Warzone X

A king of the hill-inspired game where all actions are done by HTTP requests.

Documentation

https://starg.at/e/docs/warzone

Goal

Be on the top of the leaderboards once the game is over. The score is calculated by the amount of kills you have.

Rules 👼

Each player starts out with 100 health, and can request 10 coins. These coins can be used to buy different types of resources, like ammo for a pistol. When a player is killed, the shooter gets all of the remaining coins from the dead player. A dead player can request to be revived, but will only receive 5 coins to start with. These are the constants we use in the game:

/prices 😜

Ammo: 1 coinRocket: 2 coinsBandage: 1 coinArmor: 1 coin

/coins 👸

Initial coins: 10

/pistol 🐬

■ Pistol damage: 10

■ Pistol hit chance: 100%

/bazooka

■ Bazooka damage: 35

■ Bazooka hit chance: 50%



Armor: absorbs 75% of the damage

/bandages 兽

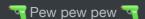
■ Bandage heal: 15 health

/revive 🚑

Revival coins: 5



Pistol



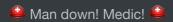
A low-cost but powerful weapon. With a hit-chance of 100%, there's no need to worry about missing your target. With ammunition readily available at the /pistol endpoint, there's no safer way to crush your enemies! Just make sure you've got enough coins to spend.

cost: 1 coindamage: 15 hphit chance: 100%

Methods

- Buy GET /pistol
- Use POST /pistol

Bandages



Patch yourself up with some bandages, at the low cost of 1 coin a piece! You will need to purchase bandages before using them. A bandage will restore your health with +15, which means you can easily patch those bullet wounds. However, it won't be enough for a bazooka. What will your enemies do?

cost: 1 coinheal: 15 hp

Methods:

- Buy GET /bandages
- Use POST /bandages

Armor

A thick plate of heavy duty armor can handle even the toughest of weapons. Equip yourself with armor to deflect 75% of the incoming damage! Armor are one-time use only, and will only deflect one shot. Perfect for those bazooka-fueled sessions.

- cost: 1 coin
- damage reduction: 75%

Methods:

■ Buy - GET /armor

Bazooka

※ BOOOOM **※**

What other ways to go out than with a **BANG**? A bazooka will sure do the damage you wish upon your enemies, but at a risk. Each shot has a 50% change of hitting your target, and a 50% chance of failing and damaging yourself! Every winner will have to take some calculated risks.

cost: 2 coinsdamage: 35 hphit chance: 50%

Methods:

- Buy GET /bazooka
- Shoot POST /bazooka

Actions 👊

Revive

Wee-woo wee-woo wee-woo

We've all been there, down bad. Get back up with a simple POST request to /revive, and receive 5 coins to get back in the game!

■ coins: 5

Methods:

■ Revive - POST /revive

Shoot

😈 Time for competition 😈

Whether you've invested in rockets for you bazooka or ammo for your pistol, you need to fire your shots to get the kills necessary to win! A simple POST-request to either /pistol or /bazooka will do. Remember to select your target wisely.

Methods:

- Pistol POST /pistol
- Bazooka POST /bazooka

Investigate

🧝 You know my methods, Watson.. 🌉

Ready to pick your target? GET the entire list of players from the /players endpoint, and make them pay! No token needed.

Methods:

■ Get players - GET /players