**Bowling Alley**

**Assumptions:**

1. The game is started assuming there are 3 players in the lane.
2. Once the lanes are assigned, no new players can be added.

**API Details:**

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| --- | --- | --- |
| **HTTP Method** | **API** | **Description** |
| Get | /players | To get the details of all the Players |
| Get | layers/player-details/{player\_id} | Get each player Details like name , allocated lane, Game ID |
| Get | players/{player\_id}/scoreBoard | Get Player Score Board Details like , Current Score , Strikes, Spares |
| Post | players/addPlayer | Adds New Player, accepts a list of players and generates Game ID. |
| Put | players/update-player/{player\_id} | Updates a Player |
| Delete | /players/delete-player/{player\_id} | Deletes a player |
| Get | /players/assignLane | Assigns lane to the players, max 3players per lane |
| Get | /players/lanes | Returns the players for each lane |
| Get | /startGame/{gameid} | Starts the game |

**Functionality**

1. Add the Players.
2. Assign lane to the players
3. Start the Game
4. Get the Score Board for each Player.

Sample Add player Request:

[

{

"name": "John"

},

{

"name": "James"

},

{

"name": "Jack"

},

{

"name": "Bob"

},

{

"name": "Jeff"

}

]