# naxder

naxder game api

# 1 Game

## Create

## Create a Game

## 1.1 **POST** /games

**REQUEST** *raw*

```
POST /games HTTP/1.1
Content-Type: application/json
```

```
{
    "owner": "naxder",
    "lookingForPlayers": 1,
    "heroType": "Mage"
}
```

**RESPONSE**

```
201 (Created)
Content-Type: application/json
```

```
{ "gameId": "ABCD" }
```

## Get a list of all games needing players

## 1.2 **GET** /games

**REQUEST** *raw*

```
GET /games HTTP/1.1
```

```
200 (OK)
Content-Type: application/json
```

```
[
    {
        "gameId": "ABCD",
        "peopleInGame": "naxder",
        "heroType": "Mage"
    },
    {
        "gameId": "BCDE",
        "peopleInGame": "mewren",
        "heroType": "Priest"
    }
]
```

# Games

## Join a specific game started by someone else

### 1.3 **PUT** /games/{gameId}

Parameters

| Name | Description | Details |
| --- | --- | --- |
| gameId | The unique gameId | string, required<br>example: 68a5sdf67 |

REQUEST                                                                 *raw*

```
PUT /games/68a5sdf67 HTTP/1.1
Content-Type: application/json
```

```
{
    "owner": "mewren"
}
```

RESPONSE

```
200 (OK)
```

```
Content-Type: application/json
```

```
{
    "gameId": "ABCD",
    "lookingForPlayers": 0
}
```

# MessageToAllOtherPlayers

## Create a Message

### 1.4 **POST** /messages

- cardType: SPELL, WEAPON, MINION

**REQUEST**                                                                                    *raw*

```
POST /messages HTTP/1.1
Content-Type: application/json
```

```
{
    "owner": "naxder",
    "gameId": "ABCD",
    "opponent": "mewren",
    "message": {
        "cardPlayed": "Hellfire",
        "cardId": "2345",
        "cardType": "SPELL",
        "activePlayer": "naxder" {
            "minionsAffected": [
                {
                    "minionPlace": 1,
                    "minion": "Murloc Raider",
                    "healthChange": -3,
                    "attackChange": 0,
                    "frozen": false,
                    "silenced": false,
                    "sapped": false,
                    "sheeped": false,
                    "frogged": false,
                    "defeated": true
                },
                {
                    "minionPlace": 2,
                    "minion": "Ogre",
```

```
                        "healthChange": -3,
                        "attackChange": 0,
                        "frozen": false,
                        "silenced": false,
                        "sapped": false,
                        "sheeped": false,
                        "frogged": false,
                        "defeated": true
                    }
                ],
                "heroAffected":
                {
                        "weaponDamage": 0,
                        "weaponDurability": 0,
                        "healthChange": -3,
                        "attackChange": 0,
                        "armourChange": 0,
                        "frozen": false,
                        "defeated": false
                }
            },
            "opponent": "mewren" {
                "minionsAffected": [
                    {
                        "owner": "mewren",
                        "minionPlace": 1,
                        "minion": "Murloc Raider",
                        "healthChange": -3,
                        "attackChange": 0,
                        "frozen": false,
                        "silenced": false,
                        "sapped": false,
                        "sheeped": false,
                        "frogged": false,
                        "defeated": true
                    }
                ],
                "heroAffected":
                {
                        "weaponDamage": 0,
                        "weaponDurability": 0,
                        "healthChange": -3,
                        "attackChange": 0,
                        "armourChange": 0,
                        "frozen": false,
                        "defeated": true
                }
            }
        }
    }
}
```

**RESPONSE**

```
201 (Created)
Content-Type: application/json
```

```
{ "gameId": "ABCD" }
```

2014-12-31, 8:36 PM