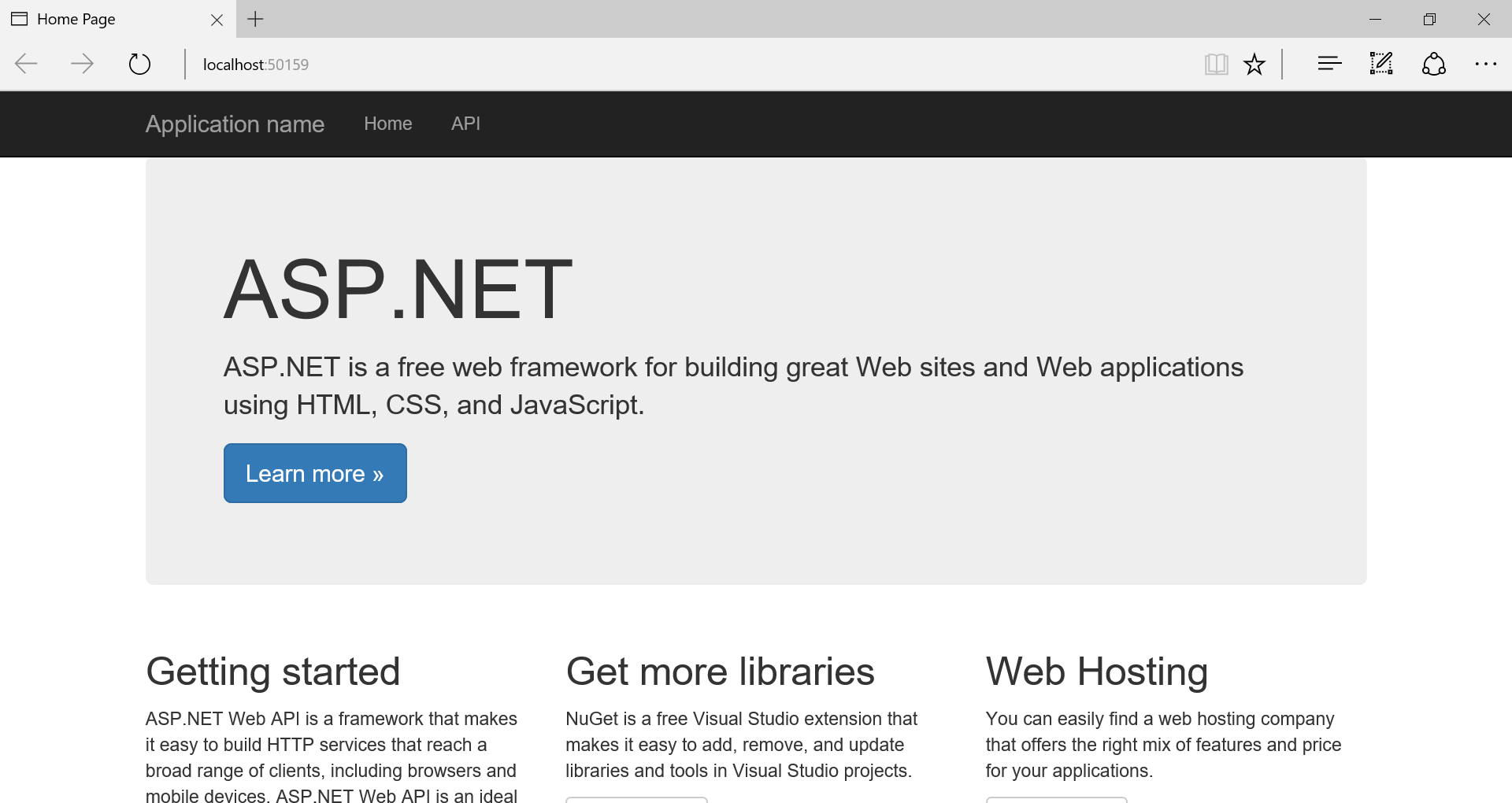
**Quest Engine**

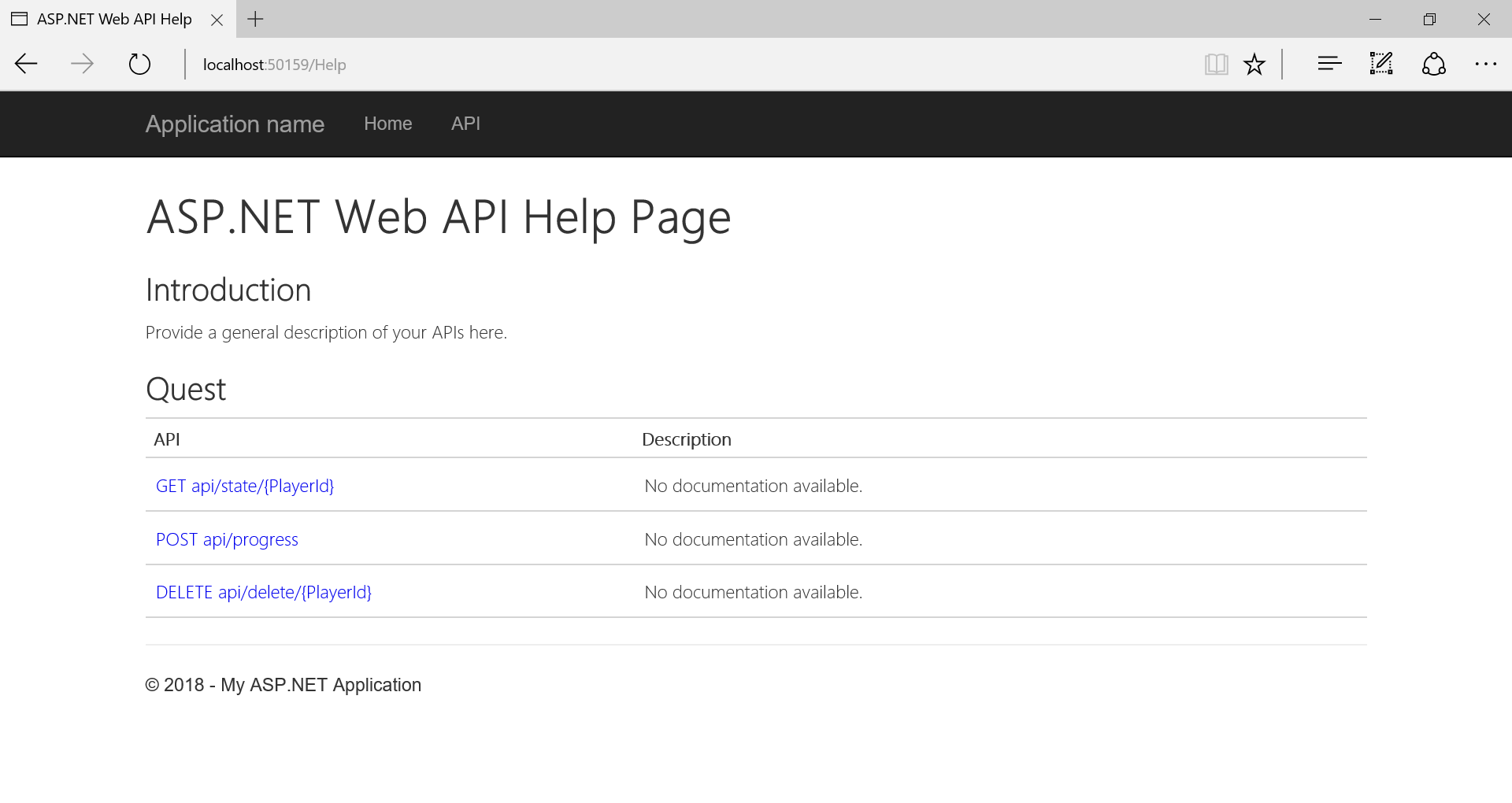
**Solution**

Compile Solution and Test Run in MSUnit

1. Open up **QuestEngine.sln**
2. Select **Debug** (or Release) and compile entire project
3. Hit **CTRL-F5** to run solution directly on local machine
4. The browser should popup with the standard Web API home screen

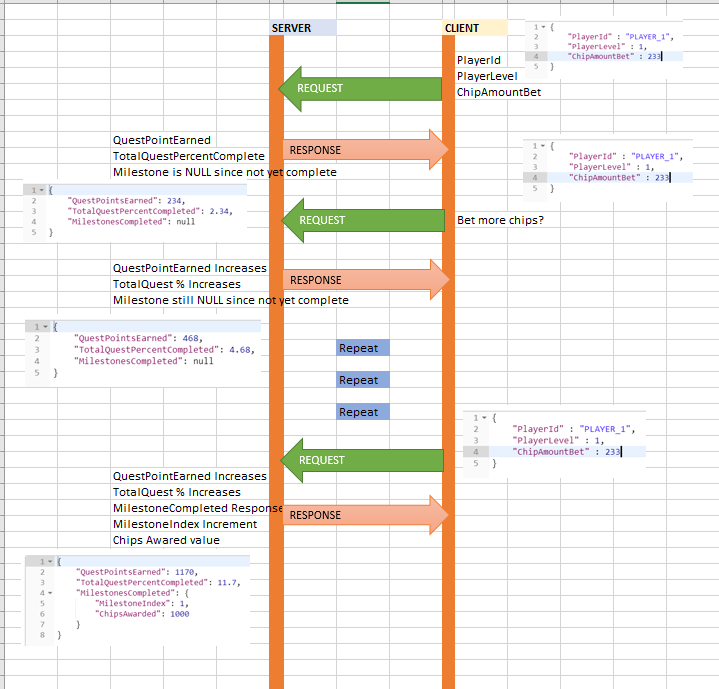


1. Navigate to API page to take a look at exposed APIs
   1. Sample: <http://localhost:50159/Help>



1. You can test the API
2. With frontend testing, prefer to use POSTMAN or FIDDLER
3. Make State call
   1. Sample: GET http://localhost:50159/api/state/PLAYER\_1
4. Make Progress call
   1. Sample: POST http://localhost:50159/api/progress
5. Delete a user/player from system
   1. I added this myself just for testing purposes
   2. Sample: DELETE http://localhost:50159/api/delete/PLAYER\_1
6. URL/Body, use exactly as describe in manual file
7. To Test with MSUnit
8. Asdfasdf
9. Asdffadsf

**Milestone Sequence Diagram**



asdadsfasdf