change user data

Avatar

- add avatar

- include delete avatar

- change avatar