# BizSim API v0.1

# *I*games

```
GET
Returns all games in the system
Parameters:
None
Output
List of games
   gameId: string
   name: string
   timePerDay: string
   details:
    [key: string]: string
   capacity: string
   demand: string
   length: string
]
```

# games/join

```
POST
Joins the user to the given game
Parameters:
Body:
 gameId: string
 companyName: string
Output: Empty body, {}
```

### Responses

- Success: no return value
- Error: "game: already joined" when the used tries to join a game they are already part of.

### **lusers**

```
GET
```

Returns the user's own details

### Parameters:

None

#### Output:

```
List of users (always only 1 user for now)
[
{
   username: string
   companies: map{ [gameId: string]: companyId: string }
}
```

# **Authentication & Authorization**

Users are authenticated by the Cognito User Pool. All API calls must be done authenticated, apart from login.

When making calls to the API, the following tokens must be provided in the headers as follows:

Authentication: idToken
Authentication2: accessToken

Errors when calling the API non-authenticated:

- "User not Authenticated": missing Authorization headers or tokens are wrong/outdated
- "User not authorized to perform this action": Action requested it not allowed for this user, for example trying to get details of another user (not implemented yet).