

Identify all service endpoints in MVP

A word choosing service, whenever a game would start you first communicate with a word choosing service which would then communicate with the database to choose/provide a word. Logging in service/authentication service used to check the authentication of each user. How does it work?

Whenever someone clicks sign in, that service is going to check the database to make sure the username matches the password they are using. Third service, a service that starts a new hangman game. So, when one hangman game ends, another hangman game is started by the service, while the old hangman game is deleted.

Stretch features:

A timer playing service, this would activate every time a letter is picked, a timer would play from the 2 min. mark. The initial timer would activate once the game started. A scorekeeping service is next. The scorekeeping service would be activated by adding the score found in the database to the new scores. Every score is added to the next score and so on until there is a new high score.

Describe service end points in relation to user roles

Say for instance that a user wants to change their password. The password change service would have to reach into the database, find the user by the username, change password within the row to a password that the user has inputted.

Stretch Features:

Say for instance, a user wants to add their name to the list of the high scores, they can do that by adding their names to the list in the database. How does that work? The scorekeeping service would have to reach into the database, bringing the total score, change the total score within the row to a high score that the user has earned.

Explain HTTP messages (Request and Response)

Get- a get message transpires to web data or a webpage that it wants to get from you. Put- a request message is sent to the server of type put whenever you submit data from logging in. If it is a put message, we are going to program it so that it puts a new user in the database. Delete- used when a user wants to delete their account. It is setup so that it makes it simple to delete the user id/password. If it is a delete message, we are going to remove the user based on the userId. Patch-used to update an item. So, if we get a patch message where going to update the user's info. Post is used to send data to a server to create/update a resource. Similar to patch, post updates a user's info. An erroneous request would be the user typing in the wrong username. The response would be that the user is told they typed a wrong name and the logging in would not work until they typed a correct name.

Stretch Features:

Post is used to send data to a server to create/update a resource. This happens every time a high score is beaten. An erroneous request would be that the person typed in a number or symbolic character in

the field that asks for their initials on the high score page. The computer would tell them that they typed in a wrong character and that they need to type in a letter of the alphabet to continue.

Diagrams between different endpoints

Myhangmangame.com/home-page



Myhangmangame.com/hangman

Myhangmangame.com/username&password



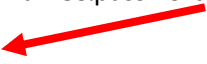
Myhangmangame.com/hangman

Myhangmangame.com/username&passworderror



Myhangmangame.com/username&password

Myhangmangame.com/createusername&password



Myhangmangame.com/hangman

Stretch Feature:

Myhangmangame.com/hangman



Myhangmangame.com/highscore