FBPool API

Version History

Version	Date	Description
0.1	5/18/2014	Initial Release

1. Quick Reference

Orange means no documentation for this API call and the code has not been implemented
Red means there is documentation but has not been implemented

HTTP	URL	Description
POST	/api/team	create a team
POST	/api/teams	create multiple teams
POST	/api/game	create a game
POST	/api/games	create multiple games
POST	/api/player	create a player
POST	/api/players	create multiple players
POST	/api/week	create a week
POST	/api/pick	create a pick
POST	/api/cache	load the memcache all years and weeks
POST	/api/cache/year/<year>	load the memcache for a specific year
POST	/api/cache/year/<year>/week/<week>	load the memcache for a specific week and year
GET	/api/team/name/<team name>	get a specific team object
GET	/api/team/key/<team key>	get a specific team object
GET	/api/team/id/<team id>	get a specific team object

GET	/api/teams	gets all of the teams
GET	/api/game/key/<game key>	get a specific game object
GET	/api/game/id/<game id>	get a specific game object
GET	/api/games	get all of the games
GET	/api/player/name/<player name>	get a specific player object
GET	/api/player/key/<player key>	get a specific player object
GET	/api/player/id/<player id>	get a specific player object
GET	/api/players	get all the players
GET	/api/players/year/<year number>	get all players in a year
GET	/api/week/key/<week_key>	get a specific week object
GET	/api/week/id/<week id>	get a specific week object
GET	/api/weeks	get all the weeks
GET	/api/weeks/year/<year number>	get all weeks in a year
GET	/api/week/<week number>/year/<year number>	get a specific week number in a year
GET	/api/pick/key/<pick key>	get a specific pick
GET	/api/pick/id/<pick id>	get a specific pick
GET	/api/picks/year/<year>/week/<week>	get a particular week's picks
GET	/api/picks/year/<year>/week/<week>/player/<name>	get a particular player's picks
DELETE	/api/team	delete a team
DELETE	/api/teams	delete all the teams
DELETE	/api/game	delete a game
DELETE	/api/games	delete all the games
DELETE	/api/games/cache	delete the temporary memcache structure used to speed up API calls

DELETE	/api/player	delete a player
DELETE	/api/players	delete all players
DELETE	/api/players/cache	delete the temporary memcache structure used to speed up API calls
DELETE	/api/week	delete a week
DELETE	/api/weeks	delete all weeks
DELETE	/api/weeks/cache	delete the temporary memcache structure used to speed up API calls
DELETE	/api/pick	delete a pick
DELETE	/api/picks	delete all picks
DELETE	/api/cache	flush the memcache
PUT	/api/game	edit a game
PUT	/api/player	edit a player
PUT	/api/week	edit a week
PUT	/api/pick	edit a pick

2. Create API Details (HTTP POST)

2.1 Create a team

		Format
HTTP URL	POST /api/team	
Input	Info for the new team	JSON Object
Return Success	The team that was created	JSON Object

Return Error	If an error occurs, an error code and an error message is returned.	

Input JSON Object Specification

Key	Description	Format
name	the name of the team	String
conference	the conference the team is in	String

Return JSON Object Specification

Key	Description	Format
key	the google key value for this object	String
id	the google id value for this object	Integer
name	the name of the team	String
conference	the conference the team is in	String

HTTP Return Table

HTTP Return Code	Description	Message Returned
200	Call was completed successfully	<json object>
400	Bad parameters passed in	name is missing
400	Bad parameters passed in	conference is missing
409	This team name already exists	team already exists

2.2 Create multiple teams

		Format
HTTP URL	POST /api/teams	
Input	Info for each team to be created	JSON Object
Return Success	List of teams that was created	array of JSON Object
Return Error	If an error occurs, an error code and an error message is returned.	

Input JSON Object Specification

An array of the following JSON objects should be passed in.

Key	Description	Format
name	the name of the team	String
conference	the conference the team is in	String

Return JSON Object Specification

An array of the following JSON objects will be returned.

