



use event sourced
OR
CRUD persistence?

Create Game Command
 + id: Guid?
 + initial Pot: int
 + created By: String

Add Player Command
 + id: Guid (game)
 + handle: String

Start Game Command
 + id: Guid

(event should produce random shot order)

Record Shot Command
 + id: Guid
 + handle: String
 + distance: int
 + dart: String?

COMMANDS

Game Data
 + id: Guid
 + initial Pot: int
 + total Pot: int
 + player Group: List
 + player Order: List
 + players Hit: List
 + pot split: int
 + game Over: boolean

Player Data
 + id: Guid
 + handle: String
 + total Winnings: int
 + max Pot: int
 + total Hits: int
 + total Shots: int
 + max Distance: int
 + hit Streak: int
 + position Hit Totals: int

Dart Data
 + id: Guid
 + handle: String
 + total Hits: int
 + total Shots: int
 + position Hit Totals: int

QUERIES

| Resource | Inventory | | | |
|----------|---------------|-------------------|-----|-----------------------------|
| METHOD | url | PAYLOAD | Vo? | RESULT |
| GET | /games | List<GameData> | 0 | Returns all Game Data |
| GET | /games/{id} | GameData | 0 | Return single Game Data |
| GET | /players | List<PlayerData> | 0 | Return all Player Data |
| GET | /players/{id} | PlayerData | 0 | Return single Player Data |
| GET | /darts | List<DartData> | 0 | Return all Dart Data |
| GET | /darts/{id} | DartData | 0 | Return single Dart Data |
| POST | /games | CreateGameCommand | I | Creates a new game |
| POST | /games/{id} | AddPlayerCommand | I | Adds a player to a game |
| POST | /games/{id} | StartGameCommand | I | Begins game, generate order |
| POST | /games/{id} | RecordShotCommand | I | Records a players shot/turn |