# Project Participants

Adam Petersen

# Title

Games With Friends

# Executive Summary

Create multiple choice games to play with friends. Create a game, with as many or few questions as you want, with pre-defined possible answers. Then connect with friends to play the games.

# Initial Features

## Entities

* User
* Game
  + This will have the questions and answers with it.
* AnswerKey
  + Return a List<map> of question number : correct answer

## Endpoints/operations

* GET Endpoint: /game
  + Return a list of all available games.
* GET Endpoint: /game/{id}
  + Return the Game entity with information about the game and its questions.
* PUT Endpoint: /game
  + Input a new Game with the necessary Question and Answer information as well.
* POST Endpoint: /game/{id}
  + Update some value in the Game by a given ID.
* DELETE Endpoint: /game/{id}
  + Remove a Game and the attached Questions and Answers as well.
* PUT Endpoint: /new\_user
  + Add a user to the user table.
* GET Endpoint: /view\_users
  + Get a list of all the users.
* GET Endpoint: /answers/{question \_id}
  + Return a list of possible answers for a given question.
* GET Endpoint: /game\_answers/{game\_id}
  + Return a list of all the correct answers for a game.

# Stretch Goals

* PUT Endpoint: /record\_user\_anser (user, answer)
  + Record a user’s answer.
* GET Endpoint: /user\_game\_answers
  + Return a list of answers for a given game and user.