

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-challenge

Show/Hide | List Operations | Expand Operations

POST

/pony-challenge/maze

create new maze game

Response Class (Status 200)

Model

Example Value

```
{
  "maze_id": "string"
}
```

Response Content Type

application/json

Parameters

Parameter	Value	Description	Parameter Type	Data Type
MazeParams	<div>(required)</div>		body	<div><div>Model</div><div>Example Value</div></div> <div><pre>{ "maze-width": 0, "maze-height": 0, "maze-player-name": "string", "difficulty": 0 }</pre></div>

Parameter content type:

application/json

Try it out!

GET

/pony-challenge/maze/{maze-id}

get maze current state

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	Value	Description	Parameter Type	Data Type
maze-id	<div>(required)</div>		path	string

Response Messages

HTTP Status Code	Reason	Response Model	Headers
default			
<div>Try it out!</div>			

POST /pony-challenge/maze/{maze-id} make next move in the maze

Parameters

Parameter	Value	Description	Parameter Type	Data Type
Direction	<div>(required)</div>		body	<div>Model</div> <div>Example Value</div> <div><pre>{ "direction": "string" }</pre></div>
<div>Parameter content type:</div> <div>application/json</div>				
maze-id	<div>(required)</div>		path	string

Response Messages

HTTP Status Code	Reason	Response Model	Headers
default			

Try it out!

GET /pony-challenge/maze/{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!