

API Reference

# Concurrent Online Adventure Land, or MUD

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
player_id	string	
title	string	

#### RESPONSE

STATUS CODE - 201: Character detail

##### RESPONSE MODEL - application/json

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

### 4.2 POST /game

#### Create a new game

##### REQUEST

###### REQUEST BODY - application/json

NAME	TYPE	DESCRIPTION
title	string	
description	string	
properties	object	

##### RESPONSE

STATUS CODE - 201: Game detail

###### RESPONSE MODEL - application/json

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

## RESPONSE

STATUS CODE - 200: Game detail

### RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
id	string	
title	string	
description	string	
properties	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		
id	string	
title	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
game_id	string	
title	string	
description	string	
aliases	array	
attack	integer	
defense	integer	
location	string	

#### RESPONSE

STATUS CODE - 201: Item detail

#### RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
id	string	
game_id	string	
title	string	
description	string	
aliases	array	
attack	integer	
defense	integer	
location	string	

### 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		
id	string	
game_id	string	
title	string	
description	string	
aliases	array	
attack	integer	
defense	integer	
location	string	

### 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
game_id	string	
title	string	
description	string	
aliases	array	
attack	integer	
defense	integer	
location	string	

## RESPONSE

STATUS CODE - 200: Item detail

#### RESPONSE MODEL - application/json

NAME	TYPE	DESCRIPTION
OBJECT WITH BELOW STRUCTURE		
id	string	
game_id	string	
title	string	
description	string	
aliases	array	
attack	integer	
defense	integer	
location	string	

## 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. 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 OF OBJECT WITH BELOW STRUCTURE		
id	string	
title	string	

### 6.2 POST /player

Create a new player

#### REQUEST

REQUEST BODY - application/json

NAME	TYPE	DESCRIPTION
title	string	

#### RESPONSE

STATUS CODE - 201: Player detail

RESPONSE MODEL - application/json

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

## 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	

## RESPONSE

STATUS CODE - 200: Player detail

RESPONSE MODEL - application/json

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

#### RESPONSE

STATUS CODE - 201: Room detail

##### RESPONSE MODEL - application/json

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

### 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 BELOW STRUCTURE		
id	string	
game_id	string	
title	string	
description	string	
exits	array	
id	string	
to_room_id	string	
direction	string	

### 7.4 PUT /game/{game\_id}/room/{room\_id}

#### Update room details

#### REQUEST

##### PATH PARAMETERS

NAME	TYPE	DESCRIPTION
------	------	-------------

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
game_id	string	
title	string	
description	string	
exits	array	
to_room_id	string	
direction	string	

## RESPONSE

STATUS CODE - 200: Room detail

#### RESPONSE MODEL - application/json

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

## 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

#### RESPONSE MODEL - application/json

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