Pony Challenge API

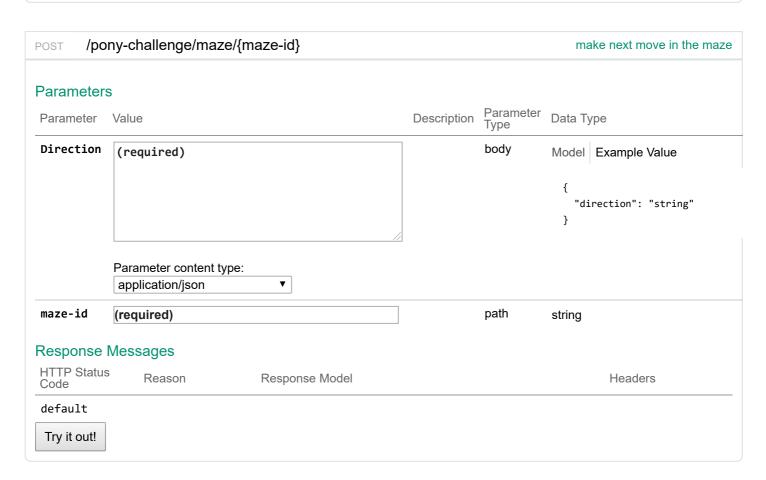
Help the pony escape the Domokun!

- 1. Create your maze API call (dimensions 15 to 25) + valid pony name
- 2. Get the maze with the ID from 1: you will get pony (player) location, Domokun (monster) location and maze walls
- 3. Move your pony (until you are dead or you reach the end-point) (you can also print the maze with the API)

pony-challe	enge	Show/F	Hide List (Operation	ns Expand Operations	
POST /pony	y-challenge/maze	create new maze game				
Model Exam	lass (Status 200) ple Value : "string"					
Response Content Type application/json ▼						
Parameters						
Parameter Value		Description	Parameter Type	T Data Type		
MazeParams	(required)		body	Model	Example Value	
Try it out!	Parameter content type: application/json ▼			"ma "ma	ze-width": 0, ze-height": 0, ze-player-name": "string" fficulty": 0	

/pony-challenge/maze/{maze-id} get maze current state GET Implementation Notes The 'data' contains an array with width*height entries. Each entry has at most 2 walls, 'west' and 'north'. If you want to find all walkable directions from place X you need to use the array entries X, X+1 and X+width to construct all walls around the place X. **Parameters** Parameter Parameter Value Description Data Type Type maze-id path (required) string Response Messages

HTTP Status Code	Reason	Response Model	Headers
default			
Try it out!			



get /por	ny-challenge/maze/{r	maze-id}/print	get visual of the current state of the maze						
Parameters									
Parameter	Value		Description	Parameter Type	Data Type				
maze-id	(required)			path	string				
Response Messages									
HTTP Status Code	Reason	Response Model		Headers					
default									
Try it out!									

[BASE URL: /, API VERSION: 3.1.4]

