Concurrent Online Adventure Land

API Version: 1.0.0

An API for playing multi-user text adventures

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API
1. CHARACTER

1.1 POST /game/{game_id}/player/{player_id}/character

Create a new player character

REQUEST

PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	string	The id of the game to edit
*player_id	string	Player ID

REQUEST BODY - application/json

NAME	TYPE	DESCRIPTION
title	string	

RESPONSE

STATUS CODE - 201: Character detail

RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
title	string	
id	string	
game_id	string	
player_id	string	
location	string	
attributes	object	

1.2 GET /player/{player_id}/character

Retrieve a list of player characters

REQUEST

PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*player_id	string	Player ID

RESPONSE

STATUS CODE - 200: List of player characters

RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
ARRAY OF OBJECT WITH BELOW STRUCTURE		
title	string	
id	string	

1.3 GET /player/{player_id}/character/{character_id}

Retrieve player character details

REQUEST

PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*player_id	string	Player ID
*character_id	string	Player Character ID

RESPONSE

STATUS CODE - 200: Character detail

RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
title	string	
id	string	
game_id	string	
player_id	string	
location	string	
attributes	object	

1.4 DELETE /player/{player_id}/character/{character_id}

Remove player character

REQUEST

PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*player_id	string	Player ID
*character_id	string	Player Character ID

RESPONSE

STATUS CODE - 204: Player deleted

2. EVENT

2.1 GET /game/{game_id}/event

Retrieve a list of events

REQUEST

PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	string	The id of the game to edit

RESPONSE

STATUS CODE - 200: List of events

RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
ARRAY OF OBJECT WITH BELOW STRUCTURE		
id	string	
command	string	
conditions	array	
id	string	
primitive	string	
arguments	array	
true_part	array	
id	string	
primitive	string	
arguments	array	
false_part	array	
id	string	
primitive	string	
arguments	array	

2.2 POST /game/{game_id}/event

Create a new event

REQUEST

PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	string	The id of the game to edit

REQUEST BODY - application/json

NAME	TYPE	DESCRIPTION
command	string	
conditions	array	
primitive	string	
arguments	array	
true_part	array	
primitive	string	
arguments	array	
false_part	array	
primitive	string	
arguments	array	

RESPONSE

STATUS CODE - 201: Event detail

RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
id	string	
command	string	
conditions	array	
id	string	
primitive	string	
arguments	array	
true_part	array	
id	string	
primitive	string	
arguments	array	
false_part	array	
id	string	
primitive	string	
arguments	array	

2.3 GET /game/{game_id}/event/{event_id}

Retrieve event details

REQUEST

PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	string	The id of the game to edit
*event_id	string	Event ID

RESPONSE

STATUS CODE - 200: Event detail

RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
id	string	
command	string	
conditions	array	
id	string	
primitive	string	
arguments	array	
true_part	array	
id	string	
primitive	string	
arguments	array	
false_part	array	
id	string	
primitive	string	
arguments	array	

2.4 PUT /game/{game_id}/event/{event_id}

Update event parameters

REQUEST

PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	string	The id of the game to edit
*event_id	string	Event ID

REQUEST BODY - application/json

NAME	TYPE	DESCRIPTION
command	string	
conditions	array	
primitive	string	
arguments	array	
true_part	array	
primitive	string	
arguments	array	
false_part	array	
primitive	string	
arguments	array	

RESPONSE

STATUS CODE - 200: Event detail

RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
id	string	
command	string	
conditions	array	
id	string	
primitive	string	
arguments	array	
true_part	array	
id	string	
primitive	string	
arguments	array	
false_part	array	
id	string	
primitive	string	
arguments	array	

2.5 DELETE /game/{game_id}/event/{event_id}

Remove event

REQUEST

PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	string	The id of the game to edit
*event_id	string	Event ID

RESPONSE

STATUS CODE - 204: Event deleted

3. EXIT

3.1 GET /game/{game_id}/room/{room_id}/exit

Retrieve exits for a given room

REQUEST

PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	string	The id of the game to edit
*room_id	string	UUID of a room

RESPONSE

STATUS CODE - 200: List of exits

RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
ARRAY OF OBJECT WITH BELOW STRUCTURE		
id	string	
to_room_id	string	
direction	string	

3.2 POST /game/{game_id}/room/{room_id}/exit

Add a new exit to a room

REQUEST

PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	string	The id of the game to edit
*room_id	string	UUID of a room

REQUEST BODY - application/json

NAME	TYPE	DESCRIPTION
to_room_id	string	
direction	string	

RESPONSE

STATUS CODE - 201: Exit detail

RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
id	string	
to_room_id	string	
direction	string	