Key	Description	Format
key	the google key value for this object	String
id	the google id value for this object	Integer
name	the name of the team	String
conference	the conference the team is in	String

HTTP Return Table

HTTP Return Code	Description	Message Returned

200	Call was completed successfully	<json object>
409	A team name already exists	team already exists

2.3 Create a game

		Format
HTTP URL	POST /api/game	
Input	Info for the new game	JSON Object
Return Success	The game that was created	JSON Object
Return Error	If an error occurs, an error code and an error message is returned.	

Input JSON Object Specification

Key	Description	Format
number	the number of the game	Integer in 1..10
team1	the key for team1's team object	String
team2	the key for team2's team object	String
team1_score	the current or final score for team1	Integer
team2_score	the current or final score for team2	Integer
favored	the team favored to win	String in "team1", "team2"
spread	the spread of the favored team	Float
state	the state of the game	String in "not_started", "in_progress", "final"
quarter	the current game quarter	String or None
time_left	the amount of time left in the game	String or None

date	the date and start time of the game	None or String "mm/dd/yyyy hh:mm"

Return JSON Object Specification

Key	Description	Format
key	the google key value for this object	String
id	the google id value for this object	Integer
number	the number of the game	Integer in 1..10
team1	the key for team1's team object	String
team2	the key for team2's team object	String
team1_score	the current or final score for team1	Integer
team2_score	the current or final score for team2	Integer
favored	the team favored to win	String in "team1", "team2"
spread	the spread of the favored team	Float
state	the state of the game	String in "not_started", "in_progress", "final"
quarter	the current game quarter	String or None (optional)
time_left	the amount of time left in the game	String or None (optional)
date	the date and start time of the game	None or String "mm/dd/yyyy hh:mm" (optional)

HTTP Return Table

HTTP Return Code	Description	Message Returned
200	Call was completed successfully	<json object>
400	Bad parameters passed in	required field "<field>" is missing

2.4 Create a player

		Format
HTTP URL	POST /api/player	
Input	Info for the new player	JSON Object
Return Success	The player that was created	JSON Object
Return Error	If an error occurs, an error code and an error message is returned.	

Input JSON Object Specification

Key	Description	Format
name	the name of the player	String
years	the years that the player has participated in	Array of Integer

Return JSON Object Specification

Key	Description	Format
key	the google key value for this object	String
id	the google id value for this object	Integer
name	the name of the player	String

years	the years that the player has participated in	Array of Integer

HTTP Return Table

HTTP Return Code	Description	Message Returned
200	Call was completed successfully	<json object>
400	Bad parameters passed in	<parameter> is missing
409	This player name already exists	player already exists

2.5 Create a week

		Format
HTTP URL	POST /api/week	
Input	Info for the new week	JSON Object
Return Success	The week that was created	JSON Object
Return Error	If an error occurs, an error code and an error message is returned.	

Input JSON Object Specification

Key	Description	Format
year	the year	Integer
number	the week number	Integer

winner	the key of the player that won the week	String key
games	the list of games for this week	Array of String key
lock_picks	the time that the picks need to be entered by	String with format "mm/dd/yyy hh:mm"
lock_scores	the time at which the scores will lock	String with format "mm/dd/yyy hh:mm"

Return JSON Object Specification

Key	Description	Format
key	the google key value for this object	String
id	the google id value for this object	Integer
year	the year	Integer
number	the week number	Integer
winner	the key of the player that won the week	String key
games	the list of games for this week	Array of String key
lock_picks	the time that the picks need to be entered by	String with format "mm/dd/yyy hh:mm"
lock_scores	the time at which the scores will lock	String with format "mm/dd/yyy hh:mm"

HTTP Return Table

HTTP Return Code	Description	Message Returned
200	Call was completed successfully	<json object>
400	Bad parameters passed in	<parameter> is missing

409	A week with the same year and week number already exists	week already exists

2.6 Create a pick

		Format
HTTP URL	POST /api/pick	
Input	Info for the new pick	JSON Object
Return Success	The pick that was created	JSON Object
Return Error	If an error occurs, an error code and an error message is returned.	

