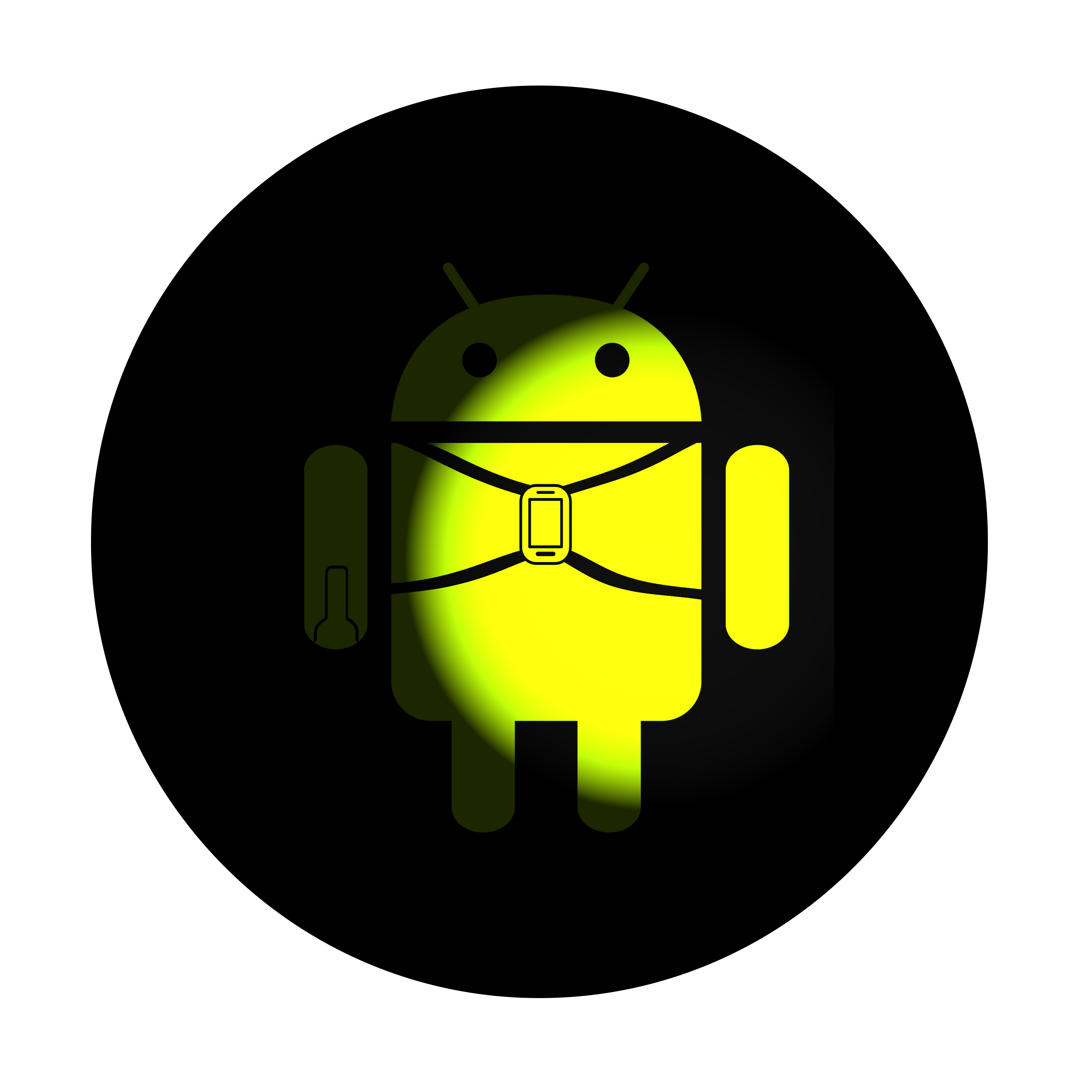
***LLT Web Services***



**Database Tables:**

*Player*

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| pid | email | display\_name | password | avatar | health |

*Game*

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| gid | name | type | time | creator | start\_time |

*Team*

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| tid | gid | color | name | score | win/lose |

*Players\_In\_Game*

|  |  |  |
| --- | --- | --- |
| pgid | pid | gid |

*Players\_In\_Team*

|  |  |  |
| --- | --- | --- |
| ptid | pid | tid |

**Web Services:**

Player

*Verify\_Login*

**URL:** [www.jonquybao.com/LLT/feedurls/v\_login.php](http://www.jonquybao.com/LLT/feedurls/v_login.php)

**Parameters:** username, password

**Description:** This function takes in two values, the player’s username and password. The web service then queries the player table to check if there is a match, it returns a Boolean value in JSON form.

**SQL:**

*SELECT \**

*FROM player*

*WHERE display\_name = “username\_value”*

*AND password = “password\_value”*

**Return JSON:**

{ “isvalid” : “true/false” }

*Sign-Up*

**URL:** [www.jonquybao.com/LLT/feedurls/sign\_up.php](http://www.jonquybao.com/LLT/feedurls/sign_up.php)

**Parameters:** email, username, and password

**Description:** This function takes in three values and creates a new user in the player table.

**SQL:**

*INSERT INTO player ( ‘ email ‘ , ‘ username‘ , ‘ password ’ )*

*VALUES ( ‘ email\_value ‘ , ‘ username\_value , ‘ password\_value ’ )*

**Return JSON:**

*{ “playeradded” : “true/false” }*

Server

*View Games*

**URL:** [www.jonquybao.com/LLT/feedurls/view\_games.php](http://www.jonquybao.com/LLT/feedurls/view_games.php)

**Parameters:** NONE

**Description:** This getter function queries the games table and return all rows. The view games function may be used on the server page of the LLT app to display available games for players to join.

