# API Documentation for Human Vs Zombies

API introduction

This document serves as a comprehensive guide to the API endpoints developed for the project Humans Vs Zombies. The purpose of this documentation is to provide developers and stakeholders with a detailed understanding of each API endpoint and its functionalities.

API documentation plays a critical role in software development, as it serves as a reference point for developers and helps ensure consistency and reliability across different systems. Without proper documentation, developers may struggle to understand how to use an API effectively, leading to errors and inefficiencies in the development process.

By providing clear and concise documentation for each API endpoint, we can ensure that developers have the necessary information to use the endpoints correctly, resulting in a more efficient and effective development process.

This document outlines the details of each API endpoint, including the endpoint method, endpoint path, required and accepted headers, accepted parameters, expected changes to the data, possible responses and their meanings, and possible error cases with explanations.
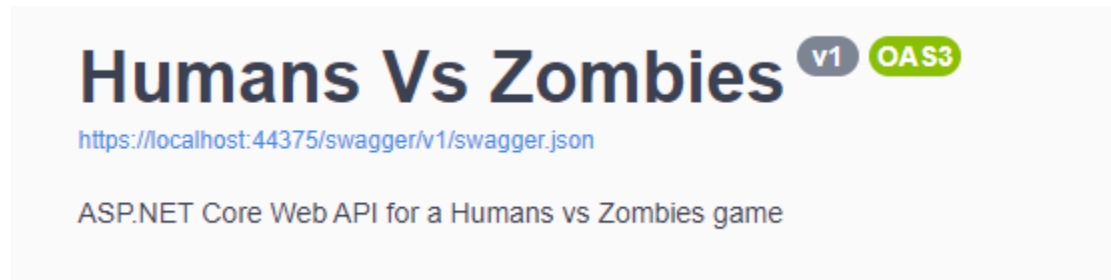
The endpoint method for this project has four main methods: GET, POST, PUT and DELETE. The image below shows the endpoint methods that are used in this project marked in black. Each endpoint has a small description of what the endpoint method does.

The endpoint path in this project is mostly /api/game, as most API endpoints are related to the game. The exception is the user API, which is /api/user. Most of the APIs require additional parameters. For example, to GET players, you need to provide the game ID for which you want to get a list of players. The endpoint path would be like this: /api/game/{gameId}/player. "{gameId}" is the parameter you enter, which in this case is an integer representing the game ID for which you want to GET all players in a game. The endpoint path for game and user is marked in black in the example.

Game

GET	/api/game Get all games
POST	/api/game Add a new game
GET	/api/game/{gameId} Get a game by id
PUT	/api/game/{gameId} Update a game by id
DELETE	/api/game/{gameId} Delete a game by id

User

GET	/api/user Get all Users
POST	/api/user Add a new user
GET	/api/user/{userId} Get a user by id
PUT	/api/user/{userId} Update a user by id
DELETE	/api/user/{userId} Delete a user by id
GET	/api/user/username/{username} Get a user by username

The accepted headers for this project APIs are application/json.

The API parameters include required fields for the path and their data type, which must be specified before calling the API. In this example, when attempting to post a new squad, you must first specify the game ID, which is an integer field, to indicate which game the squad belongs to

Each endpoint indicates the accepted parameters, including which are required and which can be nullable. In the image below, you can see the parameters for the creation of a mission endpoint, with required fields marked in red.

When making changes to data, such as in a POST mission request, the request body fields can be used. In this example, we have chosen game 1 to create a new mission. The 'name', 'isHumanVisible', and 'isZombieVisible' fields are mandatory, while the other fields are optional. By entering data in the specified fields, we expect to see corresponding changes in the parameters.

| POST | /api/game/{gameId}/mission | Add a new mission record in a game | ∧ |

Parameters

<div style="text-align:right">Try it out</div>

Name	Description

gameId * required
integer($int32)
(path)

[gameId]

Request body

<div style="text-align:right">application/json ∨</div>

Example Value | Schema

```
MissionCreateDTO ∨ {
    name*                string
    isHumanVisible*      boolean
    isZombieVisible*     boolean
    description          string
                         nullable: true
    startTime            string($date-time)
                         nullable: true
    endTime              string($date-time)
                         nullable: true
    lat                  number($double)
                         nullable: true
    lng                  number($double)
                         nullable: true
}
```

Responses

POST /api/game/{gameId}/mission Add a new mission record in a game

Parameters   Cancel   Reset

Name   Description

gameId * required
integer($int32)   1
(path)

Request body   application/json

{
  "name": "Mission for Human",
  "isHumanVisible": true,
  "isZombieVisible": false,
  "description": "Get a sock to equipment yourself",
  "startTime": "2023-03-28T07:59:47.280Z",
  "endTime": "2023-03-28T08:59:47.280Z",
  "lat": 23.211,
  "lng": 10.341
}

Execute

All the APIs endpoints have multiple response types. Each response code has a different meaning. In our project we have:

Response code:

200 OK	The request succeeded
201 Created	The request succeeded, and a new resource was created as a result
204 No Content	Update success
400 Bad request	The server cannot or will not process the request due to something that is perceived to be a client error (invalid syntax)

401 Unauthorized	Client must authenticate itself to get the requested response
404 Not found	Indicates that the server cannot find the requested resource
500 Internal Server Error	the server encountered something unexpected that prevented it from fulfilling the request

Here is an example of a response code for deleting a game with response code and a description of the response code.

