**Task 1**

Write a REST endpoint that will insert 1 document (in JSON) into the data store. The end point is as follows:POST /api/boardgame

* If the same document already exists in database, return 400 BAD REQUEST
* Else, return 201 with JSON payload (success:boolean, id:<redis key>)

**Task 2**

Write a REST endpoint that will retrieve a given board game. The following HTTP request performs the query: GET /api/boardgame/<boardgame id>

* If boardgame exists, return 200 OK and payload as a JSON document.
* Else, return a 404 status and an appropriate error object.

**Task 3**

Write a REST endpoint that will retrieve all saved board games

**Task 4**

Write a REST endpoint that updates a given board game.

**Task 3**

Write a REST endpoint that will update a document

PUT /api/boardgame/<boardgame id>

The above REST endpoint takes the payload from the request body and attempts to update the data stored in Redis with the corresponding key <boardgame id>.

If <boardgame id> does not exists, the endpoint should return a 400 status code and an appropriate error object.

If the update was successful, return a 200 status code and the following payload

{ “update\_count”: <count>, “id”: <Redis key> }

where <count> is the number of documents you have updated.

This endpoint takes an optional parameter, upsert. If upsert is set to true, then the endpoint should perform and insert if the <boardgame id> does not exist.

Assume that if query string, upsert is specified, then it is set to false.

**Task 4**

Deploy to Heroku.

**Submission**

When you have completed the workshop, commit and push your code to your Github repository.