**MICOMI FETCHING API**

Add this in the .env: REFRESH\_SECRET="way\_clue\_kay\_secret"

<http://localhost:3000/map> - fetch all map

<http://localhost:3000/map/select-map/:map_id> – select map by id

<http://localhost:3000/map/select-map/:map_id/select-level/:level_id> – select level in the map

User APIs

<http://localhost:3000/player/login> - user login (email and password)

<http://localhost:3000/admin/login> - admin log-in (email and password)

<http://localhost:3000/player/register> - user create account (username, email, and password)

Game Logic

<http://localhost:3000/game/select-map/:playerId/:mapId> – map selection

<http://localhost:3000/game/select-character/:playerId/:characterId> – character selection

GET <http://localhost:3000/game/entryLevel/:playerId/:levelId/preview> – level selection preview (including the potion)

GET <http://localhost:3000/shop/potions/:playerId> - to fetch all potion owned by player

Buy potion per level

POST <http://localhost:3000/game/entryLevel/11/1/preview/buy-potion/:potionId> – buy potion in level

Use potion during combat

POST <http://localhost:3000/game/use-potion/:playerId/:levelId/:potionId>

potionId 1 – health, 2 – strong, 3 – freeze, 4 – health

GET all characters in the shop

http://localhost:3000/shop/character/ -getting all characters in the shop

<http://localhost:3000/shop/player-characters/:playerId> – getting all player owned characters

POST http://localhost:3000/shop/select-character/:playerId/:characterId – character selection

GET <http://localhost:3000/game/player-achievement/:playerId> – to get all player's achievements (it is automatically given, you just need to fetch it)

Answering the challenge

<http://localhost:3000/game/submit-challenge/:playerId/:levelId/:challengeId>

Body:

{

"answer": "" – player's answer

}

Shop

Character Creation:

<http://localhost:3000/shop/create-character>

Body:

{

"character\_id": 3,

"character\_price": 0

}

Buy Character:

<http://localhost:3000/game/buy-character/:playerId>

Body:

{

"characterShopId": 1

}

ENTRY LEVEL SAMPLE RESPONSE

POST http://localhost:3000/game/entryLevel/:playerId/:levelId

{

"success": true,

"message": "Entered level",

"data": {

"level": {

"level\_id": 1,

"level\_number": 1,

"level\_difficulty": "easy",

"level\_title": "Code Plains Glitch Hunt: Tame the Corrupted HTML Fragments",

"content": "Level 1 is an easy starter stage where you battle corrupted fragments of broken web code in the Code Plains. The terrain is calm, perfect for warming up. Weak enemies like Bugsy Nibble roam the fields, causing minor glitches in the HTML realm."

},

"enemy": {

"enemy\_id": 3,

"enemy\_health": 50,

"enemy\_idle": "https://github.com/user-attachments/assets/2afc2f76-9526-430d-81fb-73324baaeaed"

},

"selectedCharacter": {

"character\_id": 4,

"name": "Gino",

"current\_health": 250,

"max\_health": 250,

"damage": [

10,

20,

30

],

"character\_idle": "https://github.com/user-attachments/assets/297cf050-8708-4fd2-90db-5609b20ce599"

},

"currentChallenge": {

"challenge\_id": 16,

"level\_id": 1,

"challenge\_type": "multiple choice",

"title": "HTML Paragraph Tag",

"description": "Identify the correct tag for creating a paragraph in HTML.",

"question": "Which tag is used to create a paragraph in HTML?",

"correct\_answer": [

"<p>"

],

"hint": "Paragraphs start with <p> and end with </p>.",

"points\_reward": 5,

"coins\_reward": 10,

"guide": null,

"test\_cases": [],

"options": [

"<p>",

"<h1>",

"<div>",

"<span>"

],

"timeLimit": 10,

"timeRemaining": 10,

"timer": "00:10"

},

"energy": 5,

"timeToNextEnergyRestore": null

}

}

SUBMITTING CHALLENGE SAMPLE RESPONSE

POST <http://localhost:3000/game/submit-challenge/:playerId/:levelId/:challengeId>