Responses

Code	Description	Links
204	Game deleted succesfully	No links
400	Bad request.	No links

Media type

`application/json`

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

| 401 | Unauthorized | No links |

Media type

`application/json`

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

| 404 | Game not found | No links |

Media type

`application/json`

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

| 500 | Internal error | No links |

Here is an example of a possible error case. As shown in the image below, when attempting to use POST to add a squad member to a specific squad by game ID and squad ID, a 404 response code is received indicating the resource was not found. The error message provides an explanation of the issue, stating that the game with ID 4 could not be found

Code	Details
404	Error: response status is 404
	Response body
|  | ```
"Game with id 4 does not exist"
``` |
| | Response headers |
|  | ```
access-control-allow-origin: *
content-type: application/json; charset=utf-8
date: Tue,28 Mar 2023 08:23:35 GMT
server: Microsoft-IIS/10.0
x-powered-by: ASP.NET
``` |

Chat

Chat

POST	/api/game/{gameId}/chat	Create a new chat in a game
GET	/api/game/{gameId}/chat	Get all chats in a game
DELETE	/api/game/{gameId}/chat/{chatId}	Delete a chat by chat id

POST `/api/game/{gameId}/chat` Create a new chat in a game

Parameters

<div align="right">Try it out</div>

Name	Description
gameId * required integer($int32) *(path)*	gameId

Request body

<div align="right">application/json ⌄</div>

Example Value | Schema

```
{
  "message": "string",
  "isHumanGlobal": true,
  "isZombieGlobal": true,
  "chatTime": "2023-03-28T09:06:12.007Z",
  "playerId": 0,
  "squadId": 0
}
```

Responses

Code	Description	Links
		No links

201

Chat created successfully

Media type

application/json ⌄

Controls `Accept` header.

Example Value | Schema

```
{
  "id": 0,
  "message": "string",
  "isHumanGlobal": true,
  "isZombieGlobal": true,
  "chatTime": "2023-03-28T09:06:12.008Z",
  "gameId": 0,
  "playerId": 0,
  "squadId": 0
}
```

400

No links

Bad request

Media type

application/json ⌄

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

401

No links

Unauthorized

Media type

application/json ⌄

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

404

No links

Game not found

Media type

application/json ⌄

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

500

No links

Internal error

GET `/api/game/{gameId}/chat` Get all chats in a game

Parameters

Try it out

Name	Description
gameId * required integer($int32) (path)	gameId

Responses

Code	Description	Links
200	Success. Return a list of all chats in a game	No links

Media type

application/json

Controls `Accept` header.

Example Value | Schema

```
[
  {
    "id": 0,
    "message": "string",
    "isHumanGlobal": true,
    "isZombieGlobal": true,
    "chatTime": "2023-03-28T09:08:15.299Z",
    "gameId": 0,
    "playerId": 0,
    "squadId": 0
  }
]
```

| 400 | Bad request. | No links |

Media type

application/json

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

| 401 | Unauthorized | No links |

Media type

application/json

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

| 404 | Game not found. | No links |

Media type

application/json

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

| 500 | Internal error | No links |

DELETE `/api/game/{gameId}/chat/{chatId}` Delete a chat by chat id

Parameters

Try it out

Name	Description
gameId * required integer($int32) (path)	gameId
chatId * required integer($int32) (path)	chatId

Responses

Code	Description	Links
204	Chat deleted successfully	No links
400	Bad request	No links

Media type

application/json

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

| 401 | Unauthorized | No links |

Media type

application/json

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

| 404 | Chat not found | No links |

Media type

application/json

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

| 500 | Internal error | No links |

Game

Game ⌃

GET	/api/game Get all games	⌄
POST	/api/game Add a new game	⌄
GET	/api/game/{gameId} Get a game by id	⌄
PUT	/api/game/{gameId} Update a game by id	⌄
DELETE	/api/game/{gameId} Delete a game by id	⌄

GET /api/game Get all games ⌃

Parameters

No parameters

[Try it out]

Responses

Code	Description	Links
200	Success. Returns a list of Games	No links

Media type

application/json ⌄

Controls `Accept` header.

Example Value | Schema

```
[
  {
    "id": 0,
    "name": "string",
    "gameState": "string",
    "description": "string",
    "nw_Lat": 0,
    "nw_Lng": 0,
    "se_Lat": 0,
    "se_Lng": 0,
    "startTime": "2023-03-28T10:01:36.200Z",
    "endTime": "2023-03-28T10:01:36.200Z"
  }
]
```

Code	Description	Links
500	Internal error	No links

POST `/api/game` Add a new game

Parameters

Try it out

No parameters

Request body application/json

Example Value | Schema

```json
{
  "name": "string",
  "gameState": "string",
  "description": "string",
  "nw_Lat": 0,
  "nw_Lng": 0,
  "se_Lat": 0,
  "se_Lng": 0,
  "startTime": "2023-03-28T10:02:53.161Z",
  "endTime": "2023-03-28T10:02:53.161Z"
}
```

Responses

Code	Description	Links
201	Game created succesfully	No links

Media type

application/json

Controls `Accept` header.

