## **API Reference**

# **Concurrent Online Adventure Land**

API Version: 1.0.0

An API for playing multi-user text adventures

## **INDEX**

1. CHARACTER	4
1.1 POST /game/{game_id}/player/{player_id}/character	4
1.2 GET /player/{player_id}/character	4
<pre>1.3 GET /player/{player_id}/character/{character_id}</pre>	5
<pre>1.4 DELETE /player/{player_id}/character/{character_id}</pre>	5
2. EVENT	6
2.1 GET /game/{game_id}/event	6
2.2 POST /game/{game_id}/event	6
2.3 GET /game/{game_id}/event/{event_id}	7
2.4 PUT /game/{game_id}/event/{event_id}	8
<pre>2.5 DELETE /game_id}/event/{event_id}</pre>	9
3. EXIT	10
<pre>3.1 GET /game/{game_id}/room/{room_id}/exit</pre>	10
<pre>3.2 POST /game/{game_id}/room/{room_id}/exit</pre>	10
<pre>3.3 GET /game/{game_id}/room/{room_id}/exit/{exit_id}</pre>	11
<pre>3.4 DELETE /game/{game_id}/room/{room_id}/exit/{exit_id}</pre>	11
4. GAME	12
4.1 GET /game	12
4.2 POST /game	12
4.3 GET /game/{game_id}	12
4.4 PUT /game/{game_id}	13
4.5 DELETE /game/{game_id}	13
5. ITEM	15
5.1 GET /game/{game_id}/item	15
5.2 POST /game/{game_id}/item	15
5.3 GET /game/{game_id}/item/{item_id}	16
5.4 PUT /game/{game_id}/item/{item_id}	16
<pre>5.5 DELETE /game_id}/item/{item_id}</pre>	17
6. LOCATION	18
6.1 GET /game/{game_id}/location	18
6.2 POST /game/{game_id}/location	18
<pre>6.3 GET /game/{game_id}/location/{location_id}</pre>	19
6.4 PUT /game/{game_id}/location/{location_id}	19
<pre>6.5 DELETE /game/{game_id}/location/{location_id}</pre>	20
7. PLAYER	21
7.1 GET /player	21
7.2 POST /player	21
7.3 GET /player/{player_id}	21

7.4 PUT /player_id}	22
7.5 DELETE /player_id}	23
8. ROOM	24
8.1 GET /game/{game_id}/room	24
8.2 POST /game/{game_id}/room	24
8.3 GET /game/{game_id}/room/{room_id}	25
8.4 PUT /game/{game_id}/room/{room_id}	25
<pre>8.5 DELETE /game/{game_id}/room/{room_id}</pre>	26
9. TURN	28
9.1 POST /game/{game_id}/character/{character_id}/turn	28

## 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 WIT	H BELOW ST	RUCTURE
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 WIT	TH 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 WIT	H BELOW ST	RUCTURE
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 stri	The id of the game to edit	

### **RESPONSE**

STATUS CODE - 200: List of events

### RESPONSE MODEL - application/json

NEST ONSE MODEL - application/json		
NAME	TYPE	DESCRIPTION
ARRAY OF OBJEC	T WITH BEL	OW 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

	Dan app	
NAME	TYPE	DESCRIPTION
OBJECT WITH BE	LOW STRUC	TURE
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 BE	LOW STRUC	TURE
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 BE	LOW STRUC	TURE
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 OI	F OBJECT WIT	H 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	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 STF	RUCTURE
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 STR	UCTURE
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 O	F OBJECT WIT	TH 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 STR	UCTURE
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			
title string id string game_id string description string aliases array	NAME	TYPE	DESCRIPTION
id string game_id string description string aliases array	OBJECT WITH	BELOW STR	UCTURE
game_id string description string aliases array	title	string	
description string aliases array	id	string	
aliases array	game_id	string	
array	description	string	
attributes object	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 C	F OBJECT WIT	TH 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
<b>OBJECT WITH</b>	BELOW STR	UCTURE
id	strin	9
game_id	string	g

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 B	ELOW STRU	CTURE
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 B	ELOW STRU	ICTURE
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 OI	F OBJECT WIT	H 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	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 STR	UCTURE
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 STR	UCTURE
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	F OBJECT WIT	H 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 BE	LOW STRUC	TURE
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 BE	LOW STRU	CTURE
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 BE	LOW STRUC	TURE
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						