

URL: <https://cs-496-final-peressini.appspot.com>

GET /heroes

- Returns list of heroes

POST /heroes

- Creates new hero
- Body must contain a JSON object as follows: {"name": "<string>", "race": "<string>", "base_of_operations": "<string>", "main_superpower": "<string>"}
- name must be unique

GET /heroes/{id}

- Returns hero with given id

DELETE /heroes/{id}

- Deletes hero with given id

PATCH /heroes/{id}

- Modifies hero with given id
- Modifiable fields include name, race, base_of_operations, and main_superpower in a JSON object as follows: {"name": "<string>", "race": "<string>", "base_of_operations": "<string>", "main_superpower": "<string>"}

PUT /heroes/{id}/solo

- Removes the hero from any teams

PUT /heroes/{id}/team_up

- Puts hero with {id} onto a current team
- Team name must be specified with a JSON body as follows: {"name": "<string>"}

GET /teams

- Returns list of teams

POST /teams

- Creates new team
- Body must contain a JSON object as follows: {"name": "<string>", "assembled_date": "<string>(YYYYMMDD)", "leader": "<string>", "heroes": ["<string>", "<string>",]}
- name must be unique
- heroes can only contain names of current Hero instances in database

GET /teams/{id}

- Returns team with given id

DELETE /teams/{id}

- Deletes teams with given id

PATCH /teams/{id}

- Modifies team with given id
- Body can contain a JSON object as follows: {"name": "<string>", "assembled_date": "<string>(YYYYMMDD)", "leader": "<string>", "heroes": ["<string>", "<string>", "<string>", ...]}

Sources Cited

- Much of the skeleton code for my Python/webapp2 backend and Android frontend was found in Justin Wolford's CS 496 lecture videos and notes
- Some of the code for the Android Hero.java, Team.java, and ArrayAdapter usage was found here: <https://stackoverflow.com/questions/24712540/set-key-and-value-in-spinner>
- Other smaller pieces of code were inspired by various posts on Stack Overflow and the Android Developers documentation