Javascript Function List For Referal

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1 Javascript Functions

1.1 Purpose of this Document

This document lists and details all javascript functions as used in the Monster Mash project by Group 17 for use as reference by coders and documenters during implementation of the system and integration with the database.

Returned data and variables are not shown in this document, since this document is made to be useful to programmers writing the database and allows them to dictate what data is fit to be returned as is useful to the entire system.

1.2 Function Table

Page	Function	Parameters	Description
Profile	getMonsters	None	Request a list of monsters
Battle	getMonsters	None	Request a list of monsters
Battle	getFriends	None	Request a list of friends
Battle	getFriendsMonsters	friendID:Int	Request a list of a friend's monsters
Battle	newBattleRequest	userMonsterID:Int	Request a battle
		friendID:Int	
		monsterID:Int	
Breed	getMonsters	None	Request list of monsters
Breed	getFriends	None	Request a list of friends
Breed	getFriendsMonsters	friendID:Int	Request a list of a friend's monsters
Breed	newBreedRequest	userMonsterID:Int	Request breeding
		friendID:Int	
		monsterID:Int	
Friends	getFriends	None	Requests friends list
Friends	${\it getAllNotifications}$	None	Requests list of pending friends
Friends	${\it accept Pending Friend}$	id:Int	Accept pending friend request
Friends	declinePendingFriend	id:Int	Decline friend request
Friends	addFriend	username:email	Send a friend request
Base	isLoggedIn	None	Checks if a login session is active
Base	logout	None	Ends session
Login	validateUserDetails	email:String	Validates account details
		password:String	
		password-	
		confirm:String	
Login	postLogin	email:String	Sends login details to server
		password:String	
Login	redirect	None	Redirects to profile page
Notification	getAllNotifications	None	Gets all notifications
Notification	acceptRequest	None	Accepts a request
Notification	declineRequest	None	Declines a request