Manuel Marroquin
Joey DiMaria
API Commands

Command	Resource	Input	Output	API Function
GET	/cards/		{"cards": [{"type": "Minion, "name": minionName..} …] "Results" : "success"}	Get_Card()
PUT	/cards/		{"result" : "success", "dbfId":9999}	Set_Card()
GET	/card/:dbfId		{"result": "success" ,"cards": [{"type": "Minion, "name": minionName..}}	Get_Card()
PUT	/card/:dbfId	{id : {"type": "Minion, "name": minionName..}}	{"result" : "success"}	Set_Card()
DELETE	/card/:dbfId		{"result" : "success"}	Delete_Card()
GET	/minions/		{"result" : "success", first id : [card info], …… last id : [card info]}	Get_Minions()
GET	/spells/		{"result" : "success", first id : [card info], …… last id : [card info]}	Get_Spells()
GET	/class/:class		{"result" : "success", first id : [card info], …… last id : [card info]}	Get_Cards_Class()
GET	/minions/:health		{"result" : "success", first id : [card info], …… last id : [card info]}	Get_Minions_HealthRange()
GET	/minions/:attack		{"result" : "success", first id : [card info], …… last id : [card info]}	Get_Minions_AttackRange()
GET	/cards/:cost		{"result" : "success", first id : [card info], …… last id : [card info]}	Get_Cards_CostRange()
GET	/names/:name		{"result" : "success", first id : [card info], …… last id : [card info]}	Get_Cards_Name()