Input JSON Object Specification

Key	Description	Format
week	the key of the week object	String key
player	the key of the player object	String key
game	the key of the game object	String key
winner	which team was picked as the winner	String with values "team1" or "team2" or None
team1_score	the score that was picked if this was the featured game	Integer
team2_score	the score that was picked if this was the featured game	Integer

Return JSON Object Specification

Key	Description	Format

key	the google key value for this object	String
id	the google id value for this object	Integer
week	the key of the week object	String key
player	the key of the player object	String key
game	the key of the game object	String key
winner	which team was picked as the winner	String with values "team1" or "team2" or None
team1_score	the score that was picked if this was the featured game	Integer
team2_score	the score that was picked if this was the featured game	Integer

HTTP Return Table

HTTP Return Code	Description	Message Returned
200	Call was completed successfully	<json object>
400	Bad parameters passed in	<parameter> is missing

2.7 Load the memcache

These API calls are used to load the memcache with the results required for the main pages of the pool website. By loading the memcache with these APIs, the first call to a page will be able to use cached results instead of having to calculate all of the results loading in a faster page access on the first call.

		Format
HTTP URL	POST /api/cache POST /api/cache/year/<year> POST /api/cache/year/<year>/week/<week>	

Input	Input the year and week number if applicable	
Return Success	Return status code 200 if successful	
Return Error	If an error occurs, an error code and an error message is returned.	

3. GET API Details (HTTP GET)

3.1 Get a team

		Format
HTTP URL	GET /api/team/name/<team name> GET /api/team/key/<key> GET /api/team/id/<id>	
Input	Specifying the name, key, or id	
Return Success	The team that was found	JSON Object
Return Error	If an error occurs, an error code and an error message is returned.	

Return JSON Object Specification

Key	Description	Format
key	the google key value for this object	String
id	the google id value for this object	Integer
name	the name of the team	String
conference	the conference the team is in	String

HTTP Return Table

HTTP Return Code	Description	Message Returned
200	Call was completed successfully	
404	Could not find the team	could not find the team
500	Internal error when converting an id to a key	exception when getting key

3.2 Get all of the teams

		Format
HTTP URL	GET /api/teams	
Input	No values are input	
Return Success	The teams	array of JSON Object
Return Error	If an error occurs, an error code and an error message is returned.	

Return JSON Object Specification

A array of JSON Objects is returned. Each object represents one team. One JSON object is defined as follows.

Key	Description	Format
key	the google key value for this object	String
id	the google id value for this object	Integer
name	the name of the team	String
conference	the conference the team is in	String

HTTP Return Table

HTTP Return Code	Description	Message Returned
200	Call was completed successfully	

3.3 Get a game

		Format
HTTP URL	GET /api/game/key/<key> GET /api/game/id/<id>	
Input	Specifying the key or id	
Return Success	The game that was found	JSON Object
Return Error	If an error occurs, an error code and an error message is returned.	

Return JSON Object Specification

Key	Description	Format
key	the google key value for this object	String
id	the google id value for this object	Integer
number	the number of the game	Integer in 1..10
team1	the key for team1's team object	String
team2	the key for team2's team object	String
team1_score	the current or final score for team1	Integer
team2_score	the current or final score for team2	Integer

favored	the team favored to win	String in "team1", "team2"
spread	the spread of the favored team	Float
state	the state of the game	String in "not_started", "in_progress", "final"
quarter	the current game quarter	String or None (optional)
time_left	the amount of time left in the game	String or None (optional)
date	the date and start time of the game	None or String "mm/dd/yyyy hh:mm" (optional)

HTTP Return Table

HTTP Return Code	Description	Message Returned
200	Call was completed successfully	
404	Could not find the game	could not find the game
500	Internal error when converting an id to a key	exception when getting key

3.4 Get all of the games

		Format
HTTP URL	GET /api/games	
Input	No values are input	
Return Success	The games	array of JSON Object

Return Error	If an error occurs, an error code and an error message is returned.	

Return JSON Object Specification

A array of JSON Objects is returned. Each object represents one game. One JSON object is defined as follows.

