**APIGateway Controllers**

1. **Get() [GET Request]**
   * **Purpose:** Entry point for clients (like the front-end or another service) to retrieve a list of games and their metadata.
   * **Sends To Microservices:**
     + For each game (Snake, Tetris, Pong), it:
       - Determines the **internal URL** based on environment:
         * If in **Development**, uses: PublicUrls:{Game} from config
         * If in **Production/Containers**, uses: Microservices:{Game} from config
       - Calls the microservice at: internalUrl + /{Game} via *FetchGameInfo()*
   * **Receives From Microservices:**
     + Expects a List<GameInfo> JSON from each game's endpoint.
     + Populates the Content property of each GameInfo object with the corresponding **public JS path** (e.g., /js/snake.js)

A computer screen shot of text

AI-generated content may be incorrect.

* + **Returns to Client:** Combined list of GameInfo objects for all successfully contacted games.
    - If any error occurs, returns a fallback response via *GenerateFailureResponse()*

1. **FetchGameInfo(string internalUrl, string endpoint, string publicJsUrl) [Private, Called Internally]**
   * **Purpose:** Fetches game metadata from an individual game microservice.
   * **Sends HTTP Request:**
     + Uses HttpClient to GET data from internalUrl + endpoint, e.g.:
     + http://snake-service/Snake
     + http://pong-service/Pong
   * **Processes Microservice Response:**
     + Parses JSON response into List<GameInfo>
     + Sets game.Content to the **public JS URL** (used for loading the game in-browser)
   * **Updates Internal Store:**
     + Thread-safely adds the results to the shared \_gameInfos list
2. **GenerateFailureResponse() [Private, Fallback]**
   * **Purpose:** If **any** microservice call fails or throws an exception, returns a dummy list with a placeholder GameInfo.
   * **No external communication** – just constructs a hardcoded failure object.

| **Game** | **Target Microservice URL (Production)** | **Target Microservice URL (Dev)** | **Endpoint Sent** | **Expected Response** |
| --- | --- | --- | --- | --- |
| Snake | Microservices:Snake | PublicUrls:Snake | /Snake | List<GameInfo> JSON |
| Tetris | Microservices:Tetris | PublicUrls:Tetris | /Tetris | List<GameInfo> JSON |
| Pong | Microservices:Pong | PublicUrls:Pong | /Pong | List<GameInfo> JSON |