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.
	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
	Decline Friend Click	Decline a pending friend request.	declineRequest	id: Int	ID representing a friend
	Add Friend Click	Send a request to connect to another user as a friend.	addFriend	username: email	The users email address.
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
	Click decline request	Decline the notification.	declineRequest	Id :Int	ID of the notification