

Schnittstellen Definition CAH

createLobby

Request	Response
clientToken(string)	Lobby-id(int)

getLobbyState

Request	Response
Lobby-id(int)	Started(bool) Players(JSON) Settings(JSON)

joinLobby

Request	Response
Lobby-id(int) clientToken(string)	Success(bool)

removeFromLobby

Request	Response
Lobby-id(int) clientToken(string) removePlayer(int)	Success(bool)

setLobbySetting

Request	Response
Lobby-id(int) clientToken(string) setting(string) value(string)	Success(bool) Settings(JSON)

startGame

Request	Response
Lobby-id(int) clientToken(string)	Success(bool)

getGameState

Request	Response
Lobby-id(int)	gameState(JSON)

getCards

Request	Response
Lobby-id(int) clientToken(string)	Card(JSON[])

playCard

Request	Response
Lobby-id(int) clientToken(string) cardIds(int[])	Cards(JSON)

Player JSON

Bezeichnung	Typ
ID	int
Name	string
Score	int
HasPlayed	bool

Settings JSON

Bezeichnung	Typ
Gamemode	enum
TargetScore	int
CardPacks	int[]
(Language)	enum
Kicktimer	int

Gamestate JSON

Bezeichnung	Typ
State	Enum
Judge	Int (playerId)
Players	JSON (Player)
Host	Int (playerId)
Turn	int

Card JSON

Bezeichnung	Typ
ID	Int
isBlack	Bool
Text	string