Page	Event	Description	Action	Data	Response	
Profile	On Load	Request a list of the users monsters	getMonsters	N/a		
Battle	On Load	Request a list of users monsters and a list of the users friends.	getMonsters	N/a		
			getFriends	N/a		
	On clicking a friend	Request a list of a friends monsters.	getFriendsMonsters	friendId : Int	ID representing a friend.	
	On clicking battle	Create a new battle request.	newBattleRequest	userMonsterId: Int	ID of the selected monster.	
				friendId: Int	ID of the friend we're battling with.	
				monsterId: Int	ID of our friends monster.	
Breed	On Load	Request a list of users monsters and a list of the users friends.	getMonsters	N/a		
			getFriends	N/a		
	On clicking a friend	Request a list of a friends monsters.	getFriendsMonsters	friendId : Int	ID representing a friend.	n
	On clicking breed	Create a new breed request.	newBreedRequest	userMonsterId: Int	ID of the selected monster.	y
				friendId: Int	ID of the friend we're battling with.	
				monsterId: Int	ID of our friends monster.	
Friends	On Load	Request a list of friends.	getFriends	N/a		
		Request a list of pending friends.	getAllNotifications	N/a		
	Accept Friend	Accept a pending friend	acceptRequest	id: Int	ID representing a friend	n

	Click	request.				
	Decline Friend Click	Decline a pending friend request.	declineRequest	id: Int	ID representing a friend	n
	Add Friend Click	Send a request to connect to another user as a friend.	addFriend	username: email	The users email address.	y
Notifications Menu	On Load	Request a list of all notifications for the current user.	getAllNotifications	N/a	{ "Notifications": [{ "Type":"BATTLE" , "ID":"1" , "From":"email" }, { "Type":" BREED " , "ID":"2" , "From":"email" }, { "Type":" FRIEND " , "ID":"3" , "From":"email" },] } Type can be BATTLE BREED or FRIEND	
	Click accept request	Accept the notification.	acceptRequest	id :Int	ID of the notification	n
	Click decline request	Decline the notification.	declineRequest	Id :Int	ID of the notification	n