Key	Description	Format
key	the google key value for this object	String
id	the google id value for this object	Integer
number	the number of the game	Integer in 1..10
team1	the key for team1's team object	String
team2	the key for team2's team object	String
team1_score	the current or final score for team1	Integer
team2_score	the current or final score for team2	Integer
favored	the team favored to win	String in "team1", "team2"
spread	the spread of the favored team	Float
state	the state of the game	String in "not_started", "in_progress", "final"
quarter	the current game quarter	String or None (optional)
time_left	the amount of time left in the game	String or None (optional)
date	the date and start time of the game	None or String "mm/dd/yyyy hh:mm" (optional)

HTTP Return Table

HTTP Return Code	Description	Message Returned
200	Call was completed successfully	

3.5 Get a player

		Format
HTTP URL	GET /api/player/name/<team name> GET /api/player/key/<key> GET /api/player/id/<id>	
Input	Specifying the name, key, or id	
Return Success	The player that was found	JSON Object
Return Error	If an error occurs, an error code and an error message is returned.	

Return JSON Object Specification

Key	Description	Format
key	the google key value for this object	String
id	the google id value for this object	Integer
name	the name of the player	String
years	the years the player participated in	Array of Integer

HTTP Return Table

HTTP Return Code	Description	Message Returned

200	Call was completed successfully	
404	Could not find the player	could not find the player
500	Internal error when converting an id to a key	exception when getting key

3.6 Get multiple players

		Format
HTTP URL	GET /api/players GET /api/players/year/<year number>	
Input	If getting by year, input the year number	
Return Success	The players	array of JSON Object
Return Error	If an error occurs, an error code and an error message is returned.	

Return JSON Object Specification

A array of JSON Objects is returned. Each object represents one team. One JSON object is defined as follows.

Key	Description	Format
key	the google key value for this object	String
id	the google id value for this object	Integer
name	the name of the player	String
years	the year the player participated in	Array of Integer

HTTP Return Table

HTTP Return Code	Description	Message Returned
200	Call was completed successfully	
404	Could not find any players in the specified year	no players found

3.7 Get a week

		Format
HTTP URL	GET /api/week/key/<key> GET /api/week/id/<id> GET /api/week/<week>/year/<year>	
Input	Specify the key, id, or week and year	
Return Success	The week that was found	JSON Object
Return Error	If an error occurs, an error code and an error message is returned.	

Return JSON Object Specification

Key	Description	Format
key	the google key value for this object	String
id	the google id value for this object	Integer
year	the year	Integer
number	the week number	Integer
winner	the key of the player that won the week	String key
games	the list of games for this week	Array of String key

lock_picks	the time that the picks need to be entered by	String with format "mm/dd/yyy hh:mm"
lock_scores	the time at which the scores will lock	String with format "mm/dd/yyy hh:mm"

HTTP Return Table

HTTP Return Code	Description	Message Returned
200	Call was completed successfully	
404	Could not find the week	could not find the week
500	Internal error when converting an id to a key	exception when getting key

3.8 Get multiple weeks

		Format
HTTP URL	GET /api/weeks (get all weeks) GET /api/weeks/year/<year> (get weeks in year)	
Input	No values are input for first URL, second URL input the year number	
Return Success	The weeks	array of JSON Object
Return Error	If an error occurs, an error code and an error message is returned.	

Return JSON Object Specification

A array of JSON Objects is returned. Each object represents one week. One JSON object is defined as follows.

Key	Description	Format
key	the google key value for this object	String
id	the google id value for this object	Integer
year	the year	Integer
number	the week number	Integer
winner	the key of the player that won the week	String key
games	the list of games for this week	Array of String key
lock_picks	the time that the picks need to be entered by	String with format "mm/dd/yyy hh:mm"
lock_scores	the time at which the scores will lock	String with format "mm/dd/yyy hh:mm"

HTTP Return Table

HTTP Return Code	Description	Message Returned
200	Call was completed successfully	
404	Invalid week number	The week number is not valid

3.9 Get a pick

		Format
HTTP URL	GET /api/pick/key/<key> GET /api/pick/id/<id>	

Input	Specify the key or id	
Return Success	The pick that was found	JSON Object
Return Error	If an error occurs, an error code and an error message is returned.	

