Backend Design

**ROUTES**

/newGame – allows the user to generate a new game(invokes newGame)

/:id – allows the user to retrieve a previous game(invokes getGame)

/:id/:total – updates the user’s jellybean total and generates a new game(invokes resetGame)

**Callback APIs**

newGame – generates a new game ID and invokes a function which will create a new object which will represent all aspects of the game

getGame – uses the ID sent from the frontend service to retrieve the associated game

resetGame – updates the player’s jellybean total and generates a new game by essentially creating new objects of every thing that represents a game (i.e. deck, player, dealer)

**REST Objects**

Player – represents the player of the game with attributes cards, card total, bust(Boolean), jellybeans

Dealer – represents the dealer of the game, the opposing ‘character’ of the player. Attributes are cards, card total, and bust(Boolean)

Deck – represents the set of cards from which the game will be pulled from. Each game will have a unique deck that both the player and dealer will play from. The deck is an array of 52 unique cards represented as an object with a value and a suit. Each new deck is shuffled automatically when it is instantiated

Game – encompasses all of the above elements