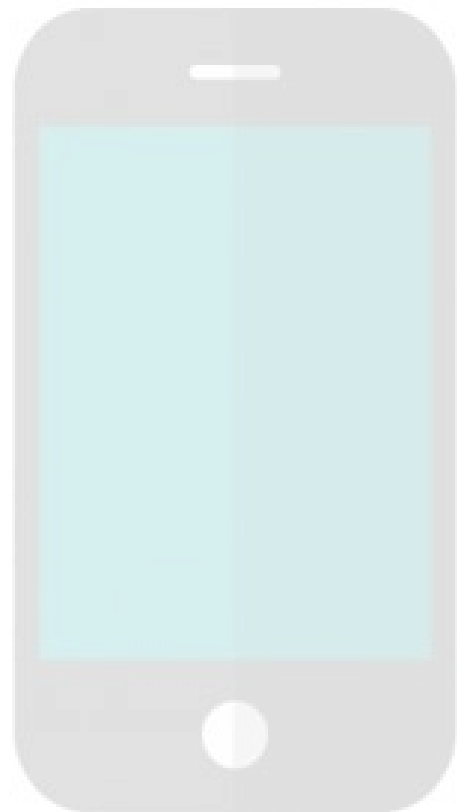


# Documentacion API

Carlos Agüero



# Game platform

www.gameplatform.com/

## User Information

### GET

*/user/{id\_user}/stats*

This method will retrieve the stats from a user

## Path Parameters

id\_user - integer - required

## Responses

object

id	integer
id_user	integer
coins	integer
highscore	integer

## Example:

```
[
  {
    "id": 1,
    "id_user": 1,
    "coins": 1240,
    "highscore": 200000
  }
]
```

## PUT

*/user/{user\_id}*

This method updated the user information

### Authentication

Api key

### Path parameters

Id\_user - integer - required

Request body json

name	string	required
lvl	integer	required

```
{  
  "name": "Stanbox",  
  "lvl": "200"  
}
```

### Responses

Object

status_message	string
success	boolean

```
{  
  "status_message": "success",  
  "success": true  
}
```

## PUT

/user/{id\_user}

This method updates the information from a user

### Authentication

Api key

### Path Parameters

id\_user - integer - required

### Request Body json

object

name	string	required
lvl	int	required

```
{  
  "name": "BetoWorld",  
  "lvl": "200"  
}
```

### Responses

object

status_message	string
success	boolean

```
{  
  "status_message": "success",  
  "success": true  
}
```

## POST

*/users/add*

This method creates a new user

Authentication

Api key

Request body json

object

full_name	string	required
user_name	string	required

```
{  
  "name": "Oxxoworker",  
  "lvl": "100"  
}
```

Responses

object

status_message	string
success	boolean

```
{  
  "status_message": "An error has occurred",  
  "success": false  
}
```

## DELETE

*/user/{id\_user}/delete*

Este método elimina un un usuario

### Path Parameters

id\_user - integer - required

### Responses

object

status_message	string
success	boolean

```
{  
  "status_message": "success",  
  "success": true  
}
```