REST Interface

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

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

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

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

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

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

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

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

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

|  |  |
| --- | --- |
| game\_data object |  |
| body | {  “game\_name”: “ABC”,  “players”:  [  player\_obj  ]  “game\_state”: “LOBBY”, “STARTING”, “RUNNING”, “ENDED”, “TIMEOUT”, “ERROR”,  “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”: "ROUND1\_FH", "ROUND1\_BACK", "ROUND2\_FH", "ROUND2\_BACK", "FINALE\_FH", "FINALE\_BACK",  “error\_msg”: “”  } |

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