Return JSON Object Specification

Key	Description	Format
key	the google key value for this object	String
id	the google id value for this object	Integer
week	the key of the week object	String key
player	the key of the player object	String key
game	the key of the game object	String key
winner	which team was picked as the winner	String with values "team1" or "team2" or None
team1_score	the score that was picked if this was the featured game	Integer
team2_score	the score that was picked if this was the featured game	Integer

HTTP Return Table

HTTP Return Code	Description	Message Returned
200	Call was completed successfully	
404	Could not find the pick	could not find the pick

500	Internal error when converting an id to a key	exception when getting key

3.10 Get multiple picks

		Format
HTTP URL	GET /api/picks/year/<year>/week/<week> GET /api/picks/year/<year>/week/<week>/player/<name>	
Input	Input the year, week, and player name (optional)	
Return Success	The picks	array of JSON Object
Return Error	If an error occurs, an error code and an error message is returned.	

Return JSON Object Specification

A array of JSON Objects is returned. Each object represents one week. One JSON object is defined as follows.

Key	Description	Format
week	the key of the week object	String key
player	the key of the player object	String key
game	the key of the game object	String key
winner	which team was picked as the winner	String with values "team1" or "team2" or None
team1_score	the score that was picked if this was the featured game	Integer

team2_score	the score that was picked if this was the featured game	Integer

HTTP Return Table

HTTP Return Code	Description	Message Returned
200	Call was completed successfully	
404	One of the input parameters was	could not find pick

4. Delete API Details (HTTP DELETE)

4.1 Delete a team

		Format
HTTP URL	DELETE /api/team	
Input	Delete a team	JSON Object
Return Success	Response 200 if delete successful	
Return Error	If an error occurs, an error code and an error message is returned.	

Input JSON Object Specification

The input JSON object contains information on how to find the team to delete. The object should have <u>one and only one</u> of the following fields defined.

Key	Description	Format

name	the name of the team	String
id	the google id of the team	Integer
key	the google key of the team	String

HTTP Return Table

HTTP Return Code	Description	Message Returned
200	Call was completed successfully	
400	Bad parameters passed in	only one parameter should be defined to find the team
404	Could not find the team	could not find the team
500	Internal error when converting an id to a key	exception when getting key

4.2 Delete all the teams

		Format
HTTP URL	DELETE /api/teams	
Input	No input required	
Return Success	Response 200 if delete successful	
Return Error	If an error occurs, an error code and an error message is returned.	

HTTP Return Table

HTTP Return Code	Description	Message Returned
200	Call was completed successfully	

4.3 Delete a game

		Format
HTTP URL	DELETE /api/game	
Input	Game key or id to delete	JSON Object
Return Success	Response 200 if delete successful	
Return Error	If an error occurs, an error code and an error message is returned.	

Input JSON Object Specification

The input JSON object contains information on how to find the game to delete. The object should have <u>one and only one</u> of the following fields defined.

Key	Description	Format
id	the google id of the team	Integer
key	the google key of the team	String

HTTP Return Table

HTTP Return Code	Description	Message Returned
200	Call was completed successfully	

400	Bad parameters passed in	only one parameter should be defined to find the game
404	Could not find the game	could not find the game
500	Internal error when converting an id to a key	exception when getting key

4.4 Delete all the games

		Format
HTTP URL	DELETE /api/games	
Input	No input required	
Return Success	Response 200 if delete successful	
Return Error	If an error occurs, an error code and an error message is returned.	

HTTP Return Table

HTTP Return Code	Description	Message Returned
200	Call was completed successfully	

4.5 Delete games cache

When creating a game using the API, the game is cached in the memcache to speed up retrieval of the game with later API calls. This value in the cache is not used in the actual pool code, only for the API. Once you are through using the API this call can be made to clean up the entries in the memcache.

		Format
HTTP URL	DELETE /api/games/cache	
Input	No input required	
Return Success	Response 200 if delete successful	
Return Error	If an error occurs, an error code and an error message is returned.	

HTTP Return Table

HTTP Return Code	**Description**	**Message Returned**
200	Call was completed successfully	

4.6 Delete a player

		Format
HTTP URL	DELETE /api/player	
Input	player key or id to delete	JSON Object
Return Success	Response 200 if delete successful	
Return Error	If an error occurs, an error code and an error message is returned.	

Input JSON Object Specification

The input JSON object contains information on how to find the player to delete. The object should have <u>one and only one</u> of the following fields defined.

