

Games Database API

Genres

Path: [/genre/all](#)

Method: GET

Returns: all the genres with **HttpStatus 200**

```
[
  {
    "id": 1,
    "name": "Horror"
  },
]
```

Path: [/genre](#)

Method: GET

Parameters:

- **id** - the id of the searched genre

Returns:

1. The genre with **HttpStatus 200** - if the genre is found

```
{
  "id": 1,
  "name": "Horror"
}
```

2. **HttpStatus 404** - if the genre does not exist
-

Path: [/genre/insert](#)

Method: POST

Parameters:

- **name** - the name of the genre

Returns:

1. The inserted genre with **HttpStatus 201** - if the genre is inserted successfully

```
{
  "id": 1,
  "name": "Horror"
}
```

2. **HttpStatus 400** - if the genre already exist
 3. **HttpStatus 404** - if the genre is not inserted successfully
-

Path: [/genre/update](#)

Method: PUT

Parameters:

- **id** - the id of the genre that will be updated
- **name** - the name of the genre

Returns:

1. The **updated genre** with **HttpStatus 200** - *if the genre is updated successfully*

```
{  
  "id": 1,  
  "name": "Horror"  
}
```

2. **HttpStatus 404** - *if the genre does not exist*
 3. **HttpStatus 409** - *if there is already genre with this name in the database*
-

Path: </genre/delete>

Method: DELETE

Parameters:

- **id** - *the id of the genre that will be deleted*

Returns:

1. **True** with **HttpStatus 200** - *if the genre is deleted successfully*
2. **False** with **HttpStatus 404** - *if the genre does not exist*

Developers

Path: [/developer/all](#)

Method: GET

Returns: all the developers with **HttpStatus 200**

```
[
  {
    "id": 1,
    "name": "Atari",
    "description": "Arati is ..."
  },
]
```

Path: [/developer](#)

Method: GET

Parameters:

- **id** - the id of the searched developer

Returns:

1. The developer with **HttpStatus 200** - if the developer is found

```
{
  "id": 1,
  "name": "Atari",
  "description": "Atari is ..."
}
```

2. **HttpStatus 404** - if the developer does not exist
-

Path: [/developer/insert](#)

Method: POST

Parameters:

- **name** - the name of the developer
- **? description** - description about the developer

Returns:

1. The inserted developer with **HttpStatus 201** - if the developer is inserted successfully

```
{
  "id": 1,
  "name": "Atari"
  "description": "Atari is ..."
}
```

2. **HttpStatus 400** - if the developer already exist
 3. **HttpStatus 404** - if the developer is not inserted successfully
-

Path: [/developer/update](#)

Method: PUT

Parameters:

- **id** - the id of the developer that will be updated
- **? name** - the name of the developer

- **? description** - *description about the developer*

Returns:

1. The **updated developer** with **HttpStatus 200** - *if the developer is updated successfully*

```
{  
  "id": 1,  
  "name": "Atari"  
  "description": "Arati is ..."  
}
```

2. **HttpStatus 404** - *if the developer does not exist*
3. **HttpStatus 409** - *if there is already developer with this name in the database*

Path: </developer/delete>

Method: DELETE

Parameters:

- **id** - *the id of the developer that will be deleted*

Returns:

1. **True** with **HttpStatus 200** - *if the developer is deleted successfully*
2. **False** with **HttpStatus 404** - *if the developer does not exist*

Games

Path: [/game/all](#)

Method: GET

Returns: all the games with **HttpStatus 200**

```
[
  {
    "id": 1,
    "name": "Roller Coaster Tycoon 3",
    "description": "RCT 3 is ...",
    "image": "game_cover.png",
    "genres": [
      {
        "id": 74,
        "name": "Tycoon"
      },
      {
        "id": 75,
        "name": "Simulator"
      }
    ],
    "developer": {
      "id": 1,
      "name": "Atari",
      "description": "Atari is ..."
    }
  },
]
```

Path: [/game](#)

Method: GET

Parameters:

- **id** - the id of the searched game

Returns:

1. **The game with HttpStatus 200** - if the game is found

```
{
  "id": 1,
  "name": "Roller Coaster Tycoon 3",
  "description": "RCT 3 is ...",
  "image": "game_cover.png",
  "genres": [
    {
      "id": 74,
      "name": "Tycoon"
    },
    {
      "id": 75,
      "name": "Simulator"
    }
  ]
}
```

```

    }
  ],
  "developer": {
    "id": 1,
    "name": "Atari",
    "description": "Atari is ..."
  }
}

```

2. **HttpStatus 404** - if the game does not exist

Path: </game/insert>

Method: POST

Parameters:

- **name** - the name of the game
- **? description** - description about the game
- **? image** - the image
- **? developer_id** - the developer id
- **? genres_id_list** - the genres id list, example: 1, 2, 3

Returns:

1. The **inserted game** with **HttpStatus 201** - if the game is inserted successfully

```

{
  "id": 1,
  "name": "Roller Coaster Tycoon 3",
  "description": "RCT 3 is ...",
  "image": "game_cover.png",
  "genres": [
    {
      "id": 74,
      "name": "Tycoon"
    },
    {
      "id": 75,
      "name": "Simulator"
    }
  ],
  "developer": {
    "id": 1,
    "name": "Atari",
    "description": "Atari is ..."
  }
}

```

2. **HttpStatus 400** - if the game already exist, the developer is not found or some of the genres are not found
3. **HttpStatus 404** - if the game is not inserted successfully

Path: </game/update>

Method: PUT

Parameters:

- **id** - the id of the game that will be updated
- **? name** - the name of the game
- **? description** - description about the game
- **? image** - the image
- **? developer_id** - the developer id
- **? genres_id_list** - the genres id list, example: 1, 2, 3

Returns:

1. The **updated game** with **HttpStatus 200** - if the game is updated successfully

```
{
  "id": 1,
  "name": "Roller Coaster Tycoon 3",
  "description": "RCT 3 is ...",
  "image": "game_cover.png",
  "genres": [
    {
      "id": 74,
      "name": "Tycoon"
    },
    {
      "id": 75,
      "name": "Simulator"
    }
  ],
  "developer": {
    "id": 1,
    "name": "Atari",
    "description": "Atari is ..."
  }
}
```

2. **HttpStatus 404** - if the game does not exist
3. **HttpStatus 400** - if the developer is not found or some of the genres are not found
4. **HttpStatus 409** - if there is already game with this name in the database

Path: [/game/delete](#)

Method: DELETE

Parameters:

- **id** - the id of the game that will be deleted

Returns:

1. **True** with **HttpStatus 200** - if the game is deleted successfully
2. **False** with **HttpStatus 404** - if the game does not exist