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## Tic tac toc API

### **POST /user** **(aka register)**

Headers:

X-BAASBOX-APPCODE: 1234567890

Content-Type: application/json

Body

```
{
  "username": "test2",
  "password": "alamakota"
}
```

Response:

http 200 OK + patrz login

### **POST /login**

Headers:

X-BAASBOX-APPCODE: 1234567890

Content-Type: application/json

Body:

```
{
  "username": "test1",
  "password": "alamakota",
  "appcode": "1234567890"
}
```

Response:

```
{
  "result": "ok",
  "data": {
    "X-BB-SESSION": "6426672b-4ab6-4bd0-b8ba-36b8ff3aec1"
  },
  "http_code": 200
}
```

**X-BB-SESSION to session token, trzeba zapisać i używać w headerach wszystkich następnych requestów!**

### **POST /logout**

Headers:

X-BB-SESSION: {{token}}

Response:

http 200 ok

### **GET /plugin/ttt.game**

Headers:

X-BB-SESSION: {{token}}

Response:

```
{
  "result": "ok",
  "data": [
    {
      "id": "6dacd8a0-a6dd-43b0-b492-aaa27765952f",
      "name": "super gra!",
      "creator": "max",
      "player": "test1",
    }
  ],
  "http_code": 200
}
```

Jeśli player jest pusty (string = "") to można dołączyć do tej gry (patrz dalej)

Ta metoda zwraca listę gier!

### **POST /plugin/ttt.game**

Headers:

X-BB-SESSION: {{token}}

Content-Type: application/json

Request:

```
{
  "name": "Moja super gra!"
}
```

Response:

```
{
  "result": "ok",
  "data": "7c8fbd93-2de1-4f52-8964-d04246fd363a",
  "http_code": 200
}
```

Pole data zawiera id stworzonej gry.

### **POST /plugin/ttt.joinGame**

Headers:

X-BB-SESSION: {{token}}

Content-Type: application/json

Request:

```
{
  "game": "jestem najlepszy!"
}
```

Response:

http 200 ok

### **GET /plugin/ttt.myGame**

Headers:

X-BB-SESSION: {{token}}

Response:

```
{
  "result": "ok",
  "data": {
    "gameId": "7c8fbd93-2de1-4f52-8964-d04246fd363a",
    "name": "super gra!",
    "type": "OWNER"
  },
  "http_code": 200
}
```

albo gameId="" jeśli nie ma żadnej gry (user nie jest ani twórcą, ani uczestnikiem)

### **DELETE /plugin/ttt.leaveGame**

Headers:

X-BB-SESSION: {{token}}

Opuszcza aktualną grę i ją kasuje

### **GET /plugin/ttt.gameData?gameId={{gameId}}**

Headers:

X-BB-SESSION: {{token}}

Request:

game id w query np:

GET /plugin/ttt.gameData?gameId=6dacd8a0-a6dd-43b0-b492-aaa27765952f

dla gry poniżej

Response:

```
{
  "result": "ok",
  "data": [
    {
      "id": "6dacd8a0-a6dd-43b0-b492-aaa27765952f",
      "name": "super gra!",
      "creator": "max",
      "player": "test1",
      "movesOwner": [
        {
          "x": 1,
          "y": 1
        },
        {
          "x": 1,
          "y": 1
        }
      ],
      "movesPlayer": [

```

```
{
  "x": 0,
  "y": 1
},
{
  "x": 0,
  "y": 1
},
{
  "x": 0,
  "y": 1
}
]
},
],
"http_code": 200
}
```

Zwraca dane gry.

### **POST /plugin/ttt.makeMove**

Headers:

X-BB-SESSION: {{token}}

Content-Type: application/json

Request:

```
{
  "gameId": "6dacd8a0-a6dd-43b0-b492-aaa27765952f",
  "x": 0,
  "y": 1
}
```

Response:

http 200 ok