# Login, User Registration:

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| Mapping | Method | Parameter | Parameter Type | Status Code | Returned Value | Descripiton |
| /register | POST | PlayerName  <String, Password> | Body | 201 | PlayerId<Long> | Register a player |
| /register | POST | PlayerName  <String, Password> | Body | 409 | Error: reason<String> | Player already exists |
| /login | PUT | PlayerName  <String, Password> | Body | 200 | - | Login a player |
| /login | PUT | PlayerName  <String, Password> | Body | 204 | - | Player is already logged in |
| /login | PUT | PlayerName  <String, Password> | Body | 401 | Error:reason<String> | Login not possible because of wrong credentials |
| /logout | PUT | playerId<long> | Query | 200 | - | Logouts player |
| /logout | PUT | playerId<long> | Query | 204 |  | User already logged out |
| /logout | PUT | playerId<long> | Query | 401 | Error:reason<String> | A player cannot logout another player exept for him or herself |

# Game-Related

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| --- | --- | --- | --- | --- | --- | --- |
| Mapping | Method | Parameter | Parameter Type | Status Code | Returned Value | Descripiton |
| /games | POST | NumberOfPlayers<int>  NumberOfBots<int>  GameType<String(public or private)>  PlayerToken<String>  Password<String>  (only if private game) | Body | 201 |  | Create a game |
| /games | POST | NumberOfPlayers<int>  NumberOfBots<int>  GameType<String(public or private)>  PlayerToken<String>  Password<String> (only if private game) | Body | 409 | Error: reason<String> | Zb. Because wrong Inputs like 8 Players, 20 Bots… |
| /games/{gameId} | PUT | playerToken<String> | Query  Body | 204 | - | Add user to a game |
| /games/{gameId} | PUT | playerToken<String> | Query  Body | 409 | Error:reason<String> | Zb. Game already started or full |
| /games/{gameId} | PUT | playerId<long> | Query  Body | 404 | Error:reason<String> | Zb. The game Id or Player Id does not exist |
| /games/{gameId}/players | DELETE | playerId<long> | Body | 200 |  | Removes a player from a game round |
| /games/{gameId}  /players/ | GET |  | Query | 200 | List <playernames> <String> |  |
| /games/{gameSetUpId} | POST | PathVar:  gameSetUpId: Long  Body:  playerToken: String | Query  Body | 201 | gameId: Long  List <playernames> | Takes a SetUpGame and Creates real game |
| /games/lobbies/{gameSetUpId}/{playerToken} | GET | PathVar:  gameSetUpId,  playerToken | Query | 200 | LobbyGetDTO:  Long GameSetUpId  String gameName  String hostname  List<String> playerNames  Long numOfDesiredPlayers  Long numOfActualPlayers  Long numOfAngels  Long numOfDevils | Returns lobby information is player is in lobby |
| /games/{gameId}  /roles/{playerToken} | GET |  | Query | 200 | Boolean isActivePlayer | Says, if the player is the active player or passive player |
| /games/{gameId}  /cards/{playerToken} | GET |  | Query | 200 | Card: Words: List<String> | Get a card with words |
| /games/{gameId}  /cards/{playerToken} | GET | - | Query | 404 | Error:reason<String> | Zb. Card does not exist |
| /games/{gameId}/  Cards | POST | gameId<Long>  Body:  wordId:<Long>  playerToken<String> | Query | 201 | MysteryWord<String> | Set the word the active player has chosen |
| /games/{gameId}/  cards | POST | gameId<Long>  Body:  wordId:<Long>  playerToken<String> | Query | 404 | Error:reason<String> | Zb. Number <1 or 5< |
| /games/{gameId}/  mysteryWord/{playerToken} | GET | - | Query | 201 | wordId<Integer> | Is from 1 to 5 |
| /games/{gameId}/  cards/{playerToken} | GET | - | Query |  |  |  |
| /games/{gameId}/  clues | POST | Clue <String>  PlayerToken<String> | Body | 201 |  | Save Clue, |
| /games/{gameId}/  clues | POST | Clue <String>  PlayerToken<String> | Body | 401 | Error:reason  <String> | P. ex. Player not registered to game wants to give a clue |
| /games/{gameId}/  clues | POST | Clue <String>  PlayerToken<String> | Body | 409 | Error:reason  <String> | For example active player wants to give a clue |
| /games/{gameId}/  clues/{playerToken} | GET | - | Query | 200 | ListofClues<String,String> (DTOList, playername, clue) | Get List of valid clues back |
| * Was, wenn Liste leer? | Boolean; |  |  |  |  |  |
|  |  |  |  |  |  |  |
| /games/{gameId}  /guesses | POST | Guess <String>  PlayerToken<String> | Body | 201 | - | Save, guess, check if it was correct |
| /games/{gameId}  /guesses | POST | Guess <String>  PlayerToken<String> | Body | 401 | Error:reason  <String> | P. ex. Player not registered to game wants to guess |
| /games/{gameId}  /guesses | POST | Guess <String>  PlayerToken<String> | Body | 409 | Error:reason  <String> | For example passive player wants to guess |
| /games/{gameId}  /guesses/{playerToken} | GET | - | Query | 200 | Guess<String>  IsValid<Boolean> | Gives the guess back and says, if it was valid |
| /games/{gameId}  /score/{playerToken} | GET | - | Query | 200 | Scores Map<player,name, Score>, <String, int> | Gives score back |
| /games/{gameId}  /ended/{playerToken} | GET | gameId <Long> | Query | 200 | HasEnded <Boolean>, MVP: <String> | Check, if the game has ended and who has won |
| /games/{gameId}  /ended/{playerToken} | GET | gameId <Long> | Query | 404 | Error:reason<String> | P. ex. Game does not exist |
| /games/{gameId} | DELETE | gameId <Long> | Query | 200 | - | Deleted successfully the game |
| /games/{gameId} | DELETE | gameId <Long> | Query | 409 | - | Game is still running |
| /games/{gameId} | DELETE | gameId <Long> | Query | 404 | - | This gameId does not exist |

# Player-Related

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| --- | --- | --- | --- | --- | --- | --- |
| Mapping | Method | Parameter | Parameter Type | Status Code | Returned Value | Descripiton |
| /players/{playerId} | PUT | PlayerId <Long>, Player | Body | 204 | - | Update a Player |
| /players/{playerId} | PUT | PlayerId <Long>, Player | Body | 404 | Error:reason<String> | Player not Found |
| /scorebord | GET | - | Query | 200 | Players: List<Scores> | Get a list of a registered players and their scores |
| /games | GET | - | Query | 200 | Games: List<Game> | List of created games |