Correctly answered the challenge

{

"success": true,

"message": "Challenge successfully submitted.",

"data": {

"isCorrect": true,

"attempts": 1,

"fightResult": {

"status": "in\_progress",

"charHealth": 250,

"enemyHealth": 40,

"enemyMaxHealth": 50,

"attackType": "basic\_attack",

"damage": 10,

"attackUrl": "https://github.com/user-attachments/assets/d7e31b89-ac2f-41f6-afeb-90928af51be0",

"enemyAttackUrl": null,

"enemyHurtUrl": "https://github.com/user-attachments/assets/52b411e8-e027-44bb-a9ec-4fed9f3d5f80",

"characterHurtUrl": null,

"characterDiesUrl": null,

"enemyDiesUrl": null,

"timer": "02:12",

"energy": 5,

"timeToNextEnergyRestore": null

},

"message": "Correct! You attacked the enemy.",

"nextChallenge": {

"challenge\_id": 10,

"level\_id": 1,

"challenge\_type": "multiple choice",

"title": "Start a Basic HTML Page",

"description": "Which of the following is the correct way to start an HTML document?",

"question": "Which of the following is the correct way to start an HTML document?",

"correct\_answer": [

"<!DOCTYPE html>",

"<html>",

"<head>"

],

"hint": "Always declare the document type first, then open <html> and <head>.",

"points\_reward": 5,

"coins\_reward": 10,

"guide": null,

"test\_cases": [],

"options": [

"<!DOCTYPE html>",

"<html>",

"<head>",

"<body>",

"</html>",

"</head>"

],

"timeLimit": 10,

"timeRemaining": 0,

"timer": "00:00"

},

"levelStatus": {

"isCompleted": false,

"battleWon": false,

"battleLost": false,

"canProceed": false,

"showFeedback": false,

"playerHealth": 250,

"enemyHealth": 40,

"enemyMaxHealth": 50,

"playerMaxHealth": 250

},

"nextLevel": null,

"energy": 5,

"timeToNextEnergyRestore": null

}

}

Incorrectly answered the challenge

{

"success": true,

"message": "Challenge successfully submitted.",

"data": {

"isCorrect": false,

"attempts": 2,

"fightResult": {

"status": "in\_progress",

"charHealth": 230,

"enemyHealth": 40,

"enemyMaxHealth": 50,

"attackType": null,

"damage": 0,

"attackUrl": null,

"enemyAttackUrl": "https://github.com/user-attachments/assets/5732e78c-636b-4a79-bb23-e3486caae4c3",

"enemyHurtUrl": null,

"characterHurtUrl": "https://github.com/user-attachments/assets/c357909f-ef6e-43c1-a368-7eecd56d47c9",

"characterDiesUrl": null,

"enemyDiesUrl": null,

"timer": "04:56",

"energy": 5,

"timeToNextEnergyRestore": null

},

"message": "Wrong! You'll see this challenge again later.",

"nextChallenge": {

"challenge\_id": 15,

"level\_id": 1,

"challenge\_type": "fill in the blank",

"title": "Complete the HTML Structure",

"description": "Fill in the missing parts of the basic HTML structure.",

"question": "Fill in the blanks: <!DOCTYPE html> <\_\_\_> <head> <title>My Page</title> </head> <body>Hello World!</body> </\_\_\_>",

"correct\_answer": [

"html",

"body"

],

"hint": "The same tag opens at the top and closes at the bottom.",

"points\_reward": 5,

"coins\_reward": 10,

"guide": null,

"test\_cases": [],

"options": [

"html",

"head",

"body",

"!DOCTYPE",

"title"

],

"timeLimit": 10,

"timeRemaining": 0,

"timer": "00:00"