Example Value | Schema

```json
{
  "id": 0,
  "name": "string",
  "gameState": "string",
  "description": "string",
  "nw_Lat": 0,
  "nw_Lng": 0,
  "se_Lat": 0,
  "se_Lng": 0,
  "startTime": "2023-03-28T10:02:53.161Z",
  "endTime": "2023-03-28T10:02:53.162Z"
}
```

400	Bad request.	No links

Media type

application/json

Example Value | Schema

```json
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

401	Unauthorized	No links

Media type

application/json

Example Value | Schema

```json
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

500	Internal error	No links

Parameters

Try it out

Name	Description
gameId * required integer($int32) (path)	gameId

Responses

Code	Description	Links
200	Success. Return a specific game	No links

Media type

application/json ⌄

Controls `Accept` header.

Example Value | Schema

```
{
  "id": 0,
  "name": "string",
  "gameState": "string",
  "description": "string",
  "nw_Lat": 0,
  "nw_Lng": 0,
  "se_Lat": 0,
  "se_Lng": 0,
  "startTime": "2023-03-28T10:04:30.411Z",
  "endTime": "2023-03-28T10:04:30.411Z"
}
```

| 400 | Bad request. | No links |

Media type

application/json ⌄

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

| 404 | The game was not found | No links |

Media type

application/json ⌄

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

| 500 | Internal error | No links |

PUT `/api/game/{gameId}` Update a game by id

Parameters

Try it out

Name	Description
gameId * required integer($int32) (path)	gameId

Request body   application/json

Example Value | Schema

```
{
  "name": "string",
  "gameState": "string",
  "description": "string",
  "nw_Lat": 0,
  "nw_Lng": 0,
  "se_Lat": 0,
  "se_Lng": 0,
  "startTime": "2023-03-28T10:05:52.655Z",
  "endTime": "2023-03-28T10:05:52.655Z"
}
```

Responses

Code	Description	Links
204	Update success. Game updated	No links
400	Bad request.	No links

Media type

application/json

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

| 401 | Unauthorized | No links |

Media type

application/json

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

| 404 | The game was not found | No links |

Media type

application/json

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

| 500 | Internal error | No links |

DELETE `/api/game/{gameId}` Delete a game by id ⌃

Parameters

Try it out

Name	Description
gameId * required integer($int32) (path)	gameId

Responses

Code	Description	Links
204	Game deleted succesfully	No links
400	Bad request.	No links

Media type

application/json ⌄

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

Code	Description	Links
401	Unauthorized	No links

Media type

application/json ⌄

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

Code	Description	Links
404	Game not found	No links

Media type

application/json ⌄

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

Code	Description	Links
500	Internal error	No links

Kill

Kill

GET	`/api/game/{gameId}/kill` Get all kills in a game by gameId	⌄
POST	`/api/game/{gameId}/kill` Add a new kill	⌄
GET	`/api/game/{gameId}/kill/{killId}` Get a kill by game Id and kill Id	⌄
PUT	`/api/game/{gameId}/kill/{killId}` Update a kill by id	⌄
DELETE	`/api/game/{gameId}/kill/{killId}` Delete a kill by id	⌄

Kill

GET `/api/game/{gameId}/kill` Get all kills in a game by gameId

Parameters

[Try it out]

Name	Description
gameId * required integer($int32) *(path)*	gameId

Responses

Code	Description	Links
200	Success. Return a list of all kills	No links

Media type

`application/json`

Controls `Accept` header.

Example Value | Schema

```
[
  {
    "id": 0,
    "timeOfDeath": "2023-03-28T10:40:47.666Z",
    "story": "string",
    "lat": 0,
    "lng": 0,
    "gameId": 0,
    "killerId": 0,
    "victimId": 0
  }
]
```

Code	Description	Links
400	Bad request.	No links

Media type

`application/json`

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

POST /api/game/{gameId}/kill Add a new kill ^

Parameters

Try it out

Name	Description
gameId * required integer($int32) *(path)*	gameId

Request body   application/json ˅

Example Value | Schema

```
{
  "timeOfDeath": "2023-03-28T10:41:39.947Z",
  "story": "string",
  "lat": 0,
  "lng": 0,
  "killerId": 0,
  "victimId": 0
}
```

Responses

Code	Description	Links
201	Kill created successfully	*No links*

Media type

application/json ˅

Controls Accept header.

