|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **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 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 | { "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 |