Team

* TeamID
* TeamName
* RoundPoints
* Approved
* QuizID (ref)

TeamAnswer

* TeamAnswerID
* TeamID(ref)
* QuestionID(ref)
* Answer
* Approved

Quiz

* QuizID
* Password
* QuizMasterID(ref)
* Status
* Rounds [   
   {   
   RoundID ??,   
   RoundNumber,   
   Category,   
   Closed,   
   Questions [   
   {   
   QuestionID (ref),   
   Closed,   
   TeamAnswers [  
   {  
   TeamID (ref),  
   Answer,  
   Approved  
   }  
   ]   
   }   
   ]   
   }   
  ]

QuizMaster

* QuizMasterID
* Username
* Password

Category

* CategoryID
* CategoryName

Question

* QuestionID
* Question
* Answer
* CategoryID (ref)

URLS

**Team app**

**Team login**  
/team/login  
  
**Submit team name**  
/quiz/12/team (POST)  
  
**Change team name after error**  
/team/33 (PUT)   
  
**Get current question**  
/quiz/12/round/1/question/1 (GET)  
  
**Submit answer**  
/quiz/12/round/1/question/1/teamanswer (POST)  
  
**Get last given answer**  
/quiz/12/round/1/question/1/teamanswer/33 (GET)

**Quizmaster app**

**Quizmaster login**  
/quizmaster/login  
  
**Quizmaster logout**  
/quizmaster/logout  
  
**Start quiz**  
/quiz/ (POST)  
  
**Get quiz**  
/quiz/34 (GET)  
  
**Get team appliances**  
/quiz/34/team (GET)  
  
**Create Round**  
/quiz/34/round (POST)  
  
**Create Round Question**  
/quiz/34/round/1/Question (POST)  
  
**Get round question info**  
/quiz/34/round/1/Question/1 (GET)  
  
**Get round question team answers**  
/quiz/34/round/1/Question/1/teamanswers (GET)  
  
**Accept/Deny team answer**  
/quiz/34/round/1/Question/1/teamanswers/33 (PUT)  
  
**End quiz**  
/quiz/34/ (PUT)

**Scoreboard app**

/quiz/{id} (GET)  
  
/quiz/{id}/team/{id} (GET)

Websocket communication

**Team enters teamname**Notify quizmaster **Quizmaster approves/disapproves teamname**Notify team  
  
**Quizmaster starts question**Notify team (QuestionID, RoundID?), notify scoreboard  
  
**Team enters answer for question**  
Notify quizmaster  
  
**Quizmaster closes question**  
Notify team, notify scoreboard  
  
**Quizmaster accepts/denies given answer**  
Notify team and notify scoreboard  
  
**Quizmaster ends quiznight**Notify team and notify scoreboard