Example Value | Schema

```
{
  "id": 0,
  "timeOfDeath": "2023-03-28T10:41:39.947Z",
  "story": "string",
  "lat": 0,
  "lng": 0,
  "gameId": 0,
  "killerId": 0,
  "victimId": 0
}
```

400   *No links*

Bad request

Media type

application/json ⌄

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

401   *No links*

Unauthorized

Media type

application/json ⌄

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

404   *No links*

Game not found

Media type

application/json ⌄

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

500   *No links*

Internal error

GET /api/game/{gameId}/kill/{killId} Get a kill by game Id and kill Id ⌃

Parameters

<div align="right">Try it out</div>

Name	Description
gameId * required integer($int32) *(path)*	gameId
killId * required integer($int32) *(path)*	killId

Responses

Code	Description	Links
200	Success. Return a specific kill	No links

Media type

application/json ▾

Controls `Accept` header.

Example Value | Schema

```
{
    "id": 0,
    "timeOfDeath": "2023-03-28T10:42:51.983Z",
    "story": "string",
    "lat": 0,
    "lng": 0,
    "gameId": 0,
    "killerId": 0,
    "victimId": 0
}
```

Code	Description	Links
400	Bad request	No links

Media type

application/json ▾

Example Value | Schema

```
{
    "type": "string",
    "title": "string",
    "status": 0,
    "detail": "string",
    "instance": "string",
    "additionalProp1": "string",
    "additionalProp2": "string",
    "additionalProp3": "string"
}
```

401

Unauthorized

No links

Media type

application/json ▼

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

404

Game/kill not found

No links

Media type

application/json ▼

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

500

Internal error

No links

PUT /api/game/{gameId}/kill/{killId} Update a kill by id ⌄

Parameters

Try it out

Name	Description
gameId * required integer($int32) (path)	gameId
killId * required integer($int32) (path)	killId

Request body

application/json ▼

Example Value | Schema

```
{
  "timeOfDeath": "2023-03-28T10:45:31.533Z",
  "story": "string",
  "lat": 0,
  "lng": 0,
  "gameId": 0,
  "killerId": 0,
  "victimId": 0
}
```

Responses

Code	Description	Links
204	Update success. Kill updated	No links
400	Bad request	No links

Media type

application/json ▼

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

401   *No links*

Unauthorized

Media type

application/json ⌄

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

404   *No links*

Game/kill not found

Media type

application/json ⌄

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

500   *No links*

Internal error

DELETE `/api/game/{gameId}/kill/{killId}` Delete a kill by id

Parameters

Try it out

Name	Description
gameId * required `integer($int32)` *(path)*	gameId
killId * required `integer($int32)` *(path)*	killId

Responses

Code	Description	Links
204	Kill deleted successfully	*No links*
400	Bad request	*No links*

Media type

application/json

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

| 401 | Unauthorized | *No links* |

Media type

application/json

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

| 404 | Kill not found | *No links* |

Media type

application/json

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

| 500 | Internal error | *No links* |

Mission

Mission ⌃

| GET | /api/game/{gameId}/mission | Get all missions in a game | ⌄ |

| POST | /api/game/{gameId}/mission | Add a new mission record in a game | ⌄ |

| GET | /api/game/{gameId}/mission/{missionId} | Get a specific mission in a game | ⌄ |

| PUT | /api/game/{gameId}/mission/{missionId} | Edit a mission in a game | ⌄ |

| DELETE | /api/game/{gameId}/mission/{missionId} | Delete a mission in a game | ⌄ |

Mission ⌃

| GET | /api/game/{gameId}/mission | Get all missions in a game | ⌃ |

Parameters

Try it out

Name	Description
gameId * required integer($int32) (path)	gameId

Responses

Code	Description	Links
200	Success. Returns a list of Games	No links

Media type

application/json ⌄

Controls Accept header.

Example Value | Schema

```
[
  {
    "id": 0,
    "name": "string",
    "isHumanVisible": true,
    "isZombieVisible": true,
    "description": "string",
    "startTime": "2023-03-28T11:11:31.069Z",
    "endTime": "2023-03-28T11:11:31.069Z",
    "lat": 0,
    "lng": 0,
    "gameId": 0
  }
]
```

400   *No links*

Bad request.

Media type

| application/json ▾ |

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

401   *No links*

Unauthorized

Media type

| application/json ▾ |

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

404   *No links*

The game was not found

Media type

| application/json ▾ |

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

500   *No links*

Internal error

POST `/api/game/{gameId}/mission` Add a new mission record in a game

Parameters

Try it out

Name	Description
gameId * required integer($int32) (path)	gameId

Request body

application/json

Example Value | Schema

```
{
  "name": "string",
  "isHumanVisible": true,
  "isZombieVisible": true,
  "description": "string",
  "startTime": "2023-03-28T11:12:47.216Z",
  "endTime": "2023-03-28T11:12:47.216Z",
  "lat": 0,
  "lng": 0
}
```

Responses

Code	Description	Links
201	Mission created succesfully	No links

Media type

application/json

Controls Accept header.

