

Warzone

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 coin
- Rocket: 2 coins
- Bandage: 1 coin
- Armor: 1 coin

/coins

- Initial coins: 10

/pistol

- Pistol damage: 10
- Pistol hit chance: 100%

/bazooka

- Bazooka damage: 35
- Bazooka hit chance: 50%

`/armor` 

- Armor: absorbs 75% of the damage

`/bandages` 



- Bandage heal: 15 health

`/revive` 

- Revival coins: 5

Items

Pistol

 Pew pew pew 


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 coin
- damage: 15 hp
- hit chance: 100%

Methods

- Buy - GET `/pistol`
 - Use - POST `/pistol`
-

Bandages

 Man down! Medic! 

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 coin
- heal: 15 hp

Methods:

- Buy - GET /bandages
 - Use - POST /bandages
-

Armor

🛡️ Whoo-ooo-ooo-sh 🛡️

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% chance of hitting your target, and a 50% chance of failing and damaging yourself! Every winner will have to take some calculated risks.



- cost: 2 coins
- damage: 35 hp
- hit 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`