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
<pre>1.2 GET /player/{player_id}/character</pre>	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_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. GAME	10
3.1 GET /game	10
3.2 POST /game	10
3.3 GET /game/{game_id}	10
<pre>3.4 PUT /game/{game_id}</pre>	11
<pre>3.5 DELETE /game/{game_id}</pre>	11
4. ITEM	13
4.1 GET /game/{game_id}/item	13
4.2 POST /game_id}/item	13
4.3 GET /game/{game_id}/item/{item_id}	14
4.4 PUT /game/{game_id}/item/{item_id}	14
4.5 DELETE /game_id}/item/{item_id}	15
5. LOCATION	16
5.1 GET /game/{game_id}/location	16
5.2 POST /game_id}/location	16
<pre>5.3 GET /game/{game_id}/location/{location_id}</pre>	17
<pre>5.4 PUT /game/{game_id}/location/{location_id}</pre>	17
<pre>5.5 DELETE /game/{game_id}/location/{location_id}</pre>	18
6. PLAYER	19
6.1 GET /player	19
6.2 POST /player	19
6.3 GET /player/{player_id}	19
6.4 PUT /player/{player_id}	20
<pre>6.5 DELETE /player/{player_id}</pre>	21
7. ROOM	22
7.1 GET /game/{game_id}/room	22
7.2 POST /game/{game_id}/room	22

7.3 GET /game/{game_id}/room/{room_id}	23
7.4 PUT /game/{game_id}/room/{room_id}	23
<pre>7.5 DELETE /game/{game_id}/room/{room_id}</pre>	24
8. TURN	25
8.1 POST /game/{game id}/character/{character id}/turn	25

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 O	F OBJECT WIT	H 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
NAIVIE	ITPE	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	string	The id of the game to edit

RESPONSE

STATUS CODE - 200: List of events

RESPONSE MODEL - application/json

	z app	, ,00	
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

TEOF ONOE MODEL application/joon				
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

STATUS CODE - 200: Event detail

RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION		
OBJECT WITH BE	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	

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. GAME

3.1 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	

3.2 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					

3.3 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 STR	UCTURE
title	string	
id	string	
description	string	
attributes	object	

3.4 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	

3.5 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

4. ITEM

4.1 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	H BELOW STRUCTURE
title	string	
id	string	

4.2 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

NAME	TYPE	DESCRIPTION	
OBJECT WITH BELOW STRUCTURE			

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

4.3 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	OBJECT WITH BELOW STRUCTURE					
title	string					
id	string					
game_id	string					
description	string					
aliases	array					
attributes	object					

4.4 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	

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	

4.5 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

5. LOCATION

5.1 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	

5.2 POST /game/{game_id}/location

Create a new location

REQUEST

PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*game_ic	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

NAME	TYPE	DESCRIPTION
OBJECT WITH	BELOW STR	UCTURE
id	strin	g
game_id	string	g

NAME	TYPE	DESCRIPTION
room_id	string	
character_id	string	
item_id	string	

5.3 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	ICTURE
id	string	
game_id	string	
room_id	string	
character_id	string	
item_id	string	

5.4 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	

STATUS CODE - 200: Location detail

RESPONSE MODEL - application/json

TYPE	DESCRIPTION
ELOW STRU	ICTURE
string	
	string string string string string

5.5 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

6. PLAYER

6.1 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		

6.2 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 STR	UCTURE
title	string	
id	string	
attributes	object	
characters	array	
title	string	
id	string	

6.3 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	
	1	

6.4 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

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

6.5 DELETE /player/{player_id}

Remove player

REQUEST

PATH PARAMETERS

NAME	TYPE	DESCRIPTION
*player_id	string	Player ID

RESPONSE

STATUS CODE - 204: Player deleted

7. ROOM

7.1 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	

7.2 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	
attributes	object	

RESPONSE

STATUS CODE - 201: Room detail

NAME	TYPE	DESCRIPTION		
OBJECT WITH BELOW STRUCTURE				
title string				

NAME	TYPE	DESCRIPTION
id	string	
game_id	string	
description	string	
attributes	object	

7.3 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	OBJECT WITH BELOW STRUCTURE					
title	string					
id	string					
game_id	string					
description	string					
attributes	object					

7.4 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	

NAME	TYPE	DESCRIPTION
attributes	object	

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			
attributes	object			

7.5 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

8. TURN

8.1 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

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