Example Value | Schema

```
{
  "id": 0,
  "name": "string",
  "isHumanVisible": true,
  "isZombieVisible": true,
  "description": "string",
  "startTime": "2023-03-28T11:12:47.216Z",
  "endTime": "2023-03-28T11:12:47.216Z",
  "lat": 0,
  "lng": 0,
  "gameId": 0
}
```

400	Bad request.	No links

Media type

application/json

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

401	Unauthorized	No links

Media type

application/json

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

404	Game not found.	No links

Media type

application/json

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

500	Internal error	No links

GET /api/game/{gameId}/mission/{missionId} Get a specific mission in a game ⌃

Parameters

<div style="text-align:right">Try it out</div>

Name	Description
gameId * required integer($int32) (path)	gameId
missionId * required integer($int32) (path)	missionId

Responses

Code	Description	Links
200	Success. Return a specific mission in a game	No links

Media type

application/json ⌄

Controls `Accept` header.

Example Value | Schema

```
{
  "id": 0,
  "name": "string",
  "isHumanVisible": true,
  "isZombieVisible": true,
  "description": "string",
  "startTime": "2023-03-28T11:13:51.944Z",
  "endTime": "2023-03-28T11:13:51.944Z",
  "lat": 0,
  "lng": 0,
  "gameId": 0
}
```

| 400 | Bad request. | No links |

Media type

application/json ⌄

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

| 401 | Unauthorized | No links |

Media type

application/json ⌄

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

| 404 | Game or mission not found. | No links |

Media type

application/json ⌄

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

| 500 | Internal error | No links |

PUT `/api/game/{gameId}/mission/{missionId}` Edit a mission in a game

Parameters

Try it out

Name	Description
gameId * required integer($int32) (path)	gameId
missionId * required integer($int32) (path)	missionId

Request body

application/json ⌄

Example Value | Schema

```
{
  "name": "string",
  "isHumanVisible": true,
  "isZombieVisible": true,
  "description": "string",
  "startTime": "2023-03-28T11:15:15.350Z",
  "endTime": "2023-03-28T11:15:15.350Z",
  "lat": 0,
  "lng": 0,
  "gameId": 0
}
```

Responses

Code	Description	Links
204	Update success. Mission updated	No links
400	Bad request.	No links

Media type

application/json ⌄

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

401	Unauthorized	No links

Media type

application/json ⌄

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

| 404 | The game or mission was not found | No links |

Media type

application/json ⌄

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

| 500 | Internal error | No links |

DELETE `/api/game/{gameId}/mission/{missionId}` Delete a mission in a game ∧

Parameters

Try it out

Name	Description
gameId * required integer($int32) (path)	gameId
missionId * required integer($int32) (path)	missionId

Responses

Code	Description	Links
204	Mission deleted succesfully	No links
400	Bad request.	No links

Media type

application/json

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

| 401 | Unauthorized | No links |

Media type

application/json

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

| 401 | Unauthorized | No links |

Media type

application/json

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

| 404 | Game or mission not found | No links |

Media type

application/json

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

| 500 | Internal error | No links |

Player

Player

GET	/api/game/{gameId}/player	Get all players in a game	⌄

POST	/api/game/{gameId}/player	Add a new player to a game	⌄

PUT	/api/game/{gameId}/player/{playerId}	Update a player by game Id and player Id	⌄

DELETE	/api/game/{gameId}/player/{playerId}	Delete a user by game Id and player Id	⌄

Player

GET	/api/game/{gameId}/player	Get all players in a game	⌃

Parameters

Try it out

Name	Description
gameId * required integer($int32) (path)	gameId

Responses

Code	Description	Links
200	Success. Returns a list of players	No links

Media type

application/json ⌄

Controls `Accept` header.

Example Value | Schema

```
[
  {
    "id": 0,
    "biteCode": "string",
    "isPatientZero": true,
    "isHuman": true,
    "userId": 0,
    "gameId": 0
  }
]
```

400	Bad request.	No links

Media type

application/json ⌄

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

404   *No links*

Game not found

Media type

application/json ▾

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

500   *No links*

Internal error

POST   **/api/game/{gameId}/player**   Add a new player to a game   ⌃

Parameters   Try it out

Name	Description
gameId * required integer($int32) *(path)*	gameId

Request body   application/json ▾

Example Value | Schema

```
{
  "isPatientZero": true,
  "isHuman": true,
  "userId": 0
}
```

Responses

Code	Description	Links
201	Player created succesfully	*No links*

Media type

application/json ▾

Controls `Accept` header.

Example Value | Schema

```
{
  "id": 0,
  "biteCode": "string",
  "isPatientZero": true,
  "isHuman": true,
  "userId": 0,
  "gameId": 0
}
```

400   *No links*

Bad request.

