# Login, User Registration:

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| Mapping | Method | Parameter | Parameter Type | Status Code | Returned Value | Descripiton | Status |
| /register | POST | PlayerName  <String, Password> | Body | 201 | PlayerId<Long> | Register a player | Done |
| /login | PUT | PlayerName  <String, Password> | Body | 200 | - | Login a player | Done |
| /logout | PUT | id<long>, token<String> | Query | 200 | - | Logouts player | Done |

# Lobby

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| Description | Mapping | Method | Parameter | Parameter Type | Status Code | Returned Value | Status |
| Create GameSetUpEntity | /games | POST | NumberOfPlayers<Long> NumberOfDevils<Long>  GameType<String(public or private)>  PlayerToken<String>  Password<String> (only if private game) | Body | 201 |  | Done |
| Join Player | /games/{gameId}/players | PUT | playerToken<String>  password<String> (if private) | Query | 200 |  | Done |
| Leave Player | /games/{gameId}/lobbies/players | PUT | playerId<long> | Body | 200 |  | Done |
| Delete GameSetUpEntity | /gameSetUps/{gameSetUpId} | DELETE | Body: PlayerToken<String> |  | 200 |  | Done |
| Overview all Lobbies | /games/lobbies | GET | - |  | 200 | List<LobbyOverviewGETDTO>  LobbyOverviewGetDTO:  String gameName  GameType gameType  Long numOfDesiredPlayers  Long numOfAngels;  Long numOfDevils;  Long numOfActualPlayers | Done |
| Overview specific Lobby | /games/lobbies/  {gameSetUpId}/{playerToken} | GET |  |  | 200 | LobbyGetDTO:  Long activeGameId  Long gameSetUpId  String gameName  String hostname  List<String> playerNames  Long numOfDesiredPlayers  Long numOfActualPlayers  Long numOfAngels  Long numOfDevils | Done |
| Send Chat Message | /gameSetUps/chatMessages | POST | Body: chatPostDTO:  gameId<Long>, playerToken<String>, message<String> | Body | 201 | - | Done |
| Get Chat Message | /gameSetUps/{gameSetUpId}/  chatMessages/{playerToken} | GET | - | Query | 200 | List<ChatGetDTO>:  playerName<String>, message<String>, time<Long> | Done |

# Game-Related: Play a whole turn

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| Descripiton | Who? | Mapping | Method | Parameter | Parameter Type | Status Code | Returned Value | Phase | Status |
| Create Active Game | Host | /games/{gameSetUpId} | POST | playerToken<String> | Body | 201 | Long<id> | 0 | Done |
| Get Game Info -> Roles | All | /activeGames/{gameId} | GET |  | Query | 200 | Id<Long>, activePlayerName<String>, playerNames <List<Strings>>  passivePlayerNames<List<Str>> | 0 | Done |
| Initialize Turn | All | /games/{gameId}/initializations | PUT | playerToken<String> | Body | 200 | - | 1 | Done (+/-) |
| Get Card | PassiveP | /games/{gameId}/cards/{playerToken} | GET | - | Query | 200 | List<Words> | 2 | Done |
| Get Amount of Cards | PassiveP | /games/{gameId}/cards/remainder/{playerToken} | GET | - | Query | 200 | CardsRemainingDTO:  Int cardsOnStack | ANY | Done |
| Choose MysteryWord | ActiveP | /games/{gameId}/  mysteryWord | PUT | wordId<Long> (1-5)  playerToken<String> | Body | 200 | - | 3 | Done |
| Get MysteryWord | PassiveP | /games/{gameId}/  mysteryWord/{playerToken} | GET | - | Query |  | Word<String> | 3 | Done |
| Set Clue | PassiveP | /games/{gameId}/clues | POST | Clue <String>  PlayerToken<String> | Body | 201 |  | 4 | Done |
| Get Clues (valid) | All | /games/{gameId}/clues/{playerToken} | GET | - | Query | 200 | ListofClues<String,String> (DTOList, playername, clue) | 4 | Done |
| Get Clue Players | All | /games/{gameId}/clues/players/{playerToken} | GET | - | Query | 200 | List<PlayerNameDTO>  PlayerNameDTO:  Sring playerName | 4 | Done |
| Set Guess | ActiveP | /games/{gameId}/guesses | POST | Guess <String>   * PlayerToken<String> | Body | 201 | - | 5 | Done |
| Get Guess | All | /games/{gameId}/guesses/{playerToken} | GET | * - | Query | 200 | Guess<String>  IsValid<Boolean> | 5 | Done |
| Game Stats | All | /games/{gameId}/statistics | GET | - | Query | 200 | List<GameStats>,  GameStats: <String playerName, int score, int placement, int correctlyGuessedMysteryWords> | 5 | Done |
| Has Game Ended | All | /games/{gameId}/ends/{playerToken} | GET | - | Query | 200 | HasEnded <Boolean> | 6 | Done |
| Delete Game | All | /games/{gameId} | DELETE | playerToken <String> | Body | 200 | - | 7 | Done |
| Still Alive | All | /games/{gameId}/phases | PUT | playerToken<String> | Body | 200 | - | Alle 2 sek | Done |
| Leave Game | All | /activeGames/{gameId}/players | PUT | playerToken<String> | Body | 200 | - | WordReveal | Done |
| Get Phases | Akk | /games/{gameId]/phases | GET | - | Query | 200 | Phase<String>, duration<int>, timeStart<int> |  | Done |

# 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 |
| /players/tokens/{playerToken} | GET | - | Query | 200 | - | Returns 200 if player with token exists, else returns 404 (-> in that case delete all local variables and relink to register or login page) |
| /leaderBoard | GET | - | Query | 200 | List<LeaderBoardGetDTO>  LeaderBoardGetDTO:  int rank;  int score;  int gamesPlayed;  String playerName; | Returns list of all registered players and their overall score. |
| /games | GET | - | Query | 200 | Games: List<Game> | List of created games |