Key	Description	Format
id	the google id of the player	Integer
key	the google key of the player	String
name	the name of the player	String

HTTP Return Table

HTTP Return Code	Description	Message Returned
200	Call was completed successfully	
400	Bad parameters passed in	only one parameter should be defined to find the player
404	Could not find the player	could not find the player
500	Internal error when converting an id to a key	exception when getting key

4.7 Delete all the players

		Format
HTTP URL	DELETE /api/players	
Input	No input required	
Return Success	Response 200 if delete successful	
Return Error	If an error occurs, an error code and an error message is returned.	

HTTP Return Table

HTTP Return Code	Description	Message Returned
200	Call was completed successfully	

4.8 Delete players cache

When creating a game using the API, the game is cached in the memcache to speed up retrieval of the game with later API calls. This value in the cache is not used in the actual pool code, only for the API. Once you are through using the API this call can be made to clean up the entries in the memcache.

		Format
HTTP URL	DELETE /api/players/cache	
Input	No input required	
Return Success	Response 200 if delete successful	
Return Error	If an error occurs, an error code and an error message is returned.	

HTTP Return Table

HTTP Return Code	Description	Message Returned
200	Call was completed successfully	

4.9 Delete a week

		Format

HTTP URL	DELETE /api/week	
Input	Delete a week	JSON Object
Return Success	Response 200 if delete successful	
Return Error	If an error occurs, an error code and an error message is returned.	

Input JSON Object Specification

The input JSON object contains information on how to find the team to delete. The object should have <u>one and only one</u> of the following combination of fields defined.

id, key, or (year,number)

Key	Description	Format
id	the google id of the team	Integer
key	the google key of the team	String
year	the year	Integer
number	the week number	Integer

HTTP Return Table

HTTP Return Code	Description	Message Returned
200	Call was completed successfully	
400	Bad parameters passed in	only one parameter should be defined to find the team
404	Could not find the week	could not find the week
500	Internal error when converting an id to a key	exception when getting key

4.10 Delete all the weeks

		Format
HTTP URL	DELETE /api/weeks	
Input	No input required	
Return Success	Response 200 if delete successful	
Return Error	If an error occurs, an error code and an error message is returned.	

HTTP Return Table

HTTP Return Code	Description	Message Returned
200	Call was completed successfully	

4.11 Delete a pick

		Format
HTTP URL	DELETE /api/pick	
Input	Delete a pick	JSON Object
Return Success	Response 200 if delete successful	
Return Error	If an error occurs, an error code and an error message is returned.	

Input JSON Object Specification

The input JSON object contains information on how to find the pick to delete. The object should have <u>one and only one</u> of the following combination of fields defined.

id, key, or (year,number)

Key	Description	Format
id	the google id of the team	Integer
key	the google key of the team	String

HTTP Return Table

HTTP Return Code	Description	Message Returned
200	Call was completed successfully	
400	Bad parameters passed in	only one parameter should be defined to find the team
404	Could not find the pick	could not find the pick
500	Internal error when converting an id to a key	exception when getting key

4.12 Delete all the picks

		Format
HTTP URL	DELETE /api/picks	
Input	No input required	
Return Success	Response 200 if delete successful	

Return Error	If an error occurs, an error code and an error message is returned.	

HTTP Return Table

HTTP Return Code	Description	Message Returned
200	Call was completed successfully	

4.13 Delete weeks cache

When creating a week using the API, the week is cached in the memcache to speed up retrieval of the week with later API calls. This value in the cache is not used in the actual pool code, only for the API. Once you are through using the API this call can be made to clean up the entries in the memcache.

		Format
HTTP URL	DELETE /api/weeks/cache	
Input	No input required	
Return Success	Response 200 if delete successful	
Return Error	If an error occurs, an error code and an error message is returned.	

HTTP Return Table

HTTP Return Code	Description	Message Returned
200	Call was completed successfully	

4.14 Flush the memcache

Flushes the entire memcache

		Format
HTTP URL	DELETE /api/cache	
Input	No input required	
Return Success	Response 200 if delete successful	
Return Error	If an error occurs, an error code and an error message is returned.	