Media type

application/json ▼

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

401   *No links*

Unauthorized

Media type

application/json ▼

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

404   *No links*

Game not found

Media type

application/json ▼

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

500   *No links*

Internal error

PUT `/api/game/{gameId}/player/{playerId}` Update a player by game Id and player Id

Parameters

Try it out

Name	Description
gameId * required integer($int32) (path)	gameId
playerId * required integer($int32) (path)	playerId

Request body

application/json

Example Value | Schema

```
{
  "biteCode": "string",
  "isPatientZero": true,
  "isHuman": true,
  "userId": 0,
  "gameId": 0
}
```

Responses

Code	Description	Links
204	Update success. Player updated	No links
400	Bad request.	No links

Media type

application/json

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

| 401 | Unauthorized | No links |

Media type

application/json

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

| 404 | Player or Game not found | No links |

Media type

application/json

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

| 500 | Internal error | No links |

DELETE `/api/game/{gameId}/player/{playerId}` Delete a user by game Id and player Id ∧

Parameters

Name	Description
gameId * required integer($int32) (path)	gameId
playerId * required integer($int32) (path)	playerId

Responses

Code	Description	Links
204	Player deleted succesfully	No links
400	Bad request.	No links

Media type

application/json ⌄

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

401	Unauthorized	No links

Media type

application/json ⌄

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

404	Player or Game not found	No links

Media type

application/json ⌄

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

500	Internal error	No links

Squad

Squad

| GET | /api/game/{gameId}/squad | Get all squads by game id |

| POST | /api/game/{gameId}/squad | Add a new squad in a game |

| GET | /api/game/{gameId}/squad/{squadId} | Get a specific squad by gameId and squadId |

| DELETE | /api/game/{gameId}/squad/{squadId} | Delete a squad by gameId and squadId |

| PUT | /api/game/{gameId}/squads/{squadId} | Update a squad by gameId and squadId |

| POST | /api/game/{gameId}/squad/{squadId}/join | Add a squad member to the specific squad by gameId and squadId |

| GET | /api/game/{gameId}/squad/{squadId}/check-in | Get all squad check-ins by gameId and squadId |

| POST | /api/game/{gameId}/squad/{squadId}/check-in | Post a new squad check-in by gameId and squadId |

| GET | /api/game/{gameId}/squadMember/{playerId} | Get a squad member by gameID and playerId |

| GET | /api/game/{gameId}/squadMembers/{squadId} | Get all squad members in a squad by gameId and squadId |

| DELETE | /api/game/{gameId}/squadMember/{squadMemberId} | Method to delete a squad member by gameId and squadMemberId |

| GET | /api/game/{gameId}/squad | Get all squads by game id |

Parameters

Try it out

Name	Description
gameId * required integer($int32) (path)	gameId

Responses

Code	Description	Links
200	Success. Return a list of squads in a game	No links

Media type

application/json

Controls Accept header.

Example Value | Schema

```
[
  {
    "id": 0,
    "name": "string",
    "isHuman": true,
    "gameId": 0
  }
]
```

400   *No links*

Bad request.

Media type

| application/json ▾ |

Example Value | Schema

```json
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

401   *No links*

Unauthorized

Media type

| application/json ▾ |

Example Value | Schema

```json
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

404   *No links*

Game not found.

Media type

| application/json ▾ |

Example Value | Schema

```json
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

500   *No links*

Internal error

POST `/api/game/{gameId}/squad` Add a new squad in a game

Parameters

Try it out

Name	Description
gameId * required integer($int32) *(path)*	gameId

Request body

application/json

Example Value | Schema

```
{
  "name": "string",
  "isHuman": true,
  "squadMember": {
    "playerId": 0
  }
}
```

Responses

Code	Description	Links
201	Squad created succesfully	No links

Media type

application/json

Controls `Accept` header.

Example Value | Schema

```
{
  "id": 0,
  "name": "string",
  "isHuman": true,
  "gameId": 0
}
```

Code	Description	Links
400	Bad request.	No links

Media type

application/json

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

Code	Description	Links
401	Unauthorized	No links

Media type

application/json

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

Code	Description	Links
404	The game or player was not found	No links

Media type

application/json

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

Code	Description	Links
500	Internal error	No links

GET `/api/game/{gameId}/squad/{squadId}` Get a specific squad by gameId and squadId

Parameters

Try it out

Name	Description
gameId * required integer($int32) (path)	gameId
squadId * required integer($int32) (path)	squadId

Responses

Code	Description	Links
200	Success. Return a specific squad in a game	No links

Media type

application/json

Controls `Accept` header.

Example Value | Schema

```
{
  "id": 0,
  "name": "string",
  "isHuman": true,
  "gameId": 0
}
```

| 400 | Bad request. | No links |

Media type

application/json

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

401   Unauthorized   *No links*

Media type

```
application/json                    ▼
```

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

404   Game or squad not found.   *No links*

Media type

```
application/json                    ▼
```

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

500   Internal error   *No links*

DELETE   `/api/game/{gameId}/squad/{squadId}`   Delete a squad by gameId and squadId   ⌄

Parameters   [Try it out]

Name	Description
gameId * required integer($int32) *(path)*	gameId
squadId * required integer($int32) *(path)*	squadId

Responses

Code	Description	Links
204	Squad deleted succesfully	*No links*
400	Bad request.	*No links*

Media type

```
application/json                    ▼
```

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

401   Unauthorized   *No links*

Media type

`application/json` ▾

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

404   Game or squad not found   *No links*

Media type

`application/json` ▾

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

500   Internal error   *No links*

PUT   `/api/game/{gameId}/squads/{squadId}`   Update a squad by gameId and squadId   ⌃

Parameters   [Try it out]

Name	Description
gameId * required integer($int32) *(path)*	gameId
squadId * required integer($int32) *(path)*	squadId

Request body   `application/json` ▾

Example Value | Schema

