Re-Design: Service Layer(s) Lawn Game Olympics

My Lawn Game Olympics web application will consist of three pages(index.html, teams.html and games.html) and they are all necessary for the MVP.

Stretch Goal: My stretch goal is to add another game to the Lawn Game Olympics application. Below you will find an example request and a picture of the update stretch goal page for the Games page.

```
https://xxxxxxxx.com/player/{player name}/
https://xxxxxxxxx.com/teams/{team name}/
https://xxxxxxxxx.com/games/{games name}/
```

Service Endpoints

```
POST /player/{player name} – This will create a new player
GET /player/{player name} – This will return a player
PUT /player/{player name} – This will update an existing player
DELETE /player/{player name} – This will delete a player
```

```
POST /teams/{team name} – This will create a new team GET /teams/{team name} – This will return an team PUT /teams/{team name} – This will update a teams name DELETE /teams/{team name} – This will delete a team
```

```
POST /games/{game name} – This will create a new game
GET /games/{game name} – This will return an game
PUT /games/game points/{teamID} – This will update a games points
DELETE /games/{game name} – This will delete a game
```

Example Requests/Responses

```
    Creates a new player called PlayerExample
    POST / index / PlayerExample
    "NameID": "0",
    "Name": "PlayerExample"
    }
```

- Player PlayerExample created.
- Returns the player called PlayerExample

```
GET /player/ PlayerExample
"NameID": "0",
"Name": "PlayerExample",
"Gender": "x",
"Age": "xx",
"SkillLevel": "x",
- Updates the player called PlayerExample
PUT /player/ PlayerExample
"Age": "xx",
"SkillLevel": "x",
• Player PlayerExample updated.
- Deletes the player called PlayerExample
DELETE /player/ PlayerExample
• Player PlayerExample deleted.
- Error message for bad data input
PUT /player/ PlayerExample
"Age": "",
• Error Message: "Invalid! Expected integer but got Null."
- Creates a new team called TeamExample
POST / teams / TeamExample
"TeamID": "0",
"Name": "TeamExample"
• Team TeamExample created.
- Returns the team called TeamExample
GET /team/ TeamExample
"TeamID": "0",
"Name": "TeamExample",
"Player1": "xxxxxx",
```

```
"Player2": "xxxxxx"
- Updates the team called TeamExample
PUT /team/ TeamExample
"Player1": "xxxxxx",
"Player2": "xxxxxx"
}
• Team TeamExample updated.
- Deletes the team called TeamExample
DELETE /team/ TeamExample
• Team TeamExample deleted.
- Error message for bad data input
PUT /team/ TeamExample
"Player1": "",
• Error Message: "Invalid! Expected value but got Null."
- Creates a new game called GameExample
POST / games / GameExample
"GameID": "0",
"Name": "GameExample"

    Games GameExample created.

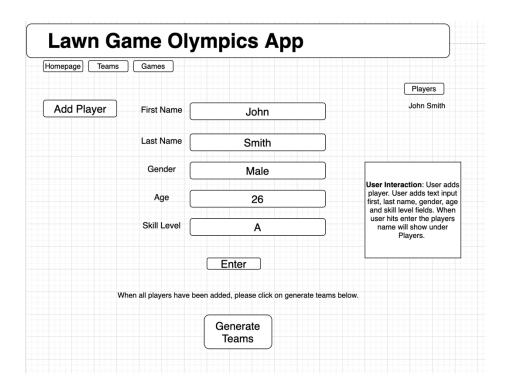
- Returns the game called GameExample
GET /games/ GameExample
{
"GameID": "0",
"Name": "GameExample",
"Bags": "xxxxxx",
"Coin Toss": "xxxxxx",
"Redneck Golf": "xxxxxx"
"Beersby": "xxxxxx"
}
```

Stretch Goal addition

```
- Updates the games called GameExample PUT /games/GameExample {
    "Beersby": "xxxxxx"
}

Game GameExample updated

- Deletes the games called GameExample DELETE /games/ GameExample
Games GameExample deleted.
- Error message for bad data input PUT /games/ GameExample {
    "Coin Toss": "",
}
Error Message: "Invalid! Expected value but got Null."
```





Stretch Goal: Example below

