Methods

1. POST RegisterNewPlayer

IN: {String playerID}

OUT: 200= «OK»

ERR: 400= “Cannot register a player which already exists in the database”

ERR: 400= “ID is not a string” // assuming id is a string.

//(no id format check)

1. POST RegisterGame

IN: = {int playerID, int time, int position, int length\_of\_wall, int kills}

OUT: 200= “OK”

ERR: 404= “Player is not found”

ERR: 400= “Parse Error: missing [time, position…etc]; invalid: [time, position…etc]”

//discussin topic: length\_of\_wal = time + bosss\_used \* boost\_duration (do we need both length\_of\_wall and time?)

1. GET LeaderboardWins

OUT: 200= [{int playerID, int wins}, …]

ERR: 404= “No data”

1. GET LeaderboardTopScore

OUT: 200= [{int playerID, int score}, …]

ERR: 404= “No data”

1. GET LeaderboardKills

OUT: 200= [{int playerID, int kills}, …]

ERR: 404= “No data”

1. GET LeaderboardTimePlayed

OUT: 200= [{int playerID, int timePlayed }, …]

ERR: 404= “No data”

1. DELETE DeletePlayer

IN: {int playerID}

OUT: 200= «OK»

ERR: 404= “Player is not found”

\*time/timePlayed stores the number of seconds as int.

\*all GET requests return collections of up to 100 (top) elements

Schema: Records: (ID, Score, Wins, Kills, TimePlayed, length\_of\_wall)