REST Interface

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| Usage | register\_game |
| Request Url | POST/game |
| request body | {  “player\_name”: “Max”  } |
| request answer | {  “game\_name”: “ABC”,  “game\_id”: 1  “error\_msg”: “”  } |

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| Usage | register\_player |
| Request Url | POST/ player |
| request body | {  “player\_name”: “Max”,  “game\_name”: “ABC”  } |
| request answer | {  “player\_nr”: 2,  “game\_id”: 1,  “error\_msg”: “”  } |

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| Usage | get\_player\_list |
| Request Url | GET/playerlist |
| request body | {  “player\_name”: “Max”,  “game\_name”: “ABC”  } |
| request answer | {  “game\_state”: enum game\_state,  “player\_names”:  [  “player\_name1”,  “player\_name2”,  ….  ],  “error\_msg”: “”  } |

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| Usage | start\_game |
| Request Url | UPDATE/game |
| request body | {  “game\_name”: “ABC”  } |
| request answer | {  “error\_msg”: “”  } |

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| Usage | touch\_dice |
| Request Url | POST/dice |
| request body | {  “player\_name”: “Max”,  “game\_name”: “ABC”,  “dice\_id”: 0  } |
| request answer | game\_data |

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| Usage | touch\_cup |
| Request Url | POST/cup |
| request body | {  “player\_name”: “Max”,  “game\_name”: “ABC”  } |
| request answer | game\_data |

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| Usage | end\_turn |
| Request Url | POST/turn |
| request body | {  “player\_name”: “Max”,  “game\_name”: “ABC”  } |
| request answer | game\_data |

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| Usage | refresh\_game |
| Request Url | GET/game |
| request body | {  “player\_name”: “Max”,  “game\_name”: “ABC”  } |
| request answer | game\_data |

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| usage | turn sixer to one |
| Request Url | POST/six |
| request body | {  “player\_name”: “Max”,  “game\_name”: “ABC”  } |
| request answer | game\_data |

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| game\_data object |  |
| body | {  “game\_name”: “ABC”,  “players”:  [  player\_obj  ]  “game\_state”: enum game\_state,  “active\_roll”: 1,  “max\_rolls”: 2,  “messages”:  [  “string msg”,  “string msg”,  ]  “button\_turn6”: “TRUE”, “FALSE”,  “generate\_report”: “TRUE”, “FALSE”,  “discs\_on\_stack”: 1,  “game\_round”: enum\_game\_round, "FINALE\_BACK",  “error\_msg”: “”  } |

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| player\_obj |  |
| body | {  “player\_name”: “max”,  “player\_state”: "ACTIVE", "PASSIVE", "SPEC", "LEFT", "OTHER",  “discs”: 2  “dices”: [1, 2, 3],  “lost\_half” = “TRUE”, “FALSE”  } |

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| enum game\_state |  |
| definition | Enum GameState():  LOBBY = 0  STARTING = 1  RUNNING = 2  ENDED = 3  TIMEOUT = 4  ERROR = 5 |

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| enum player\_state |  |
| definition | Enum PlayerState():  ACTIVE = 0  PASSIVE = 1  SPEC = 2  LEFT = 3  ARRIVED = 4  UNINITIALIZED = 5  SEND\_REPORT = 6 |

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| enum game\_round |  |
| definition | E Round():  ROUND1\_FH = 0 # FH = First Half  ROUND1\_BACK = 1  ROUND2\_FH = 2  ROUND2\_BACK = 3  FINALE\_FH = 4  FINALE\_BACK = 5 |