**Spazzle APIs**

**Register | /users/register**

**Post: Returns Confirmation**

|  |  |  |
| --- | --- | --- |
| Field | Input Type | Description |
| Username | <string | Will register a user and create tables to be used for data storage/calling |
| ID | N/a | Non Functioning |

**User | /users**

N/A for now

**Total\_games | /game/total**

**Post: Returns confirmation**

|  |  |  |
| --- | --- | --- |
| Field | Input Type | Description |
| Username | <string> | Defining string for user |
| Game\_run | <int> | Which game attempt this is.  \*\*Warning: Will not work if same number is presented more than once. This will <soon> be added on backend and be removed from post function |
| Total\_game\_Time | <float> | Final post at end of game.  \*\*Note: Might split these two into two methods in case of disconnect before end of the game |

**Get: Returns total time**

|  |  |  |
| --- | --- | --- |
| Field | Input Type | Description |
| Username | <string> | Defining string for user |
| Game\_run | <int> | Which game attempt this is. |
|  |  |  |

**Single\_games | /game/time**

**Post: returns confirmation**

|  |  |  |
| --- | --- | --- |
| Field | Input Type | Description |
| Username | <string> | Defining string for user  Determines table to use on back end |
| Game\_type | <int> | Which game/test was played  Note: This is for later analytics  Note: Currently <int> but for simplicity will turn into strings. |
| game\_Time | <float> | Time to complete game |

**Get: No functionality at present**