```javascript
const express = require('express');

const app = express();

app.get('/', function(request, response) {

response.sendFile(__dirname + "/gameRestAPI.html");

});

//Get Maps Location

app.get('/mapID/world/:locationID', function(request, response) {

const dataBack={data: "Testing locations on map"};

response.send(dataBack);

});

//Get player location

app.get('/players/:playerID/:mapsID/worlds/:locationID', function(request, response) {

const dataBack={data: "Testing GET player location"};

response.send(dataBack);

});

//Update player location

app.put('/players/:playerID/:mapsID/worlds/:locationID', function(request, response) {

const dataBack = {data: "Testing PUTplayers location"};

response.send(dataBack);

});

//Get item location

app.get('/:mapsID/worlds/:locationID/inventory', function(request, response) {

const dataBack={data: "Testing GET item location"};

response.send(dataBack);

});

//Update/added item to map
```

```javascript
app.put('/:mapsID/worlds/:locationID/inventory", random() function(request, response) {

const dataBack = {data: "Testing PUT items randomly  on map"};

response.send(dataBack);

});

//Get player respawn

app.get('players/playerID/:mapsID/worlds/:locationID/respawn', function(request,
response) {

const dataBack={data: "Testing GET respawns on map"};

response.send(dataBack);

});

//Update Player's respawn

app.put('/players/:playerID/:mapsID/worlds/:locationID/respawn', function(request,
response) {

const dataBack = {data: "Testing PUT respawn on map "};

response.send(dataBack);

});

//Delete player's respawn

app.delete('/players/:playerID/:mapsID/worlds/:locationID/respawn, function(request,
response) {

const dataBack = {data: "Testing REMOVE respawns from maps"};

response.send(dataBack);

});

//Get player's death

app.get('players/playerID/:mapsID/worlds/:locationID/death', function(request, response)
{

const dataBack={data: "Testing GET player's  death on map"};

response.send(dataBack);
```

```
});

//Delete player's death

app.delete (delay({ timeout: 30000
})('/players/:playerID/:mapsID/worlds/:locationID/death, function(request, response) {

const dataBack = {data: "Testing REMOVE player's last death  from maps after several
minutes"};

response.send(dataBack);

});


});

app.listen(8080);
```