API

POST https://firestore.googleapis.com/v1/projects/ttsarmada/databases/(default)/documents/games

```
{
    "fields": {
        "player1": { "stringValue": "PlayerOneName" },
        "player1SteamId": { "stringValue": "" },
        "player1fleet": {
            "arrayValue": {
                "values": [
                    { "stringValue": "Acclamator II-class Assault Ship" },
                    { "stringValue": " - Local Fire Control" },
                    { "stringValue": "ARC-170 Squadron" }
                ]
            }
        },
        "player1Faction": { "stringValue": "Republic" },
        "player1score": { "integerValue": 100 },
        "player1scoreVerified": { "integerValue": 100 },
        "player1points": { "integerValue": 5 },
        "objective": { "stringValue": "Abandoned Mining Facility" },
        "player2": { "stringValue": "PlayerTwoName" },
        "player2SteamId": { "stringValue": "" },
        "player2fleet": {
            "arrayValue": {
                "values": [
                    { "stringValue": "MC75 Ordnance Cruiser" },
                    { "stringValue": " - Ahsoka Tano" },
                    { "stringValue": "A-Wing Squadron" }
                ]
            }
        },
        "player2faction": { "stringValue": "Rebel" },
        "player2score": { "integerValue": 120 },
        "player2scoreVerified": { "integerValue": 120 },
        "player2points": { "integerValue": 6 },
        "submitted": { "stringValue": "20210424T140700.000" },
        "ranked": { "booleanValue": false },
        "tournamentCode": { "stringValue": "VASSALTEST" }
    }
}
```

- Would add an extra key "source = 'Vassal'"
- Player score vs verified: verified is what is calculated, score is what they enter
    - Used to determine differences in how calculation might be wrong

- Submitted is a timestamp in case people submit multiples
- Tournament code is an open string
- For testing use a tournament code of VASSALTEST
- Fleet
    - "full card name (cost)"
    - Upgrades and squadrons having " - " in front

```
objective: "Asteroid Tactics"

player1: "Serfious"

player1SteamId: "76561198044641551"

player1faction: "Republic"
```

player1fleet

0	"Assault: Precision Strike"
1	"Defense: Asteroid Tactics"
2	"Navigation: Minefields"
3	"Acclamator II-class Assault Ship (71)"
4	" - Bail Organa (28)"
5	" - Clone Gunners (4)"
6	" - Electronic Countermeasures (7)"
7	" - Assault Proton Torpedoes (4)"
8	" - Swivel-Mount Batteries (8)"
9	" - Implacable (4)"
10	"Acclamator I-class Assault Ship (66)"
11	" - Flight Controllers (6)"
12	" - Hyperspace Rings (3)"
13	" - Boosted Comms (4)"
14	" - Swivel-Mount Batteries (8)"
15	" - Nevoota Bee (5)"
16	"Consular-class Armed Cruiser (37)"
17	" - Munitions Resupply (3)"
18	" - Projection Experts (6)"
19	" - Radiant VII (1)"
20	" - "Axe" (17)"
21	" - 2 x ARC-170 Starfighter Squadron (30)"
22	" - 5 x Delta-7 Aethersprite Squadron (85)"

```
player1points: 6

player1score: 216

player1scoreVerified: 216
```

player2: "russellbanks77"

player2SteamId: "76561198046415534"

player2faction: "Rebellion"

▶ player2fleet: ["Starhawk-class Battleshi..."]

player2points: 5

player2score: 211

player2scoreVerified: 211

ranked: true

submitted: "20210219T221056.321"

tournamentCode: "ITALIA2021FEB"

player2: "russellbanks77"

player2SteamId: "76561198046415534"

▶ player2fleet: ["Starhawk-class Battleshi..."]