3.3 GET /game/{game_id}/room/{room_id}/exit/{exit_id}

Retrieve details for a specific exit

REQUEST

PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	string	The id of the game to edit
*room_id	string	UUID of a room
*exit_id	string	UUID of an exit

RESPONSE

STATUS CODE - 200: Exit detail

RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
id	string	
to_room_id	string	
direction	string	

3.4 DELETE /game/{game_id}/room/{room_id}/exit/{exit_id}

Remove exit from room

REQUEST

PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	string	The id of the game to edit
*room_id	string	UUID of a room
*exit_id	string	UUID of an exit

RESPONSE

STATUS CODE - 204: Exit deleted

4. GAME

4.1 GET /game

Retrieve a list of games

REQUEST

No request parameters

RESPONSE

STATUS CODE - 200: List of games

RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
ARRAY OF OBJECT WITH BELOW STRUCTURE		
title	string	
id	string	

4.2 POST /game

Create a new game

REQUEST

REQUEST BODY - application/json

NAME	TYPE	DESCRIPTION
title	string	
description	string	
attributes	object	

RESPONSE

STATUS CODE - 201: Game detail

RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
title	string	
id	string	
description	string	
attributes	object	

4.3 GET /game/{game_id}

Retrieve game details

REQUEST

PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	string	The id of the game to edit

RESPONSE

STATUS CODE - 200: Game detail

RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
title	string	
id	string	
description	string	
attributes	object	

4.4 PUT /game/{game_id}

Update game parameters

REQUEST

PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	string	The id of the game to edit

REQUEST BODY - application/json

NAME	TYPE	DESCRIPTION
title	string	
description	string	
attributes	object	

RESPONSE

STATUS CODE - 200: Game detail

RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
title	string	
id	string	
description	string	
attributes	object	

4.5 DELETE /game/{game_id}

Remove game

REQUEST

PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	string	The id of the game to edit

RESPONSE

STATUS CODE - 204: Game deleted

5. ITEM

5.1 GET /game/{game_id}/item

Retrieve all items

REQUEST

PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	string	The id of the game to edit

RESPONSE

STATUS CODE - 200: List of items

RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
ARRAY OF OBJECT WITH BELOW STRUCTURE		
title	string	
id	string	

5.2 POST /game/{game_id}/item

Add a new item to a game

REQUEST

PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	string	The id of the game to edit

REQUEST BODY - application/json

NAME	TYPE	DESCRIPTION
title	string	
game_id	string	
description	string	
aliases	array	
attributes	object	

RESPONSE

STATUS CODE - 201: Item detail

RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		

NAME	TYPE	DESCRIPTION
title	string	
id	string	
game_id	string	
description	string	
aliases	array	
attributes	object	

5.3 GET /game/{game_id}/item/{item_id}

Retrieve item details

REQUEST

PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	string	The id of the game to edit
*item_id	string	Item ID

RESPONSE

STATUS CODE - 200: Item detail

RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
title	string	
id	string	
game_id	string	
description	string	
aliases	array	
attributes	object	

5.4 PUT /game/{game_id}/item/{item_id}

Update item details

REQUEST

PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	string	The id of the game to edit
*item_id	string	Item ID

REQUEST BODY - application/json

NAME	TYPE	DESCRIPTION

NAME	TYPE	DESCRIPTION
title	string	
game_id	string	
description	string	
aliases	array	
attributes	object	

RESPONSE

STATUS CODE - 200: Item detail

RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
title	string	
id	string	
game_id	string	
description	string	
aliases	array	
attributes	object	

5.5 DELETE /game/{game_id}/item/{item_id}

Remove item

REQUEST

PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	string	The id of the game to edit
*item_id	string	Item ID

RESPONSE

STATUS CODE - 204: Item deleted

6. LOCATION

6.1 GET /game/{game_id}/location

Retrieve a list of locations

REQUEST

PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	string	The id of the game to edit

RESPONSE

STATUS CODE - 200: List of locations

RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
ARRAY OF OBJECT WITH BELOW STRUCTURE		
id	string	

6.2 POST /game/{game_id}/location

Create a new location

REQUEST

PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	string	The id of the game to edit

REQUEST BODY - application/json

NAME	TYPE	DESCRIPTION
game_id	string	
room_id	string	
character_id	string	
item_id	string	

RESPONSE

STATUS CODE - 201: Location detail

RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
id	string	
game_id	string	

NAME	TYPE	DESCRIPTION
room_id	string	
character_id	string	
item_id	string	

6.3 GET /game/{game_id}/location/{location_id}

Retrieve location details

REQUEST

PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	string	The id of the game to edit
*location_id	string	The id of the location

