

Mapping	Method	Parameter Body
/login	PUT	<string> playername <string> password
/logout	PUT	-
/players	POST	<string> playername <string> password
/players/{orderBy}	GET	<string> orderBy (ELO, score, gamesPlayed ...)
/players	GET	-
/players/{playerId}	GET	<long> playerId
	PUT	<long> playerId, (updated) Player Object
	DELETE	<long> playerId, <String>Password
/lobbies	GET	-
	POST	<string> Lobby-Name
/lobbies/{lobbyId}	GET	<long> lobbyId
/lobbies/{lobbyId}/join	PUT	<long> lobbyId
/lobbies/{lobbyId}/leave	PUT	<long> lobbyId
/lobbies/{lobbyId}/terminate	PUT	<long> lobbyId

/lobbies/{lobbyId}/ready	PUT	<long> lobbyId
/lobbies/{lobbyId}/start	PUT	<long> lobbyId, <string> LanguageCode (DE/EN)
/lobbies/{lobbyID}/kick/{playerID}	PUT	<long> lobbyId, <long> playerID
/lobbies/{lobbyID}/score	GET	<long> lobbyId
/lobbies/{lobbyId}/score/{playerId}	PUT	<long> lobbyId, <long> playerId, <int> points
/lobbies/{lobbyId}/grid	GET	<long> lobbyId
	POST	<long> lobbyId
/lobbies/{lobbyId}/recreations/{playerId}	PUT	<long> lobbyId, <long> playerId, recreation
/lobbies/{lobbyId}/recreations	GET	<long> lobbyId
/lobbies/{lobbyId}/sets/rotate	GET	<long> lobbyId
/lobbies/{lobbyId}/guesses/{playerId}	PUT	<long> lobbyId, <long> playerId, <long> playerIds[N-1], <string> guessTokens[N-1]
/lobbies/{lobbyId}/guesses	GET	<long> lobbyId

Status Code	Returned Body
200	Player token (for authentication)
401	Error
204	-
401	Error
201	Return Player
409	Error
200	List of all players with their stats
400	Error
200	List of all players
401	Error
200	Player (id, name, creation_Date, logged_in, birthday, ...)
401	Error
404	Error
200	Updated Player
401	Error
403	Error
404	Error
409	Error
204	-
401	Error
403	Error
404	Error
409	Error
200	List of the available lobbies
401	Error
201	Lobby
401	Error
409	Error
200	Lobby and its Players (with role e.g. active Player)
401	Error
403	Error
404	Error
204	-
401	Error
403	Error
404	Error
409	Error
204	-
401	Error
403	Error
404	Error
409	Error
204	-
401	Error
403	Error

404	Error
409	Error
204	-
401	Error
403	Error
404	Error
204	-
401	Error
403	Error
404	Error
409	Error
204	-
401	Error
403	Error
404	Error
200	Score Sheet
401	Error
200	Updated score of the Player
401	Error
404	Error
200	Location token list of all the active pictures for each player
401	Error
201	Randomly populated pictures and their position on the grid
401	Error
200	Info about the stored recreation
401	Error
200	List of all recreations by each Player
401	Error
200	List of the new sets of all players
401	Error
200	Guessed location tokens
401	Error
200	List of all guesses by each Player for each other Player
401	Error

Description
Login existing Player and set Status to Online
login failed because credentials are incorrect (unauthorized)
Logout Succeeded. Change Player Status to Offline
Logout failed because Token was not correct (unauthorized)
Add Player
Add player failed because playername already exists
Returns list of all players with their stats
Unauthorized (Invalid Token)
Return a List of all Players
Unauthorized (Invalid Token)
Retrieve player profile with playerID (also including players score and statistics for the leaderboard)
Unauthorized (invalid Token)
player not found
Update player Profile
Unauthorized (invalid Token)
Forbidden: Wrong Player is trying to change Profile
Player not found
Conflict: Playername already in use.
Deleted Player
Unauthorized (invalid Token)
Forbidden: Wrong Player is trying to delete another player
Player not found
Conflict: Password wrong
Get all OPEN lobbies
Unauthorized (invalid Token)
Create new Lobby
Unauthorized (invalid Token)
Conflict, same Player has another lobby open. Can't open two lobbies at the same time. Or another Lobby has the same name.
Status of Lobby and a list with all its players
Unauthorized (invalid Token)
Forbidden: Player must be in lobby to get that information
Lobby not found
Join lobby
Unauthorized (invalid Token)
Forbidden: e.g. Lobby already started playing
Lobby not found
Conflict: e.g. Player is still in another lobby that he has to leave
Leave Lobby
Unauthorized (invalid Token)
Forbidden: e.g. Lobby already started playing (maybe make this a valid option?)
Lobby not found
Conflict: Player was not in lobby
Lobby is terminated when the creator leaves lobby
Unauthorized (invalid Token)
Forbidden: e.g. Lobby already started playing (maybe make this a valid option?)

Lobby not found
Conflict: Player was not in lobby
Trigger Ready status of Player
Unauthorized (invalid Token)
Forbidden: Player not in that Lobby
Lobby not found
Creator of Lobby can start the game (change Status to PLAYING)
Unauthorized (invalid Token)
Forbidden: Player is not creator of lobby or is not even in the lobby
Lobby not found
Language Code not correct
Kick player out of lobby
Unauthorized (invalid Token)
Forbidden: Player is not creator of lobby or is not even in the lobby
Lobby not found or Player not in that Lobby
Get the current Score Sheet
Unauthorized (invalid Token)
Update the current score of a particular Player
Unauthorized (invalid Token)
Game not found or Player not in that Game
Generate a random token and chose the active picture for each player
Unauthorized (invalid Token)
Populate the grid with random pictures and return it
Unauthorized (invalid Token)
Save the recreations for this round
Unauthorized (invalid Token)
List of all recreations and the corresponding players
Unauthorized (invalid Token)
Rotate the sets of all Players
Unauthorized (invalid Token)
Stores the guessed location token by player
Unauthorized (invalid Token)
List of all guesses in order and the corresponding player who guesses
Unauthorized (invalid Token)

[illegible]

[illegible]

[illegible]