```
{
  "name": "string",
  "isHuman": true
}
```

Responses

Code	Description	Links
204	Update success. Squad updated	*No links*
400	Bad request.	*No links*

Media type

`application/json` ▾

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

401

Unauthorized

No links

Media type

application/json ▼

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

404

The game or squad was not found

No links

Media type

application/json ▼

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

500

Internal error

No links

POST /api/game/{gameId}/squad/{squadId}/join Add a squad member to the specific squad by gameId and squadId

Parameters

Try it out

Name	Description
gameId * required integer($int32) (path)	gameId
squadId * required integer($int32) (path)	squadId

Request body

application/json ▼

Example Value | Schema

```
{
  "playerId": 0
}
```

Responses

Code	Description	Links
201	Squad member created succesfully	*No links*

Media type

application/json ▼

Controls Accept header.

Example Value | Schema

```
{
  "id": 0,
  "rank": "string",
  "gameId": 0,
  "squadId": 0,
  "playerId": 0
}
```

400

Bad request.

Media type

application/json ⌄

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

401

Unauthorized

Media type

application/json ⌄

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

404

The game or player was not found

Media type

application/json ⌄

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

500

Internal error

GET `/api/game/{gameId}/squad/{squadId}/check-in` Get all squad check-ins by gameId and squadId

Parameters

Try it out

Name	Description
gameId * required integer($int32) (path)	gameId
squadId * required integer($int32) (path)	squadId

Responses

Code	Description	Links
200	Success. Return a list of squads check-ins for a squad in a game	No links

Media type

application/json

Controls `Accept` header.

Example Value | Schema

```
[
  {
    "id": 0,
    "startTime": "2023-03-29T05:58:14.526Z",
    "endTime": "2023-03-29T05:58:14.526Z",
    "lat": 0,
    "lng": 0,
    "gameId": 0,
    "squadId": 0,
    "squadMemberId": 0
  }
]
```

400   *No links*

Bad request.

Media type

application/json ⌄

Example Value | Schema

```json
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

401   *No links*

Unauthorized

Media type

application/json ⌄

Example Value | Schema

```json
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

404   *No links*

Game or squad not found.

Media type

application/json ⌄

Example Value | Schema

```json
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

500   *No links*

Internal error

| POST | /api/game/{gameId}/squad/{squadId}/check-in | Post a new squad check-in by gameId and squadId | ∧ |

Parameters

<div align="right">Try it out</div>

Name	Description

gameId * required
integer($int32)
(path)

```
gameId
```

squadId * required
integer($int32)
(path)

```
squadId
```

Request body

application/json ∨

Example Value | Schema

```
{
  "startTime": "2023-03-29T06:00:05.284Z",
  "endTime": "2023-03-29T06:00:05.284Z",
  "lat": 0,
  "lng": 0,
  "squadMemberId": 0
}
```

Responses

Code	Description	Links
201	Squad check-in created succesfully	*No links*

Media type

application/json ∨

Controls `Accept` header.

Example Value | Schema

```
{
  "id": 0,
  "startTime": "2023-03-29T06:00:05.285Z",
  "endTime": "2023-03-29T06:00:05.285Z",
  "lat": 0,
  "lng": 0,
  "gameId": 0,
  "squadId": 0,
  "squadMemberId": 0
}
```

| 400 | Bad request. | No links |

Media type

```
application/json            ⌄
```

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

| 401 | Unauthorized | No links |

Media type

```
application/json            ⌄
```

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

| 404 | Game or squad not found. | No links |

Media type

```
application/json            ⌄
```

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

| 500 | Internal error | No links |

GET `/api/game/{gameId}/squadMember/{playerId}` Get a squad member by gameID and playerId

Parameters

Try it out

Name	Description
gameId * required `integer($int32)` *(path)*	gameId
playerId * required `integer($int32)` *(path)*	playerId

Responses

Code	Description	Links
200	Get squad member sucessfully	No links

Media type

application/json

Controls `Accept header`.

Example Value | Schema

```
{
  "id": 0,
  "rank": "string",
  "gameId": 0,
  "squadId": 0,
  "playerId": 0
}
```

| 400 | Bad request. | No links |

Media type

application/json

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

401   *No links*

Unauthorized

Media type

| application/json | ⌄ |

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

404   *No links*

Squad member not Found

Media type

| application/json | ⌄ |

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

500   *No links*

Internal error

| GET | /api/game/{gameId}/squadMembers/{squadId} | Get all squad members in a squad by gameId and squadId | ⌃ |

Parameters   [Try it out]

Name	Description
gameId * required integer($int32) (path)	gameId
squadId * required integer($int32) (path)	squadId

Responses

Code	Description	Links
200	Get squad member sucessfully	*No links*

Media type

| application/json | ⌄ |

Controls Accept header.

