

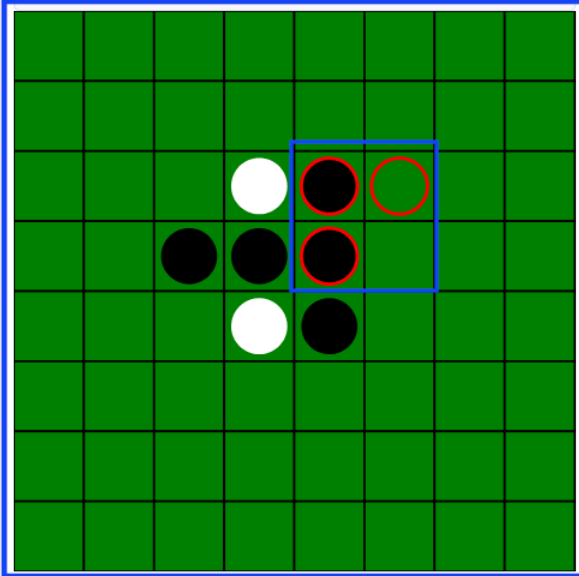
Frontend

turn: 4 opponent: Ben online: true

05

:

02



Datenbank

Tables (1)		
game		
id	INTEGER	"id" INTEGER
gameid	INTEGER	"gameid" INTEGER UNIQUE
boardStr	TEXT	"boardStr" TEXT
player	INTEGER	"player" INTEGER
winner	INTEGER	"winner" INTEGER
moveStr	TEXT	"moveStr" TEXT
turn	INTEGER	"turn" INTEGER
cancel	INTEGER	"cancel" INTEGER
player1	INTEGER	"player1" INTEGER
player2	INTEGER	"player2" INTEGER
id1	INTEGER	"id1" INTEGER
id2	INTEGER	"id2" INTEGER
time1	INTEGER	"time1" INTEGER
time2	INTEGER	"time2" INTEGER
name1	TEXT	"name1" TEXT
name2	TEXT	"name2" TEXT



turn: 4 opponent: Ben online: true

[→] 05 : 02 [↺]

```

▼ boardStr:      "00000000000000000002100000111000000210000000000000000000000000"
  player:        2
  winner:        0
▼ moveStr:       "00000000000000000010001000000000001000100000000000000000000000"
  turn:          4
  cancel:        0
  player1:       1
  player2:       2
  id1:           3692946639389358
  id2:           3235413288825004
  time1:         1699790928923
  time2:         1699790929126
  name1:         "Ben"
  name2:         "John"

```



/enter (get)

```
{  
  "tableId": int,  
  "username": str  
}
```

/gameinfo (get)

```
{  
  "tableId": int,  
  "userId": int  
}  
  
{  
  turn,  
  player,  
  boardStr,  
  cancel,  
  online,  
  opponent,  
  color  
}
```

/makeMove (post)

```
{  
  "move": 0-63  
  "player": 0|1  
  "tableId": int  
}
```

/cancel (post)

```
{  
  "player": 1|2,  
  "tableId": int  
}
```

/resetDB
/debugDB
/example