**SQL:**

*SELECT \**

*FROM games*

**Return JSON:**

*{ “games” :*

*[*

*{ “gid”:”0”,”name”:”epic battle”,”type”:”free for all”, “time”:”30”,”creater”:”david”,”start\_time”:” 2014-01-01 23:03:20”},*

*{ “gid”:”1”,”name”:”republic vs sith”,”type”:”team”, “time”:”30”,”creater”:”john”,”start\_time”:” 2014-01-01 23:03:20”}*

*]*

*}*

*Create Game*

**URL:** [www.jonquybao.com/LLT/feedurls/create\_game.php](http://www.jonquybao.com/LLT/feedurls/create_game.php)

**Parameters:** name , type , time , creator

**Description:** This function takes in four values and creates a new game to be viewed on the server and joined by a player. When creating a game, the two teams, red and blue , are automatically added to the team table.

**SQL:**

*INSERT INTO game ( ‘ name ‘ , ‘ type‘ , ‘ time ’ , ‘creator’)*

*VALUES ( ‘ name\_value ‘ , ‘ type\_value ‘ , ‘ time\_value ’ , ‘creator\_value’)*

*INSERT INTO game ( ‘ gid ‘ , ‘ color ‘)*

*VALUES ( ‘ gid\_value ‘ , ‘ red ’) ,*

*( ‘ gid\_value ‘ , ‘ blue ’)*

**Return JSON:**

*{ “gamecreated” : “true/false” }*

*Join Game*

**URL:** [www.jonquybao.com/LLT/feedurls/join\_game.php](http://www.jonquybao.com/LLT/feedurls/join_game.php)

**Parameters:** gid

**Description:** This function takes in the id of the game that the creator starts, then places a timestamp on

**SQL:**

*INSERT INTO players\_in\_game ( ‘ pid ‘ , ‘ gid ‘ )*

*VALUES ( ‘ pid\_value ‘ , ‘ gid\_value ‘ )*

**Return JSON:**

*{ “joinedgamesuccess” : “true/false” }*

Lobby

*Join Team*

**URL:** [www.jonquybao.com/LLT/feedurls/join\_team.php](http://www.jonquybao.com/LLT/feedurls/join_team.php)

**Parameters:** pid , gid , color

**Description:** This function takes in the id of a player and game, then stores it in the player\_in\_game table.

**SQL:**

*SELECT \**

*FROM team*

*WHERE gid=”gid\_value” AND color = “color\_value”*

*INSERT INTO players\_in\_team ( ‘ pid ‘ , ‘tid’ )*

*VALUES ( ‘ pid\_value ‘ , ‘tid\_value ‘ )*

**Return JSON:**

*{ “joinedteamsuccess” : “true/false” }*

*Start Game*

**URL:** [www.jonquybao.com/LLT/feedurls/start\_game.php](http://www.jonquybao.com/LLT/feedurls/start_game.php)

**Parameters:** gid

**Description:** This function takes in the id of a player and game, then places a timestamp in the start\_time field of the given game.

**SQL:**

*UPDATE games*

*SET start\_time = CURRENT\_DATE( )*

*WHERE gid = “gid\_value”*

**Return JSON:**

*{ “gamestarted” : “true/false” }*

In Game

*Player Hit*

**URL:** [www.jonquybao.com/LLT/feedurls/player\_hit.php](http://www.jonquybao.com/LLT/feedurls/player_hit.php)

**Parameters:** pid

**Description:** This function takes in the id of a player and reduces their health by 25.

**SQL:**

*UPDATE player*

*SET health = “current\_health\_value - 25”*

*WHERE pid = “pid\_value”*

**Return JSON:**

*{ “playerhitd” : “true/false” }*

*Get All Players Data*

**URL:** [www.jonquybao.com/LLT/feedurls/all\_players.php](http://www.jonquybao.com/LLT/feedurls/all_players.php)

**Parameters:** gid

**Description:** This getter function queries the player table and return all rows that are in the game specified by the parameter. The get all players data function may be used to update all player information for a given device.

**SQL:**

*SELECT \**

*FROM player\_in\_game*

*WHERE gid = ”gid\_value”*

*SELECT \**

*FROM player*

*WHERE pid = “pid from above query”*

**Return JSON:**

*{ “players” :*

*[*

*{ “pid”:”0”,”email”:”john@yahoo.com”,”display\_name”:”john”, “password”:”cool5guy”,”avatar”:”hawk.png”,”health”:”100”},*

*{ “pid”:”1”,”email”:”david@yahoo.com”,”display\_name”:”david”, “password”:”nice5guy”,”avatar”:”dove.png”,”health”:”75”}*

*]*

*}*