DnD API Documentation(For Me)

**Player Interactions:**

[**https://localhost:7108/api/Player/ReadAll**](https://localhost:7108/api/Player/ReadAll) **=>** Returns a list of all players in Json format.

[**https://localhost:7108/api/Player/Read**](https://localhost:7108/api/Player/Read)**/{id:int} =>** Returns data on the individual Player in Json

format.

[**https://localhost:7108/api/Player/**](https://localhost:7108/api/Player/)**Create =>** Takes form data that is FormUrlEncondedContent in

key-value pairs that line up with the player object and example is below:

assuming the use of http client

var playerData = new FormUrlEncodeContent(new Dictionary<string, string)()

{

["FirstName"] = "Billy",

        ["LastName"] = "Boy",

        ["YearsOfExperiance"] = “5”,

        ["Email"] = "none@email.com",

        ["DungeonAndDragons1E"] = “false”,

        ["AdvancedDnD1E"] = “false”,

        ["AdvancedDnD2E"] = “false”,

        ["DungeonAndDragons3E"] = “false”,

        ["DungeonAndDragons4E"] = “false”,

        [“DungeonAndDragons5E"] = “false”

}

var result = await \_client.PostAsync("player/update", playerData);

**https://localhost:7108/api/Player/Update =>** Takes form data in the same way as the Create player url only this time you will have to add the players Id:int. Code below:

assuming the use of http client

var playerData = new FormUrlEncodeContent(new Dictionary<string, string)()

{

[“Id"] = “5”,

[ "FirstName"] = "Billy",

        ["LastName"] = "Boy",

        ["YearsOfExperiance"] = “5”,

        ["Email"] = "none@email.com",

        ["DungeonAndDragons1E"] = “false”,

        ["AdvancedDnD1E"] = “false”,

        ["AdvancedDnD2E"] = “false”,

        ["DungeonAndDragons3E"] = “false”,

        ["DungeonAndDragons4E"] = “false”,

        [“DungeonAndDragons5E"] = “false”

}

var result = await \_client.PostAsync("player/update", playerData);

**https://localhost:7108/api/Player/Delete/{id} =>** Removes a player from the Database when given the Players Id:int.

**Dungeon Master Interactions:**

[**https://localhost:7108/api/DungeonMaster/ReadAll**](https://localhost:7108/api/DungeonMaster/ReadAll) **=>** Returns a list of all DM’s in Json format.

[**https://localhost:7108/api/DungeonMaster/Read**](https://localhost:7108/api/DungeonMaster/Read)**/{id:int} =>** Returns data on the individual DM in Json

format.

[**https://localhost:7108/api/DungeonMaster/**](https://localhost:7108/api/DungeonMaster/)**Create =>** Takes form data in the same way as the player url see above.

**https://localhost:7108/api/DungeonMaster/Update =>** Takes form data in the same way as the Create player. See above.

**https://localhost:7108/api/DungeonMaster/Delete/{id} =>** Removes a dungeon master from the Database when given the dungeon masters Id:int.

**Campaign Interactions:**

[**https://localhost:7108/api/Campaign/ReadAll**](https://localhost:7108/api/Campaign/ReadAll) **=>** Returns a list of all DM’s in Json format.

[**https://localhost:7108/api/** **Campaign /Read**](https://localhost:7108/api/DungeonMaster/Read)**/{id:int} =>** Returns data on the individual DM in Json

format.

[**https://localhost:7108/api/** **Campaign /**](https://localhost:7108/api/DungeonMaster/)**Create =>** Takes form data in the same way as the player url see above.

**https://localhost:7108/api/Campaign/Update =>** Takes form data in the same way as the Create player. See above.

**https://localhost:7108/api/Campaign/DeletePlayer/{playerId:int}/{campaignId:int} =>** Removes a campaign from the Database when given the players Id and the campaign Id.

**https://localhost:7108/api/Campaign/DeleteCampagin/{dungeonMasterId:int}/{campaignId:int} =>** Removes a campaign from the Database when given the masterId and the campaign Id. This removes all instances of this particular game from the Database. It even removes the link from all the other players!