RESPONSE

STATUS CODE - 200: Location detail

RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
id	string	
game_id	string	
room_id	string	
character_id	string	
item_id	string	

6.4 PUT /game/{game_id}/location/{location_id}

Update location details

REQUEST

PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	string	The id of the game to edit
*location_id	string	The id of the location

REQUEST BODY - application/json

NAME	TYPE	DESCRIPTION
game_id	string	
room_id	string	
character_id	string	
item_id	string	

RESPONSE

STATUS CODE - 200: Location detail

RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
id	string	
game_id	string	
room_id	string	
character_id	string	
item_id	string	

6.5 DELETE /game/{game_id}/location/{location_id}

Remove location

REQUEST

PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	string	The id of the game to edit
*location_id	string	The id of the location

RESPONSE

STATUS CODE - 204: Location deleted

7. PLAYER

7.1 GET /player

Retrieve a list of players

REQUEST

No request parameters

RESPONSE

STATUS CODE - 200: List of players

RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
ARRAY OF OBJECT WITH BELOW STRUCTURE		
title	string	
id	string	

7.2 POST /player

Create a new player

REQUEST

REQUEST BODY - application/json

NAME	TYPE	DESCRIPTION
title	string	
attributes	object	

RESPONSE

STATUS CODE - 201: Player detail

RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
title	string	
id	string	
attributes	object	
characters	array	
title	string	
id	string	

7.3 GET /player/{player_id}

Retrieve player details

REQUEST

PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*player_id	string	Player ID

RESPONSE

STATUS CODE - 200: Player detail

RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
title	string	
id	string	
attributes	object	
characters	array	
title	string	
id	string	

7.4 PUT /player/{player_id}

Update player parameters

REQUEST

PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*player_id	string	Player ID

REQUEST BODY - application/json

NAME	TYPE	DESCRIPTION
title	string	
attributes	object	

RESPONSE

STATUS CODE - 200: Player detail

RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
title	string	
id	string	
attributes	object	
characters	array	
title	string	
id	string	

7.5 DELETE /player/{player_id}

Remove player

REQUEST

PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*player_id	string	Player ID

RESPONSE

STATUS CODE - 204: Player deleted

8. ROOM

8.1 GET /game/{game_id}/room

Retrieve all rooms

REQUEST

PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	string	The id of the game to edit

RESPONSE

STATUS CODE - 200: List of rooms

RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
ARRAY OF OBJECT WITH BELOW STRUCTURE		
title	string	
id	string	

8.2 POST /game/{game_id}/room

Add a new room to a game

REQUEST

PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	string	The id of the game to edit

REQUEST BODY - application/json

NAME	TYPE	DESCRIPTION
title	string	
game_id	string	
description	string	
exits	array	
to_room_id	string	
direction	string	
attributes	object	

RESPONSE

STATUS CODE - 201: Room detail

RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
title	string	
id	string	
game_id	string	
description	string	
exits	array	
to_room_id	string	
direction	string	
id	string	
attributes	object	

8.3 GET /game/{game_id}/room/{room_id}

Retrieve room details

REQUEST

PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	string	The id of the game to edit
*room_id	string	UUID of a room

RESPONSE

STATUS CODE - 200: Room detail

RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
title	string	
id	string	
game_id	string	
description	string	
exits	array	
to_room_id	string	
direction	string	
id	string	
attributes	object	

8.4 PUT /game/{game_id}/room/{room_id}

Update room details

REQUEST

PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	string	The id of the game to edit
*room_id	string	UUID of a room

REQUEST BODY - application/json

NAME	TYPE	DESCRIPTION
title	string	
game_id	string	
description	string	
exits	array	
to_room_id	string	
direction	string	
attributes	object	

RESPONSE

STATUS CODE - 200: Room detail

RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
title	string	
id	string	
game_id	string	
description	string	
exits	array	
to_room_id	string	
direction	string	
id	string	
attributes	object	

8.5 DELETE /game/{game_id}/room/{room_id}

Remove room

REQUEST

PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	string	The id of the game to edit
*room_id	string	UUID of a room

RESPONSE

STATUS CODE - 204: Room deleted

9. TURN

9.1 POST /game/{game_id}/character/{character_id}/turn

Submit player turn

REQUEST

PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_id	string	The id of the game to edit
*character_id	string	Player Character ID

REQUEST BODY - application/json

NAME	TYPE	DESCRIPTION
command	string	

RESPONSE

STATUS CODE - 201: Turn submission response

RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
status	enum	**ALLOWED:** OK, ERROR
text	string	