

| API name | Inputs | Post Condition | API endpoint |
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| Login | Email, Password | If <ol style="list-style-type: none"> The user provide a valide credentials Then <ol style="list-style-type: none"> redirect the user to the home page. | GET: /home/login Body: { UserName } (get the user input and check if it exist in the database) |
| Signup | UserName, Email, Password | if <ol style="list-style-type: none"> If the user provided a valid Email and password Then <ol style="list-style-type: none"> Store user information in the database. | POST: /home/signup Body: {UserName, Email and password } |
| Create Room | Game_players_Id | If <ol style="list-style-type: none"> The user logged in Then <ol style="list-style-type: none"> A New game is created. A new game code is generated. The user will be redirected to the game page and displayed. | POST: /home/game_id Body:{Game_Id} |
| Join the game | Game_code | If <ol style="list-style-type: none"> If valid code is provide Then <ol style="list-style-type: none"> Redirect to the game page | GET: /home/gamepage Body: { game_id } (matched the generated game code) |
| Leave Room | Game_id, User_id | if <ol style="list-style-type: none"> If the user press the exit Button. Then <ol style="list-style-type: none"> Redirect the user to the home page. | Get: /home (nothing to fetch.) |
| Play Card | Game_card_id, game_user_id, game_id | If <ol style="list-style-type: none"> game_user_id is in game_id, | POST: /gamePage/:userID |

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| | | <ol style="list-style-type: none"> 2. it is game_user_id's turn, 3. game_card_id is in their hand, and 4. playing game_card_id is a legal move, <p>Then</p> <ol style="list-style-type: none"> 1. the discard pile will be updated with game_card_id, 2. the next player will become the current player 3. all users in the game will receive their updated game state. | <p>Body:</p> <pre>{game_card_id} (game_user_id is in the URL, and game_user_id will be in the session.)</pre> |
| Draw Card | | | |