# Login, User Registration:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 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 | playerId<long> | Query | 200 | - | Logouts player | Does not work |

# Lobby

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 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}/players | DELETE | 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 |

# Game-Related: Play a whole turn

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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 | All | /games/{gameId}/cards/{playerToken} | GET | - | Query | 200 | List<Words> | 2 | Done |
| Choose MysteryWord | ActiveP | /games/{gameId}/  mysteryWord | PUT | wordId<Long> (1-5)  playerToken<String> | Body | 200 | - | 3 | Done |
| Get MysteryWord | All | /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 Players who have submitted Clue | 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 |
| Get Scores | All | /games/{gameId}/Scores/{playerToken} | GET | - | Query | 200 | Scores Map<player,name, Score>, <String, int> | 5 | missing |
| Has Game Ended | All | /games/{gameId}/Ends/{playerToken} | GET | - | Query | 200 | HasEnded <Boolean>, MVP: <String> | 6 | missing |
| Delete Game | All | /games/{gameId} | DELETE | playerToken <String> | Body | 200 | - | 7 | missing |

# Player-Related

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 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 |