|  |  |  |  |
| --- | --- | --- | --- |
| HTTP Type | Endpoint | Description | Data Sample |
| GET | /heroes | Returns a list of the heroes in the Database | [{  “name”: “Max”, “dice\_min” : 0, “dice\_max” : 10, “num\_uses” : 5  }] |
| POST | /hero | Creates new hero and adds the new hero to the Database | [{  “name”: “Mac”, “dice\_min” : 0, “dice\_max” : 15, “num\_uses” : 3  }] |
| POST | /newgame | Sends new game information to the Database | [{  Heroes: [],  Villans: [],  “Winner” : “ ”,  }] |
| GET | /villans | Returns a list of villans in the Database | [{  “name”: “Villain 1”, “HitPoints” : 3,  “name”: “Villain 2”, “HitPoints” : 3  }] |
| PUT | /attack | Updates the HitPoints of the selected Villain by through Villans HitPoints - AttackValue | [{  “name”: “Villain 1”, “HitPoints” : 3,  “AttackValue” : 2  This.Hitpoints - AttackValue  }] |
| PUT | /gameresults | Sends Game results to database and updates Game attributes | [{  Heroes: [],  Villans: [],  “Winner” : “Heroes”,  }] |
|  |  |  |  |