Assignment Global Move

It works with Authorization Bearer Token... we have 3 partitions depending on the role.

StatusCode	Description
200	Everything is good
401	Token error or not auth.
403	An error message appears.
404	No such API path exists.
422	Error in input, validation error messages

AUTHORIZATION Bearer Token

Token   {{token}}

User Auth

1. Implement user registration and login functionality.
2. Use JWT for authentication.
3. Differentiate between regular users and admin users.

AUTHORIZATION Bearer Token

This folder is using Bearer Token from collection Assignment Global Move

POST Login

{{BASE_URL}}/auth/login

Log in with username and password

AUTHORIZATION Bearer Token

This request is using Bearer Token from collection Assignment Global Move

Body raw (json)

```json
{
    "username": "admin",
    "password": "hi!12345"
}
```

POST   Registration 🔒

{{BASE_URL}}/auth/registration

You will need to login again after this step of registration. the token does not come.

AUTHORIZATION Bearer Token

This request is using Bearer Token from collection Assignment Global Move

Body raw (json)

```json
{
    "full_name": "Utkir Khujaev",
    "email": "balkibumen@gmail.com",
    "username": "mensenvau",
    "password": "hi!12345"
}
```

GET   Check username 🔒

{{BASE_URL}}/auth/check-username?username=mensenvau

This is required during Registration: returns true if there is an existing username.

AUTHORIZATION Bearer Token

This request is using Bearer Token from collection Assignment Global Move

PARAMS

username	mensenvau

Users

Only 1 available for this user has not been added yet (edit, password change, delete account may be added in the future)

AUTHORIZATION Bearer Token

This folder is using Bearer Token from collection Assignment Global Move

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GET Get Me

{{BASE_URL}}/users/me

User registered information and if the admin has opened a player account and that information.

AUTHORIZATION Bearer Token

This request is using Bearer Token from collection Assignment Global Move

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Admin

Only admin role user can call here.

AUTHORIZATION Bearer Token

This folder is using Bearer Token from collection Assignment Global Move

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GET Get Countries

{{BASE_URL}}/admin/countries

List of countries

AUTHORIZATION Bearer Token

This request is using Bearer Token from collection Assignment Global Move

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GET Get Players

{{BASE_URL}}/admin/players?size=10&page=0

List of player accounts, players are paged through (size, page).

PARAMS

size	10
page	0

GET   Get Users By Name 🔒

{{BASE_URL}}/admin/users/by?name=a

User can be searched by Full Name to attach user_id for player account.

PARAMS

name	a

GET   Get Players By Name 🔒

{{BASE_URL}}/admin/players/by?name=Ali

Search by player name to add a tournament participant.

PARAMS

name	Ali

POST   Add Player 🔒

{{BASE_URL}}/admin/players

Add player, If you need to attach a user account, send it with user_id, otherwise it is null or do not send it.

AUTHORIZATION Bearer Token

This request is using Bearer Token from collection

Body raw (json)

```json
{
  "user_id": 1,
  "full_name": "Utkir Khujaev",
  "age": 24,
  "rating": 500,
  "country_id": 235
}
```

PUT Put Player 🔒

{{BASE_URL}}/admin/players

Change player account

AUTHORIZATION Bearer Token

This request is using Bearer Token from collection

Body raw (json)

```json
{
  "player_id": 1,
  "user_id": 1,
  "full_name": "Utkir Khujaev Ulkar ugli",
  "age": 25,
  "rating": 525,
  "country_id": 235
}
```

DELETE Delete Player 🔒

Delete player account

AUTHORIZATION Bearer Token

This request is using Bearer Token from collection Assignment Global Move

Body raw (json)

```json
{
    "player_id": 3
}
```

GET Get Tournaments 🔒

{{BASE_URL}}/admin/tournaments?size=10&page=0

Get a list of tournaments.

AUTHORIZATION Bearer Token

This request is using Bearer Token from collection Assignment Global Move

PARAMS

size	10
page	0

GET Get Tournaments By Id 🔒

{{BASE_URL}}/admin/tournaments/3

Get information about only 1 tournament and get a list of its participants.

AUTHORIZATION Bearer Token

This request is using Bearer Token from collection Assignment Global Move

POST Add Tournaments

{{BASE_URL}}/admin/tournaments

Add new tournament

AUTHORIZATION Bearer Token

This request is using Bearer Token from collection Assignment Global Move

Body raw (json)

```json
{
  "name": "Chess #1",
  "start_date": "2024-12-01 00:00:00",
  "end_date": "2024-12-30 00:00:00"
}
```

PUT Put Tournaments

{{BASE_URL}}/admin/tournaments

Change tournament data

AUTHORIZATION Bearer Token

This request is using Bearer Token from collection Assignment Global Move

Body raw (json)

```json
{
  "tournament_id": 1,
  "name": "Chess #1.0",
  "start_date": "2024-12-01 00:00:00",
  "end_date": "2024-12-30 00:00:00"
}
```

DELETE Delete Tournaments

{{BASE_URL}}/admin/tournaments

Delete tournament

AUTHORIZATION Bearer Token

This request is using Bearer Token from collection Assignment Global Move

Body raw (json)

```json
{
    "tournament_id": 1
}
```

POST   Add Participant 🔒

{{BASE_URL}}/admin/participant

Add participant here you can get player_id from Player By Name.

AUTHORIZATION Bearer Token

This request is using Bearer Token from collection Assignment Global Move

Body raw (json)

```json
{
  "tournament_id": 3,
  "player_id": 6
}
```

DELETE   Delete Participant 🔒

{{BASE_URL}}/admin/participant

Delete participant,
Do not delete after the start of a match that has not yet been protected.

Body raw (json)

```json
{
    "uid": 3
}
```

GET Get Matches 🔒

{{BASE_URL}}/admin/matches?tournament_id=3

The match list for one tournament is sorted by round. Here, for each match_id, which winner should be sent to "Set result match".

Maybe it can be changed by round.

PARAMS

tournament_id   3

GET Build match 🔒

{{BASE_URL}}/admin/matches/build?tournament_id=3

Starting to start the next match, it automatically creates logic based on all requirements:

First, it is sorted by rating, then from the next round, by current score, then two players who have not played before are selected, those who have a close or equal score, and then the rest of the players are selected in this way.
If there is an odd number, each time they say goodbye to a person of the lowest level, only if they have not said goodbye to him before. He takes 1point to go to the next stage.

- It is not possible to build the next round if the results of the previous round have not been determined.
- Can't get round number if Log2(Player Count) is big.
- The process is made recusive, because otherwise, an error will be made, not only with sort. But the disadvantage of this is if the number of players is large.

This request is using Bearer Token from collection Assignment Global Move

PARAMS

tournament_id   3

POST   Set result match   🔒

{{BASE_URL}}/admin/matches/result?tournament_id=3

predict the result for each match

1. player1 - if the first player wins.
2. player2 - if he wins the second draw.

The general rating has not been updated because I don't know how it is calculated, it can be done through a query after the tournament.

AUTHORIZATION Bearer Token

This request is using Bearer Token from collection Assignment Global Move

PARAMS

tournament_id   3

Body raw (json)

```json
json

{
    "match_id": 5,
    "result": "player2"
}
```

GET   Leaderboard   🔒

{{BASE_URL}}/admin/leaderboard?tournament_id=3

Leaderboard is sorted by current score and total score.

PARAMS

tournament_id	3