**Content**

1.Register <http://localhost:8080/noraa/register> post

Request Payload

{

"userName":"abc1",

"userAge":"20",

"loginId":"abc1@gmail.com",

"pswd":"123456"

}

Response Payload success

{

“Message”:”User registeres”,

“Status”:”Success”

}

Response Payload failed

{

“Message”:”Something went wrong, try again later”,

“Status”:”Failed”

}

2.Login <http://localhost:8080/noraa/login> post

Request Payload

{

“loginId”:”abc@gmail.com”,

“pswd”:”Passw0rd@01”

}

Response Payload success

{

“Message”:”Welcome to NORAA”,

“Status”:”Success”

}

Response Payload failed

{

“Message”:”Wrong Username/Password”,

“Status”:”Failed”

}

3.Update player Score <http://localhost:8080/noraa/score> post

Request Payload

{

"loginId":"abc6@gmail.com",

"type":"Increment",

"score":"1"

}

Response Payload success

{

“Message”:”Operation success”,

“Status”:”Success”

}

Response Payload failed

{

“Message”:”Updation request failed”,

“Status”:”Failed”

}

4.Get player profile data <http://localhost:8080/noraa/getPlayerData> post

Request Payload

{

"loginId":"abc6@gmail.com"

}

Response Payload success

{

"seqNo": 5,

"loginId": "abc6@gmail.com",

"pswd": null,

"userName": "abc6",

"userAge": "20",

"userRank": "rank",

"killDeathRatio": "kill death",

"matchPlayed": "match played",

"matchWon": "match won",

"totalHeadshot": "total headshot",

"highestKills": "highest kill",

"accuracy": "accuracy",

"clan": "clan",

"score": "8"

}

Response Payload failed

{

“Message”:”Failed to fetch data”,

“Status”:”Failed”

}

5.Update Player details <http://localhost:8080/noraa/updatePlayerData> post

Request Payload

{

"loginId": "abc6@gmail.com",

"userName": "abc6",

"userRank": "level 6",

"killDeathRatio": "9",

"matchPlayed": "10",

"matchWon": "1",

"totalHeadshot": "90",

"highestKills": "50",

"accuracy": "97",

"clan": "navy",

"score": "50"

}

Response Payload success

{

“Message”:”Player data updated”,

“Status”:”Success”

}

Response Payload failed

{

“Message”:”Failed to update data”,

“Status”:”Failed”

}

6.Get all player profile data <http://localhost:8080/noraa/getAllPlayerData> get

Request Payload

NA

Response Payload success

[{

“Name”:”Unknown”,

“Rank”:”Level 5”,

“kill/death\_ratio”:”8.9”,

“matches\_played”:”10”,

“matches\_won”:”10”,

“total\_headshots”:”156”,

“highest\_kill”:”2000”,

“Accuracy”:”98”,

“is\_in\_clan”:”NAVY”,

“score”:”159660”,

“Status”:”Success”

}]