Example Value | Schema

```
[
  {
    "id": 0,
    "rank": "string",
    "gameId": 0,
    "squadId": 0,
    "playerId": 0
  }
]
```

| 400 | Bad request. | *No links* |

Media type

| application/json | ⌄ |

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

401   *No links*

Unauthorized

Media type

application/json ▾

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

404   *No links*

Squad member not Found

Media type

application/json ▾

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

500   *No links*

Internal error

DELETE `/api/game/{gameId}/squadMember/{squadMemberId}` Method to delete a squad member by gameId and squadMemberId ⌃

Parameters

<div align="right">Try it out</div>

Name	Description
gameId * required integer($int32) *(path)*	gameId
squadMemberId * required integer($int32) *(path)*	squadMemberId

Responses

Code	Description	Links
204	Squad member deleted succesfully	*No links*
400	Bad request.	*No links*

Media type

application/json

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

| 401 | Unauthorized | *No links* |

Media type

application/json

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

| 404 | Squad member not Found | *No links* |

Media type

application/json

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

| 500 | Internal error | *No links* |

User

User

| GET | **/api/user** Get all Users | ⌄ |

| POST | **/api/user** Add a new user | ⌄ |

| GET | **/api/user/{userId}** Get a user by id | ⌄ |

| PUT | **/api/user/{userId}** Update a user by id | ⌄ |

| DELETE | **/api/user/{userId}** Delete a user by id | ⌄ |

| GET | **/api/user/username/{username}** Get a user by username | ⌄ |

User

| GET | **/api/user** Get all Users | ⌃ |

Parameters

Try it out

No parameters

Responses

Code	Description	Links
200	Success. Return a list of all users	No links

Media type

application/json

Controls `Accept` header.

Example Value | Schema

```json
[
  {
    "id": 0,
    "firstName": "string",
    "lastName": "string",
    "userName": "string",
    "isAdmin": true
  }
]
```

| 401 | Unauthorized | No links |

Media type

application/json

Example Value | Schema

```json
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

| 500 | Internal error | No links |

POST `/api/user` Add a new user ∧

Try it out

No parameters

Request body

application/json ∨

Example Value | Schema

```
{
  "firstName": "string",
  "lastName": "string",
  "userName": "string",
  "isAdmin": true
}
```

Responses

Code	Description	Links
201	User created successfully	No links

Media type

application/json ∨

Controls `Accept` header.

Example Value | Schema

```
{
  "id": 0,
  "firstName": "string",
  "lastName": "string",
  "userName": "string",
  "isAdmin": true
}
```

401		No links
	Unauthorized	

Media type

application/json ∨

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

500		No links
	Internal error	

Parameters

Try it out

Name	Description
userId * required `integer($int32)` *(path)*	userId

Responses

Code	Description	Links
200		*No links*

Success. Return a specific user

Media type

application/json ⌄

Controls `Accept` header.

Example Value | Schema

```json
{
  "id": 0,
  "firstName": "string",
  "lastName": "string",
  "userName": "string",
  "isAdmin": true
}
```

| 400 | | *No links* |

Bad request.

Media type

application/json ⌄

Example Value | Schema

```json
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

| 401 | | *No links* |

Unauthorized

Media type

application/json ⌄

Example Value | Schema

```json
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

| 404 | | *No links* |

User not found.

Media type

application/json ⌄

Example Value | Schema

```json
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

| 500 | | *No links* |

Internal error

PUT	/api/user/{userId} Update a user by id	^

Parameters

Try it out

Name	Description
userId * required integer($int32) (path)	userId

Request body

application/json ▾

Example Value | Schema

```
{
  "firstName": "string",
  "lastName": "string",
  "userName": "string",
  "isAdmin": true
}
```

Responses

Code	Description	Links
204	Update success. User updated	No links
400	Bad request.	No links

Media type

application/json ▾

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

401	Unauthorized	No links

Media type

application/json ▾

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

404	User was not found	No links

Media type

application/json ▾

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

500	Internal error	No links

DELETE	/api/user/{userId} Delete a user by id	∧

Parameters

Try it out

Name	Description
userId * required integer($int32) (path)	userId

Responses

Code	Description	Links
204	User deleted succesfully	No links
400	Bad request.	No links

Media type

application/json ∨

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

401		No links

Unauthorized

Media type

application/json ∨

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

404		No links

User not found

Media type

application/json ∨

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

500		No links

Internal error

Parameters

Name	Description
username * required string (path)	username

Responses

Code	Description	Links
200	Success. Return a specific user	*No links*

Media type

application/json ⌄

Controls Accept header.

Example Value | Schema

```
{
  "id": 0,
  "firstName": "string",
  "lastName": "string",
  "userName": "string",
  "isAdmin": true
}
```

401		*No links*

Unauthorized

Media type

application/json ⌄

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

404		*No links*

Username not found.

Media type

application/json ⌄

Example Value | Schema

```
{
  "type": "string",
  "title": "string",
  "status": 0,
  "detail": "string",
  "instance": "string",
  "additionalProp1": "string",
  "additionalProp2": "string",
  "additionalProp3": "string"
}
```

500		*No links*

Internal error