Bowling Game API Documentation

Games

All games-related endpoints.

GET Game#index action

http://localhost:3000/api/v1/games

Returns a collection of the most recent games.

URI pattern: /api/v1/games

**Constraints**

* This endpoint will show only the last 50 games.
* If it would display all entries.

Example Request

GET "http://localhost:3000/api/v1/games"

POST Game#create action

http://localhost:3000/api/v1/games?created\_by=John Doe

Creates a new game.

URI pattern: /api/v1/games

**Parameters**

* Make sure to pass the created\_by=string\_here parameter.

**Constraints**

* created\_by is required.
* created\_by can't exceed 50 characters.

Example Request

Game#create action

POST "<http://localhost:3000/api/v1/games?created_by=John> Doe"

PUT Game#update action

http://localhost:3000/api/v1/games/1?created\_by=Darkwing Duck

Modifies an existing game.

URI pattern: /api/v1/games/:id

**Parameters**

* Make sure to pass the id and created\_by=string\_hereparameter.

**Constraints**

* created\_by is required.
* created\_by can't exceed 50 characters.

Example Request

Game#update action

PUT "<http://localhost:3000/api/v1/games/1?created_by=James> Doe"

GET Games#show action

http://localhost:3000/api/v1/games/1

Shows a game, including associated players and frames. This endpoint should be used by the bowling screen.

URI pattern: /api/v1/games/:id

**Parameters**

* Make sure to pass the id parameter.

Example Request

Games#show action

GET "http://localhost:3000/api/v1/games/1"

DEL Games#destroy action

http://localhost:3000/api/v1/games/1

Deletes a specific game, and all of its' associated players and frames.

URI pattern: /api/v1/games/:id

**Parameters**

* Make sure to pass the id parameter.

Example Request

Games#destroy action

DELETE "http://localhost:3000/api/v1/games/1"

Players

All player-related endpoints.

**Overall constraints**

* You can't create a player without an associated game.
* Create a game first.

GET Players#index action

http://localhost:3000/api/v1/games/1/players

Returns a collection of the most recent players.

URI pattern: /api/v1/games/:game\_id/players

**Parameters**

* Make sure, to pass the game\_id parameter.

**Constraints**

* Only the recent 50 players will be shown. This is due to scalability reasons.

Example Request

Players#index action

GET "http://localhost:3000/api/v1/games/1/players"

GET Players#show action

http://localhost:3000/api/v1/games/1/players/1

Shows a specific player.

URI pattern /api/v1/games/:game\_id/players/:id

**Parameters**

* Make sure, to pass the game\_id and id parameter.

Example Request

Players#show action

GET "http://localhost:3000/api/v1/games/1/players/1"

POST Players#create action

http://localhost:3000/api/v1/games/1/players?name=Peter Griffin

Creates a player.

URI pattern: /games/:game\_id/players

**Parameters**

* Make sure to pass the game\_id and name=string\_hereparameter.

**Constraints**

* name is required.
* name can't exceed 50 characters.

Example Request

Players#create action

POST "<http://localhost:3000/api/v1/games/1/players?name=Player> One"

PUT Players#update action

http://localhost:3000/api/v1/games/1/players/1?name=John Wayne

Updates a player record.

URI pattern: /api/v1/games/:game\_id/players/:id

**Parameters**

* Make sure to pass the game\_id, id and name=string\_hereparameter.

**Constraints**

* name is required.
* name can't exceed 50 characters.

Example Request

Players#update action

PUT "<http://localhost:3000/api/v1/games/1/players/1?name=Player> Two"

DEL Players#destroy action

http://localhost:3000/api/v1/games/1/players/3

Deletes a specific player and all of it's associated frames.

URI pattern: /api/v1/games/:game\_id/players/:id

**Parameters**

* Make sure to pass the game\_id and id parameter.

Example Request

Players#destroy action

DELETE "http://localhost:3000/api/v1/games/1/players/3"

Frames

All frames-related endpoints.

**Overall constraints**

* You can't create a frame without an associated game and a player.
* First, create a game. Then create players. After these two steps, you can create frames.

**POST** Frames#create action

http://localhost:3000/api/v1/games/1/players/2/frames?ball\_one\_pins=10&ball\_two\_pins=2&ball\_three\_pins=4

Creates a new frame.

URI pattern: /api/v1/games/:game\_id/players/:player\_id/frames

**Parameters**

* Make sure to pass the game\_id, player\_id parameter.
* If you want, you can directly pass ball\_one\_pins=integer\_here, ball\_two\_pins=integer\_here as parameters.

**Constraints**

* All ball-related integer values can only be between 0 and 10. Negative values and values beyond 10 aren't allowed.
* The total sum for ball\_one\_pins and ball\_two\_pins can't exceed 10 for frames 1 to 9.
* The ball\_three\_pins=integer\_here parameter will only work for the 10th and last frame.
* You can't create an 11th frame. The game ends after the 10th frame.

Example Request

Frames#create action

POST "http://localhost:3000/api/v1/games/1/players/2/frames?ball\_one\_pins=6&ball\_two\_pins=4&ball\_three\_pins=4"

**PUT** Frames#update action

http://localhost:3000/api/v1/games/1/players/2/frames/3?ball\_one\_pins=3&ball\_two\_pins=6&ball\_three\_pins=0

Updates a frame.

URI pattern: /api/v1/games/:game\_id/players/:player\_id/frames/:frame\_number

**Parameters**

* Make sure to pass the game\_id, player\_id and frame\_number parameter.
* Make sure, to pass the ball\_one\_pins, ball\_two\_pinsparameters.

**Constraints**

* All ball-related integer values can only be between 0 and 10. Negative values and values beyond 10 aren't allowed.
* The total sum for ball\_one\_pins and ball\_two\_pins can't exceed 10 for frames 1 to 9.
* The ball\_three\_pins=integer\_here parameter will only work for the 10th and last frame.
* You can't modify an 11th frame. The game ends after the 10th frame.