

## game

### 1. GET /game

- Description
  - To get a list of games in the lobby
- Parameters
  - N/A
- Responses
  - 200 - success  
Example Value: {  
    "gameList" : [12, 23, 41]  
}
  - 403 - unauthenticated

### 2. GET /game/info?gameId={gameId}&userId={userId}

- Description
  - To get the game infos
- Parameters
  - gameId: 1
  - userId: 1
- Responses
  - 200 - success  
Example Value: {  
    "isClockwise" : true,  
    "playerList" : [{ "id": 2, "name": "John", "hold": 7 }, { "id": 3, "name":  
"bob", "hold": 5 }],  
    "isActive": false,  
    "isSkipped": false,  
    "currentPlayerId": 2,  
    }
  - 403 - unauthenticated

### 3. POST /game/addgame

- Description
  - User creates the game
- Parameters  
Example Value: {  
    "userId" : 1  
}
- Responses
  - 201 - successfully created a new game  
Example Value: {  
    "isClockwise" : true,  
    "playerType": host,

- “gameId”: 5
      - }
    - 403 - unauthenticated
- 4. DELETE /game/{gameId}/user/{userId}
  - Description
    - User leaves the game
  - Parameters:
    - gameId: 1
    - userId: 1
  - Responses
    - 201
      - Example Value: {
        - “status”: 1,
        - “message” : “successfully leave the game”
      - }
    - 403 - unauthenticated
- 5. PUT /game/{gameId}
  - Description
    - Update the game state to either active or inactive
  - Parameters:
    - N/A
  - Responses
    - 201
      - Example Value: {
        - “status”: 1
      - }
    - 403 - unauthenticated

## User

1. POST /login
  - Description
    - User logs in to the application
  - Parameters
    - Example Value: {
      - “email” : “john@mail.com”,
      - “password”: “test123”
    - }
  - Responses
    - 200 - success
      - Example Value: {
        - “userId”: 1
      - }
    - 401 - invalid authentication credentials

## 2. POST /signup

- Description
  - User signs up an account
- Parameters
  - Example Value: {  
    "email" : "john@mail.com",  
    "username": "JohnDoe"  
    "password": "john123"  
}
- Responses
  - 201 - successfully created user
    - Example Value: {  
    "userId" :1  
}

## Deck

### 1. GET /deck/hold?user={userId}&game={gameId}

- Description
  - Fetch all the cards for a user in a specific game
- Parameters
  - userId: 1
  - gameId: 1
- Responses
  - 200 - success
    - Example Value: {  
    "hold":[{ "id":1  
            "value": 8  
            "color": "red"  
            "type": "normal"  
            }],  
}
  - 403 - unauthenticated

### 2. POST /deck/drawcard

- Description
  - User draws cards
- Parameters
  - Example Value: {  
    "userId" : 1,  
    "gameId" : 1,  
    "cardCount": 2  
}
- Responses

- 201 - success  
Example Value: {  
    "status": 1,  
    "success": "user draw 2 cards"  
}
  - 403 - unauthenticated
- 3. DELETE /deck/playcard
  - Description
    - User plays a card
  - Parameters  
Example Value: {  
    "userId" : 1,  
    "gameId" : 1,  
    "cardCount": 2  
}
  - Responses
    - 201 - success  
Example Value: {  
    "status": 1,  
}
    - 403 - unauthenticated
- 4. DELETE /deck/{gameId}
  - Description
    - Clean the deck when the game is finished
  - Parameters
    - gameId: 1
  - Responses
    - 201 - success  
Example Value: {  
    "status": 1  
    "success": "remove deck for the game",  
}
    - 403 - unauthenticated

## Message

1. GET /message/{gameId}
  - Description
    - To get a list of messages in a specific game
  - Parameters
    - N/A
  - Responses
    - 200 - success

Example Value: {  
    "messages": array,  
}

- 403 - unauthenticated

## 2. POST /message

- Description
  - To post a message in a game
- Parameters

Example Value: {  
    "userId" : 1,  
    "gameId": 3,  
    "message": string  
}

- Responses
  - 201 - success  
Example Value: {  
    "messages": array,  
}
  - 403 - unauthenticated

## Draw Card

### 1. GET /draw?count={count}

- Description
  - To get(draw) count num of cards
- Parameters
  - Count: 1
- Responses
  - 200 - success  
Example Value: {  
    "count": int,  
}
  - 403 - unauthenticated

### 2. GET /draw?count={count}

- Description
  - To draw count num of cards
- Parameters
  - Count: 1
- Responses
  - 200 - success  
Example Value: {  
    "count": int,  
}
  - 403 - unauthenticated