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 one and only one 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 one and only one 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 one and only one 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 one and only one 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 one and only one 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 |