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| AccessControlResource | | |
| login | {email}/{password} | If email/password invalid:  Response.Status.BAD\_REQUEST  If ok:  Response.Status.ACCEPTED |
| logout | - | Response.ok().build() |
| GameResource | | |
| createGame | {title}/{duration}/{maxPlayers} | Response.ok(game.toJson()).build() |
| getGame | {gameId} | If gameId invalid:  Response.status(Response.Status.NOT\_FOUND).build()  If found game:  Response.ok(selectedGame.toJson()).build() |
| verifyChosenSet | {gameId}/{cardId1}/{cardId2}/{cardId3}/{email} | If 3 cards are not set:  Response.status(Response.Status.BAD\_REQUEST).build()  If gameId is invalid:  Response.status(Response.Status.NOT\_FOUND).build()  If player email is invalid:  Response.status(Response.Status.NOT\_FOUND).build()  If no more cards in deck:  Response.ok().build()  If there are cards in deck:  Response.ok(Json.createObjectBuilder()  .add("newCard1", newCardsId.get(0))  .add("newCard2", newCardsId.get(1))  .add("newCard3", newCardsId.get(2))  .build()).build() |
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