***WH40 API HTTP Request/Response Documentation***

**API Calls:**

1. Games
   1. CreateGame
   2. GetGame
   3. UpdateGame
   4. DeleteGame
2. Missions
   1. CreateMission
   2. GetMission
   3. UpdateMission
   4. DeleteMission
3. Lists
   1. CreateList
   2. GetList
   3. UpdateList
   4. DeleteList
4. Units
   1. CreateUnit
   2. GetUnit
   3. UpdateUnit
   4. DeleteUnit
5. Codex’s
   1. CreateCodex
   2. GetCodex
   3. UpdateCodex
   4. DeleteCodex
   5. GetAllUnits
6. Characters
   1. CreateCharacter
   2. GetCharacter
   3. UpdateCharacter
   4. DeleteCharacter
7. Weapons
   1. CreateWeapon
   2. GetWeapon
   3. UpdateWeapon
   4. DeleteWeapon
8. Special Wargear
   1. CreateSpecialWargear
   2. GetSpecialWargear
   3. UpdateSpecialWargear
   4. DeleteSpecialWargear
9. Wargear
   1. CreateWargear
   2. GetWargear
   3. UpdateWargear
   4. DeleteWargear
10. Artifacts
    1. CreateArtifact
    2. GetArtifact
    3. UpdateArtifact
    4. DeleteArtifact
11. Special rules
    1. CreateSpecialRule
    2. GetGameSpecialRule
    3. UpdateGameSpecialRule
    4. DeleteGameSpecialRule
    5. GetAllSpecialRules
12. Users
    1. CreateUser
    2. GetUser
    3. UpdateUser
    4. DeleteUser
    5. GetAllLists
    6. GetAllGames
    7. GetAllUsers

**Service Call Details:**

CreateGame

Description: Create a game record

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| --- | --- |
| URL | “www.WH40Capstone.com/WHAPI.svc/Game/CreateGame” |
| Request | GET |
| { gameID : “”, userID : “1234”, missionID : “1234”, gameName : “Fall of Cadia p1”, gameDescription : “First mission from Gather Storm 1 narrative campaign.”, numberOfPlayers : “2” } |
| Response | JSON |
| Response Enum | Status   * 0 = Success * 1 = Invalid parameters * 2 = SQL error * 3 = HTTTP/Connection error * 4 = Unknown error |
| { gameID : “1234”, status : “0” } |
| Field Constraints | |  |  |  | | --- | --- | --- | | **Name** | **Type (Max Length)** | **Constraint** | | gameID | int | required | | userID | int | required | | missionID | int | required | | gameName | char (50) |  | | gameDescription | char (500) |  | | numberOfPlayers | int | required, min 2 | |