D&D Image Generation API 1.0.0 OAS 3.1

/openapi.json

AI-powered image generation for D&D adventures with caching and persistence

images

- POST /api/v1/images/generate Generate Image
- GET /api/v1/images/search Search Images
- GET /api/v1/images/{image_id} Get Image
- DELETE /api/v1/images/{image_id} Delete Image
- PUT /api/v1/images/{image_id}/feature Toggle Featured

scenes

- POST /api/v1/scenes/generate Generate Scene
- GET /api/v1/scenes/cache/stats Cache Stats
- DELETE /api/v1/scenes/cache/clear Clear Cache

maintenance

- POST /api/v1/maintenance/cleanup/expired-cache Cleanup Expired Cache
- POST /api/v1/maintenance/cleanup/orphaned-images Cleanup Orphaned Images
- GET /api/v1/maintenance/stats Get Stats

migration

- POST /api/v1/migrate/from-localstorage Migrate From Localstorage

game

- POST /api/v1/game/sessions Create Game Session
- GET /api/v1/game/sessions List Game Sessions
- GET /api/v1/game/sessions/{session_id} Get Game Session
- DELETE /api/v1/game/sessions/{session_id} Delete Game Session
- GET /api/v1/game/sessions/{session_id}/state Get Game State
- POST /api/v1/game/sessions/{session_id}/save Save Game State
- POST /api/v1/game/sessions/{session_id}/load Load Game State
- POST /api/v1/game/sessions/{session_id}/turns/next Advance Turn
- GET /api/v1/game/sessions/{session_id}/characters Get Characters
- PUT /api/v1/game/sessions/{session_id}/characters/{char_id} Update Character
- GET /api/v1/game/sessions/{session_id}/events Get Events
- GET /api/v1/game/active-sessions Get Active Sessions
- GET /api/v1/game/sessions/{session_id}/summary Get Session Summary

game-logic

POST /api/v1/game-logic/sessions/{session_id}/characters Create Character

GET /api/v1/game-logic/sessions/{session_id}/characters Get Characters

GET /api/v1/game-logic/sessions/{session_id}/characters/{char_id} Get Character

POST /api/v1/game-logic/sessions/{session_id}/combat/action Perform Combat Action

GET /api/v1/game-logic/sessions/{session_id}/combat/status Get Combat Status

POST /api/v1/game-logic/sessions/{session_id}/quests Create Quest

GET /api/v1/game-logic/sessions/{session_id}/quests Get Quests

narrative

POST /api/v1/narrative/sessions/{session_id}/locations Create Location

GET /api/v1/narrative/sessions/{session_id}/locations Get Locations

GET /api/v1/narrative/sessions/{session_id}/locations/{location_id} Get Location

POST /api/v1/narrative/sessions/{session_id}/locations/{location_id}/visit Visit Location

POST /api/v1/narrative/sessions/{session_id}/events Create Narrative Event

GET /api/v1/narrative/sessions/{session_id}/events Get Narrative Events

GET /api/v1/narrative/sessions/{session_id}/world-state Get World State

POST /api/v1/narrative/sessions/{session_id}/generate-narrative Generate Narrative

frontend

GET /api/v1/frontend/sessions List Sessions Summary

GET /api/v1/frontend/sessions/{session_id}/state Get Game State Summary

POST /api/v1/frontend/sessions/{session_id}/quick-action Perform Quick Action

GET /api/v1/frontend/sessions/{session_id}/dashboard Get Dashboard Data

character

POST /api/character/generate Generate Character

POST /api/character/enhance Enhance Character

POST /api/character/generate-enhanced Generate Enhanced Character

GET /api/character/health Health Check

POST /api/character/cache/clear Clear Cache

GET /api/character/types Get Character Types

default

GET / Root

GET /health Health

Schemas

CharacterCreateRequest > Expand all object

CharacterEnhancement > Expand all `object`

CharacterEnhancementRequest > Expand all `object`

CharacterEnhancementResponse > Expand all `object`

CharacterGenerationRequest > Expand all `object`

CharacterGenerationResponse > Expand all `object`

CharacterResponse > Expand all `object`

CharacterSummary > Expand all `object`

CharacterTone > Expand all `string`

CharacterType > Expand all `string`

CharacterUpdateRequest > Expand all `object`

CharacterVoice > Expand all `object`

CombatActionRequest > Expand all `object`

CombatResult > Expand all `object`

CreateGameRequest > Expand all `object`

EnhancedBackstory > Expand all `object`

EnhancementType > Expand all `string`

GameSessionResponse > Expand all `object`

GameSessionSummary > Expand all `object`

GameStateSummary > Expand all `object`

GenerateImageRequest > Expand all `object`

HTTPValidationError > Expand all `object`

HealthCheckResponse > Expand all `object`

ImageListResponse > Expand all `object`

ImageResponse > Expand all `object`

LocationCreateRequest > Expand all `object`

LocationResponse > Expand all `object`

LocationSummary > Expand all `object`

NarrativeEventRequest > Expand all `object`

NarrativeEventResponse > Expand all `object`

PersonalityInsights > Expand all `object`

QuestCreateRequest > Expand all `object`

QuestHook > Expand all `object`

QuestHooks > Expand all `object`

QuestResponse > Expand all `object`

ThinkingLevel > Expand all `string`

TurnAdvanceRequest > Expand all `object`

ValidationError > Expand all `object`

WorldStateResponse > Expand all `object`