

Requests

POST Player

{{url}}:{{port}}/addPlayer

Add a new player to the controller.

Body raw (json)

json

```
{
  "name": "Kay",
  "race": "Human",
  "profession": "Barbarian"
}
```

GET Card

{{url}}:{{port}}/card?type=treasureOrdoor

Draw a random Card from the door Stack, can either be a profession, a race or a monsterSpawn.

PARAMS

type	treasureOrdoor
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GET Player

{{url}}:{{port}}/player/{playerID}

GET Stage

{{url}}:{{port}}/getStage

PUT Player

{{url}}:{{port}}/player?id=123

PARAMS

id	123
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Body raw (json)

json

```
{
  "name" : "Name",
  "level": 1,
  "combatLevel": 2,
  "profession": "WIZARD",
  "race": "HUMAN",
  "gender": "FEMALE"
}
```

PUT Stage

{{url}}:{{port}}/stage

Body raw (json)

json

```
{
  "stage" : "SOMESTAGE"
}
```

PUT Backpack

{{url}}:{{port}}/player/{playerID}/backpack

Body raw (json)

json

```
{
  "<uuid1>": {
    "id": "<uuid1>",
    "type": "Equipment",
    "name": "SomeTestEquipment",
    "equipType": "Helmet",
    "goldValue": 3,
    "combatBonus": 2
  },
  "<uuid2>": {
    "id": "<uuid2>".
```

PUT Equipment

{{url}}:{{port}}/player/{playerID}/equipment

Body raw (json)

json

```
{
  "helmet": 1, //UUID
  "armor": 2,
  "boots": 3,
  "weaponL": 4,
  "weaponR": 5
}
```

DELETE Discard

{{url}}:{{port}}/card?cardId=123

PARAMS

cardId

123