**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

<http://localhost:3000/game/entryLevel/:playerId/:levelId> – level selection

Answering the challenge

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

Body:

{

"answer": "" – player's answer

}

Delete the answer to the challenge – For testing purposes only (Due to lack of data)

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

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,

}

GET all characters in the shop

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

Sample:

<http://localhost:3000/game/entryLevel/9/1>

<http://localhost:3000/game/submit-challenge/9/1/10>