**BODY: username, email,** Register **POST api/registration** password Login **BODY: username,** POST api/login password **Forgotten password Body: email Activate Account** POST api/users/ sends reset password **BODY: avatar url from** POST api/users/ forgotten-password token to mail activate?confirmation = FE app token from mail token as query string **Restet password** POST api/users? **BODY: email, new** token=xyz password **AUTHORIZATION MIDDLEWARE** returns duel object -> if both players in -> FE GET Player 2 FE sends in case of existing game categories for player 1 request in interval to **Start Duel** and waiting player one, **GET** api/duels FE loading for player 2 get question till the assigns player as p2 question is loaded > info P1 chooses categories FE sends req in interval waiting for second player when both players in -> **GET** api/duels/:id/check **GET** categories **Player 1 chooses categories GET** api/categories store categories -> assign **BODY: categories: [ids** returns 200 categories questions for duel of 5 categories] added successfully POST api/duels/:id/categoriess returns question, get question question id, possible **GET** api/duels/:id/questions?count=1 answers with ids returns number of acquired points, players check answer total score, correct **GET** api/duels/:id/ answer id, guess id, checks if question had questions/:questionId? number of answered been answered guess= ID OF GUESS questions in the duel -> for FE to decide when to **ANSWER** offer req for round result once player gets 5 if both players hadn't response = duel object answered question in answered all 5 and one round scores response of check is waiting, the response once both players get to round results duel object shows wins is null -> FE shows answer 25 answered questions **GET api/duels/:id/** of each round the request is sent in loading of waiting for finishes the duel results scores shows obtained interval (till both other player to answer score in each round players get to 5 and in interval sends answered questions) request

RULES

25 questions per duel

1 round = 5 questions

5 categories of

questions

10 seconds per question

every finished round

results of round visible