

# Guess the Number Game API @Shovan Das

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The Guess the Number Game API allows you to create players, start new games, and make guesses in a guessing game. Players can track their statistics, including the number of games played and total moves made.

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## Endpoints

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Base URL: `http://localhost:8080`

## Player

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### Create a Player

- **URL:** `/player`
- **Method:** POST
- **Description:** Create a new player with a unique name.
- **Parameters:**
  - `name` (string, required) - The name of the player.
- **Example:**

```
curl -X POST http://localhost:8080/player?name=Shovan
```

- **Response:**
  - HTTP Status 200 (OK) if the player is created successfully.
  - HTTP Status 400 (Bad Request) if a player with the same name already exists.

### Get Player Information

- **URL:** `/player`
- **Method:** GET
- **Description:** Retrieve player information, including their name, games played, and total moves.
- **Parameters:**
  - `name` (string, required) - The name of the player.
- **Example:**

```
curl -X GET http://localhost:8080/player?name=Shovan
```

- **Response:**
  - HTTP Status 200 (OK) if the player exists.
  - HTTP Status 404 (Not Found) if the player is not found.
  - JSON Response:

```
{
  "name": "Teemu",
  "gamesPlayed": 1,
  "totalMoves": 3
}
```

## Game

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### Create a Game

- **URL:** `/game`
- **Method:** POST
- **Description:** Start a new guessing game.
- **Example:**

```
curl -X POST http://localhost:8080/game
```

- **Response:**
  - HTTP Status 200 (OK) if a new game is started.
  - HTTP Status 400 (Bad Request) if a game is already in progress.

## Make a Move in the Game

- **URL:** /game
- **Method:** PUT
- **Description:** Make a move in the guessing game.
- **Parameters:**
  - **move** (integer, required) - The player's guess.
- **Example:**

```
curl -X PUT http://localhost:8080/game?move=5
```

- **Response:**
  - HTTP Status 200 (OK) with response strings based on the guess:
    - "The number is larger"
    - "The number is smaller"
    - "Correct! You used X moves"
  - HTTP Status 400 (Bad Request) for invalid moves or game-related errors.

That's the API documentation for my Guess the Number Game. Users can create players, start games, and make guesses while keeping track of their game statistics.