5. Edit API Details (HTTP PUT)

5.1 Edit a game

		Format
HTTP URL	PUT /api/game	
Input	Specifying the key or id and the game info to edit	JSON Object
Return Success	Nothing returned	
Return Error	If an error occurs, an error code and an error message is returned.	

Input JSON Object Specification

The input game object must contain only one key or id which is used to identify the game that is to be edited. In addition, the fields to edit that needs to be passed in.

Key	Description	Format
key	the google key value for this object	String
id	the google id value for this object	Integer
number	the number of the game	Integer in 1..10
team1	the key for team1's team object	String
team2	the key for team2's team object	String
team1_score	the current or final score for team1	Integer
team2_score	the current or final score for team2	Integer
favored	the team favored to win	String in "team1", "team2"
spread	the spread of the favored team	Float
state	the state of the game	String in "not_started", "in_progress", "final"
quarter	the current game quarter	String or None (optional)
time_left	the amount of time left in the game	String or None (optional)
date	the date and start time of the game	None or String "mm/dd/yyyy hh:mm" (optional)

HTTP Return Table

HTTP Return Code	Description	Message Returned
200	Call was completed successfully	
400	Parameter missing to find the game	id or key must be passed in
404	Could not find the game	could not find the game

500	Internal error when converting an id to a key	exception when getting key

5.2 Edit a player

		Format
HTTP URL	PUT /api/player	
Input	Specifying the key or id and the player info to edit	JSON Object
Return Success	Nothing is returned	
Return Error	If an error occurs, an error code and an error message is returned.	

Input JSON Object Specification

The input game object must contain only one key or id which is used to identify the game that is to be edited. In addition, the fields to edit that needs to be passed in.

Key	Description	Format
key	the google key value for this object	String
id	the google id value for this object	Integer
name	the name of the player	String
years	the years that the player has participated in	Array of Integer

HTTP Return Table

HTTP Return Code	Description	Message Returned
200	Call was completed successfully	
400	Parameter missing to find the player	id or key must be passed in
404	Could not find the player	could not find the player
500	Internal error when converting an id to a key	exception when getting key

5.3 Edit a week

		Format
HTTP URL	PUT /api/week	
Input	Specifying the key or id and the week info to edit	JSON Object
Return Success	Nothing is returned	
Return Error	If an error occurs, an error code and an error message is returned.	

Input JSON Object Specification

The input week object must contain only one key or id which is used to identify the week that is to be edited. In addition, the fields to edit that needs to be passed in.

Key	Description	Format
key	the google key value for this object	String
id	the google id value for this object	Integer
year	the year	Integer

number	the week number	Integer
winner	the key of the player that won the week	String key
games	the list of games for this week	Array of String key
lock_picks	the time that the picks need to be entered by	String with format "mm/dd/yyy hh:mm"
lock_scores	the time at which the scores will lock	String with format "mm/dd/yyy hh:mm"

HTTP Return Table

HTTP Return Code	Description	Message Returned
200	Call was completed successfully	
400	Parameter missing to find the week	id or key must be passed in
404	Could not find the week	could not find the week
500	Internal error when converting an id to a key	exception when getting key

5.4 Edit a pick

		Format
HTTP URL	PUT /api/pick	
Input	Specifying the key or id and the pick info to edit	JSON Object
Return Success	Nothing is returned	
Return Error	If an error occurs, an error code and an error message is returned.	

Input JSON Object Specification

The input object must contain only one key or id which is used to identify the pick that is to be edited. In addition, the fields to edit that needs to be passed in.

Key	Description	Format
key	the google key value for this object	String
id	the google id value for this object	Integer
week	the key of the week object	String key
player	the key of the player object	String key
game	the key of the game object	String key
winner	which team was picked as the winner	String with values "team1" or "team2" or None
team1_score	the score that was picked if this was the featured game	Integer
team2_score	the score that was picked if this was the featured game	Integer

HTTP Return Table

HTTP Return Code	Description	Message Returned
200	Call was completed successfully	
400	Parameter missing to find the week	id or key must be passed in
404	Could not find the week	could not find the week
500	Internal error when converting an id to a key	exception when getting key