

POST /begin

This endpoint creates a new game on the server side, and returns game information. This endpoint is the equivalent to the `begin_game` function in `controller_go_fish.py`.

Request Parameters

Field	Type	Default	Usage
playerName	string	Player	The name of the human player
numBots	int	3	The number of bots for the player to play against
botNames	List[string]	[Bot 1, Bot 2, ...]	The names for each of the bots. The length of this list must be \geq the number of bots parameter
botDifficulty	int	0	The difficulty of the bots to play against. Must be 0, 1 or 2.

Response Parameters

Type	Notes
string	Game Key. Used for all subsequent requests to identify the game

Errors

400: If there was an error with the request syntax or errors in the request values

500: If there was some error processing the request

Notes

This endpoint makes the most sense as a POST request, as it is adding new information to the server.

PUT /askcard

This endpoint asks for a card from a bot for the player. This endpoint is the equivalent to the `human_ask` function in `controller_go_fish.py`.

Request Parameters

Field	Type	Default	Usage
gameKey	string	Required	The game key
card	Card	Required	the card to match against
bot	List[string]	Required	the ID of the bot to ask

Response Parameters

Type	Notes
Card	This will be the card that was received from the bot, or null if they didn't have one

Errors

400: If there was an error with the request syntax, there were missing values or errors in the request values

401: If the game key is invalid

500: If there was some error processing the request

Notes

This endpoint makes the most sense as a PUT request as the user is modifying a resource on the server.

GET /playerinfo

This endpoint returns the human player's hand so it can be displayed to the user.

Request Parameters

Field	Type	Default	Usage
gameKey	string	Required	The game key

Response Parameters

Type	Notes
List[Card]	A list of all the card's in the player's hand
List[List[Card]]	A list of pairs of cards
int	The player's score

Errors

400: If there was an error with the request syntax, there were missing values or errors in the request values

401: If the game key is invalid

500: If there was some error processing the request

Notes

This endpoint makes the most sense as a GET request as it is simply retrieving information from the server.

GET /output

This endpoint returns the output for all the players. This includes messages for the bots as well, so the player knows what has occurred.

Request Parameters

Field	Type	Default	Usage
gameKey	string	Required	The game key

Response Parameters

Type	Notes
List[List[string]]	A list, containing a list of each player and bot's output since the last request.

Errors

400: If there was an error with the request syntax, there were missing values or errors in the request values

401: If the game key is invalid

500: If there was some error processing the request

Notes

This endpoint makes the most sense as a GET request as it is simply retrieving information from the server.

GET /botinfo

This endpoint returns information on each of the bots, including pairs, hand size and score.

Request Parameters

Field	Type	Default	Usage
gameKey	string	Required	The game key

Response Parameters

Type	Notes
List[List[string]]	A list, containing a list of each player and bot's output since the last request.
List[List[List[Card]]]	A list of pairs of cards for each bot
List[int]	Each bot's score
List[int]	The size of each bot's hand

Errors

400: If there was an error with the request syntax, there were missing values or errors in the request values

401: If the game key is invalid

500: If there was some error processing the request

Notes

This endpoint makes the most sense as a GET request as it is simply retrieving information from the server.

GET /deckinfo

This endpoint returns information on each of the bots, including pairs, hand size and score.

Request Parameters

Field	Type	Default	Usage
gameKey	string	Required	The game key

Response Parameters

Type	Notes
int	the number of cards remaining in the deck

Errors

400: If there was an error with the request syntax, there were missing values or errors in the request values

401: If the game key is invalid

500: If there was some error processing the request

Notes

This endpoint makes the most sense as a GET request as it is simply retrieving information from the server.