GameSphere Backend

This backend facilitates user interactions and manages data storage efficiently. All databases are interconnected, with a logical structure that supports dependencies between collections. The primary function of these APIs is to securely store and selectively retrieve data as necessary, ensuring smooth and consistent data handling.

Users: Stored in the Users collection, each document contains user-specific information linked to separate Credentials and Profiles documents via document references.

Credentials: Managed in the Credentials collection, it stores encrypted user authentication data, including usernames and passwords.

Profiles: Each profile in the Profiles collection contains details such as game histories, follower counts, and social links. Profiles are linked to the Games collection through array references to manage the list of games a user interacts with.

Games: The Games collection details the game titles available across various platforms, facilitating easy access and management from user profiles.

Endpoints APIs:

1-)

List All Users

Description: Retrieves a list of all users registered in the system.

Address: http://localhost:8080/GameSphere/Users

Method: GET

Returns: JSON Array of User Objects

[

{

"id": "1",

"profile": {...},

"credentials": {...}

},

{

"id": "2",

"profile": {...},

"credentials": {...}

}

]

2-) List All Credentials

Description: Fetches a list of all credentials.

Address: http://localhost:8080/GameSphere/Credentials

Method: GET

Returns: JSON Array of Credentials Objects

[

{

"id": "1",

"username": "user1",

"password": "pass1"

},

{

"id": "2",

"username": "user2",

"password": "pass2"

}

]

3-) List All Games

Description: Retrieves a list of all games available on all platforms.

Address: http://localhost:8080/GameSphere/Games

Method: GET

Returns: JSON Array of Game Objects

[

{

"id": "1",

"title": "Game A",

"platform": "PC"

},

{

"id": "2",

"title": "Game B",

"platform": "Console"

}

]

4-) List All Profiles

Description: Fetches a list of profiles including their associated games.

Address: http://localhost:8080/GameSphere/Profiles

Method: GET

Returns: JSON Array of Profile Objects

[

{

"id": "1",

"nickname": "nickname1",

"games": [...]

},

{

"id": "2",

"nickname": "nickname2",

"games": [...]

}

]

5-) Save Credentials

Description: Saves new credential data to the system.

Address: http://localhost:8080/GameSphere/Credentials/save

Method: POST

Accepts: JSON Object

{

"username": "newuser",

"password": "newpass"

}

Returns: JSON Object of Saved Credentials

{

"id": "3",

"username": "newuser",

"password": "newpass"

}

6-) Save Game

Description: Saves a new game entry to the system.

Address: http://localhost:8080/GameSphere/Games/save

Method: POST

Accepts: JSON Object

{

"title": "New Game",

"platform": "Mobile"

}

Returns: JSON Object of Saved Game

{

"id": "3",

"title": "New Game",

"platform": "Mobile"

}

7-) Save Profile

Description: Saves a new profile with associated games to the system.

Address: http://localhost:8080/GameSphere/Profile/save

Method: POST

Accepts: JSON Object

{

"nickname": "gamer1",

"gamesId": ["1", "2"]

}

Returns: JSON Object of Saved Profile

{

"id": "3",

"nickname": "gamer1",

"games": [...]

}

8-) Save User

Description: Saves a new user with associated credentials and profile.

Address: http://localhost:8080/GameSphere/Users/save

Method: POST

Accepts: JSON Object

{

"credentialsId": "1",

"profileId": "1"

}

Returns: JSON Object of Saved User

{

"id": "3",

"profile": {...},

"credentials": {...}

}