

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. Request a list of a friends monsters.	getMonsters	N/a			
	On clicking a friend		getFriends	N/a			
			getFriendsMonsters	friendId : Int	ID representing a friend.	n	
	On clicking battle	Create a new battle request.	newBattleRequest	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.		
Breed	On Load	Request a list of users monsters and a list of the users friends.	getMonsters	N/a	ID representing a friend.		n
	On clicking a friend	Request a list of a friends monsters.	getFriends	N/a			
			getFriendsMonsters	friendId : Int			
	On clicking breed	Create a new breed request.	newBreedRequest	userMonsterId: Int		ID of the selected monster.	
				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 Click	Accept a pending friend request.	acceptRequest	id: Int	ID representing a friend	n
	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	<pre>{ "Notifications": [{ "Type": "BATTLE", "ID": "1", "From": "email" }, { "Type": "BREED", "ID": "2", "From": "email" }, { "Type": "FRIEND", "ID": "3", "From": "email" },] }</pre> <p>Type can be BATTLE BREED or FRIEND</p>	
	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