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| **Page** | **Event** | **Description** | **Action** | **Data** | | | **Response** | **Implemented** |
| Profile | On Load | Request a list of the users monsters | getMonsters | N/a | | |  | n |
| Battle | On Load | Request a list of users monsters and a list of the users friends. | getMonsters | N/a | | |  | n |
| getFriends | N/a | | |  | n |
| On clicking a friend | Request a list of a friends monsters. | getFriendsMonsters | friendId : Int | | ID representing a friend. |  | n |
| On clicking battle | Create a new battle request. | newBattleRequest | userMonsterId: Int | | ID of the selected monster. | {"message":"Request failed to send"}  {"message":"Request sent"} | 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 | | |  | n |
| getFriends | N/a | | | n |
| 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. | | {"message":"Request faild to send"}  {"message":"Request sent"} | 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 | | |  | n |
| Request a list of pending friends. | getAllNotifications | N/a | | |  | n |
| 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. | | {"message":"error could not add"}  {"message":"added successfully"} | 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 | y |
|  | 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 |

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| Action | Request | responce |
| login | username:String  password:String | Redirect + sertion set  or  Text error |
| logout | N/A-setion based | Redirect + sertion cleared |
| newuser | username:String  password:String | Redirect + sertion set |
| addFriend | username:String(friend username) | Text Sucsess  Text Error |
| newBattleRequest | friendId: INT  monsterId:INT(friends monster)  userMonsterId:INT | TEXT SUCCSESS  TEXT ERROR |
| newBreedRequest | friendId: INT  monsterId:INT(friends monster)  userMonsterId:INT | TEXT SUCCSESS  TEXT ERROR |
| getMonsters | N/A - setion based | java script array called  Monsters:[  Name:String  ID:INT  ] |
| getFriends | N/A - setion based | java script array called  Freinds:[  Name:String  ID:INT  ServerAddress:String  ] |
| getFriendsMonsters | FriendID:INT | java script array called  FreindsMonsters:[  Name:String  ID:INT  ] |

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| getAllRequest | N/A - setion based | java script array called  Notifications:[  Type:String  ID:INT(notifications ID)  From:String(users freind's ID)  ] |
| acceptRequest | ID:INT(the id of the notifcation)  FriendID:INT(ID of the frends user) | Text |
| declineRequest | ID:INT(the id of the notifcation) | Text |
| isLogged |  |  |