},

"levelStatus": {

"isCompleted": false,

"battleWon": false,

"battleLost": false,

"canProceed": false,

"showFeedback": false,

"playerHealth": 230,

"enemyHealth": 40,

"enemyMaxHealth": 50,

"playerMaxHealth": 250

},

"nextLevel": null,

"energy": 5,

"timeToNextEnergyRestore": null

}

}

If the player successfully finished the level

{

"success": true,

"message": "Level completed! Well done, warrior!",

"data": {

"isCorrect": true,

"attempts": 5,

"fightResult": {

"status": "won",

"charHealth": 250,

"enemyHealth": 0,

"enemyMaxHealth": 50,

"attackType": "basic\_attack",

"damage": 10,

"attackUrl": "https://github.com/user-attachments/assets/d7e31b89-ac2f-41f6-afeb-90928af51be0",

"enemyAttackUrl": null,

"enemyHurtUrl": "https://github.com/user-attachments/assets/52b411e8-e027-44bb-a9ec-4fed9f3d5f80",

"characterHurtUrl": null,

"characterDiesUrl": null,

"enemyDiesUrl": "https://github.com/user-attachments/assets/166e0389-4684-4c36-ae3c-767c753dcb39",

"timer": "00:26",

"energy": 5,

"timeToNextEnergyRestore": null

},

"message": "Correct! You attacked the enemy.",

"nextChallenge": null,

"levelStatus": {

"isCompleted": true,

"battleWon": true,

"battleLost": false,

"canProceed": true,

"showFeedback": true,

"playerHealth": 250,

"enemyHealth": 0,

"enemyMaxHealth": 50,

"playerMaxHealth": 250

},

"completionRewards": {

"feedbackMessage": "Well done, warrior! The Code Plains are restored. You’ve conquered your first challenge — and the Web begins to awaken. Onward to greater battles!",

"currentTotalPoints": 100,

"currentExpPoints": 0

},

"nextLevel": {

"level\_id": 2,

"level\_number": 2,

"is\_unlocked": true

},

"energy": 5,

"timeToNextEnergyRestore": null

}

}

If the player loses the challenge

{

"success": true,

"message": "Game Over! You were defeated. Try again!",

"data": {

"isCorrect": false,

"attempts": 15,

"fightResult": {

"status": "lost",

"charHealth": 0,

"enemyHealth": 50,

"enemyMaxHealth": 50,

"attackType": null,

"damage": 0,

"attackUrl": null,

"enemyAttackUrl": "https://github.com/user-attachments/assets/5732e78c-636b-4a79-bb23-e3486caae4c3",

"enemyHurtUrl": null,

"characterHurtUrl": "https://github.com/user-attachments/assets/c357909f-ef6e-43c1-a368-7eecd56d47c9",

"characterDiesUrl": "https://github.com/user-attachments/assets/00937ac4-8cc8-4ba9-bb08-33a89d60769e",

"enemyDiesUrl": null,

"timer": "00:06",

"energy": 5,

"timeToNextEnergyRestore": null

},

"message": "Wrong! You'll see this challenge again later.",

"nextChallenge": {

"challenge\_id": 17,

"level\_id": 1,

"challenge\_type": "fill in the blank",

"title": "Link to a Website",

"description": "Fill in the missing HTML tag to link to another website.",

"question": "Fill in the blank to create a link: <\_\_\_ href=\"https://example.com\">Visit Example</\_\_\_>",

"correct\_answer": [

"a",

"a"

],

"hint": "Anchor tags are used for links.",

"points\_reward": 5,

"coins\_reward": 10,

"guide": null,

"test\_cases": [],

"options": [

"a",

"link",

"href",

"div"

],

"timeLimit": 10,

"timeRemaining": 3.4669999999999996,

"timer": "00:03"

},

"levelStatus": {

"isCompleted": false,

"battleWon": false,

"battleLost": true,

"canProceed": false,

"showFeedback": false,

"playerHealth": 0,

"enemyHealth": 50,

"enemyMaxHealth": 50,

"playerMaxHealth": 250

},

"nextLevel": null,

"energy": 5,

"timeToNextEnergyRestore": null

}

}