**Listar todos os Ícones**

api/v1/icon

GET

Header

Content-Type:application/json

Return:

{

    "status": "success",

    "data": [

        {

            "id": 1,

            "name": "caveira 1",

            "address": "https://i.ibb.co/Qc44psJ/caveira1.png"

        },

        {

            "id": 2,

            "name": "caveira 2",

            "address": "https://i.ibb.co/58sC8YG/caveira2.png"

        }

    ]

}

**Listar um ícone específico por id**

api/v1/icon

GET

Header:

Content-Type:application/json

idicon=1

Return:

{

    "status": "success",

    "data": [

        {

            "id": 1,

            "name": "caveira 1",

            "address": "https://i.ibb.co/Qc44psJ/caveira1.png"

        }

    ]

}

**Listar um ícone específico por nome**

api/v1/icon

GET

Header:

Content-Type:application/json

name=caveira 1

Return:

{

    "status": "success",

    "data": [

        {

            "id": 1,

            "name": "caveira 1",

            "address": "https://i.ibb.co/Qc44psJ/caveira1.png"

        }

    ]

}

**Gravar um novo ícone**

api/v1/icon

POST

Header:

Content-Type:application/json

Request:

{

    "name": "caveira 1",

    "address": "https://i.ibb.co/Qc44psJ/caveira1.png"

}

Return:

{

    "status": "success",

    "data": [

        {

            "id": 1,

            "name": "caveira 1",

            "address": "https://i.ibb.co/Qc44psJ/caveira1.png"

        }

    ]

}

**Atualizar um ícone**

api/v1/icon

PUT

Header:

Content-Type:application/json

Id=1

Request:

{

    "address": "https://i.ibb.co/Qc44psJ/caveira12.png"

}

Return:

{

    "status": "success",

    "data": [

        {

            "id": 1,

            "name": "caveira 1",

            "address": "https://i.ibb.co/Qc44psJ/caveira12.png"

        }

    ]

}

**Deletar um ícone**

api/v1/icon

DELETE

Header:

Content-Type:application/json

idicon=1

Return:

{

    "status": "success",

    "data": [

        {

            "id": 1,

            "name": "caveira 1",

            "address": "https://i.ibb.co/Qc44psJ/caveira12.png"

        }

    ]

}

**Listar todos os jogadores**

api/v1/player

GET

Header:

Content-Type:application/json

Return:

{

    "status": "success",

    "data": [

        {

            "id": 2,

            "nickname": "will",

            "password": "18218139EEC55D83CF82679934E5CD75",

            "score": 0,

            "active": true,

            "icongame": 2

        },

        {

            "id": 21,

            "nickname": "teste",

            "password": "698DC19D489C4E4DB73E28A713EAB07B",

            "score": 0,

            "active": true,

            "icongame": 5

        }

    ]

}

**Listar todos um jogador por id**

api/v1/player

GET

Header:

Content-Type:application/json

idplayer=2

Return:

{

    "status": "success",

    "data": [

        {

            "id": 2,

            "nickname": "will",

            "password": "18218139EEC55D83CF82679934E5CD75",

            "score": 0,

            "active": true,

            "icongame": 2

        }

    ]

}

**Listar todos um jogador por nome e senha**

api/v1/player

GET

Header:

Content-Type:application/json

name=will

password=will

Return:

{

    "status": "success",

    "data": [

        {

            "id": 2,

            "nickname": "will",

            "password": "18218139EEC55D83CF82679934E5CD75",

            "score": 0,

            "active": true,

            "icongame": 2

        }

    ]

}

**Gravar um novo jogador**

api/v1/player

POST

Header:

Content-Type:application/json

Request:

{

    "nickname": "will",

    "password": "will",

    "score": 0,

    "active": false,

    "icongame": 2

}

Return:

{

    "status": "success",

    "data": [

        {

            "id": 2,

            "nickname": "will",

            "password": "18218139EEC55D83CF82679934E5CD75",

            "score": 0,

            "active": false,

            "icongame": 2

        }

    ]

}

**Atualizar um novo jogador**

api/v1/player

PUT

Header:

Content-Type:application/json

Idplayer=2

Request:

{

    "nickname": "will",

    "password": "will",

    "score": 0,

    "active": true,

    "icongame": 2

}

Return:

{

    "status": "success",

    "data": [

        {

            "id": 2,

            "nickname": "will",

            "password": "18218139EEC55D83CF82679934E5CD75",

            "score": 0,

            "active": true,

            "icongame": 2

        }

    ]

}

**Listar todas as salas**

api/v1/room

GET

Header:

Content-Type:application/json

Return:

{

    "status": "success",

    "data": [

        {

            "id": 26,

            "name": "teste"

        },

{

            "id": 27,

            "name": "teste2"

        }

    ]

}

**Listar sala por id**

api/v1/room

GET

Header:

Content-Type:application/json

idroom=26

Return:

{

    "status": "success",

    "data": [

        {

            "id": 26,

            "name": "teste"

        }

    ]

}

**Gravar nova sala**

api/v1/room

POST

Header:

Content-Type:application/json

nameroom=teste3

Return:

{

    "status": "success",

    "data": [

        {

            "id": 28,

            "name": "teste3"

        }

    ]

}

**Listar todas as salas disponíveis para jogar**

api/v1/roomplayer

GET

Header:

Content-Type:application/json

Return:

{

    "status": "success",

    "data": [

        {

            "id": 26,

            "name": "teste"

        }

    ]

}

**Listar todos jogadores de uma sala**

api/v1/roomplayer

GET

Header:

Content-Type:application/json

idroom=26

Return:

{

    "status": "success",

    "data": [

        {

            "id": 2,

            "nickname": "will",

            "password": "18218139EEC55D83CF82679934E5CD75",

            "score": 0,

            "active": true,

            "icongame": 2

        }

    ]

}

**Criar nova sala e inserir o jogador que o criou**

api/v1/roomplayer

POST

Header:

Content-Type:application/json

nameroom=teste4

idplayer=26

Return:

{

    "status": "success",

    "data": [

        {

            "id": 29,

            "name": "teste4"

        }

    ]

}

**Inserir um jogador em uma sala**

api/v1/roomplayer

POST

Header:

Content-Type:application/json

idplayer=26

idroom=29

Return:

{

    "status": "success",

    "data": null

    ]

}

**Remover um jogador de uma sala**

api/v1/roomplayer

DELETE

Header:

Content-Type:application/json

idroom=29

idplayer=26

Return:

{

    "status": "success",

    "data": null

    ]

}

**Listar o tabuleiro de um jogador e seu oponente**

api/v1/gameboard

GET

Header:

Content-Type:application/json

idroom=26

idplayer=2

Return:

{

    "status": "success",

    "data": [

        {

            "idroom": 26,

            "idplayer": 21,

            "pos1": false,

            "pos2": false,

            "pos3": false,

            "pos4": false,

            "pos5": false,

            "pos6": false,

            "pos7": false,

            "pos8": false,

            "pos9": false,

            "inturn": false

        },

        {

            "idroom": 26,

            "idplayer": 2,

            "pos1": false,

            "pos2": false,

            "pos3": false,

            "pos4": false,

            "pos5": false,

            "pos6": false,

            "pos7": false,

            "pos8": false,

            "pos9": false,

            "inturn": true

        }

    ]

}

**Criar um tabuleiro e inserir os jogadores da sala**

api/v1/gameboard

POST

Header:

Content-Type:application/json

idroom=26

Return:

{

    "status": "success",

    "data": null

}

**Atualizar o tabuleiro indicando a posição que foi jogada**

api/v1/gameboard

PUT

Header:

Content-Type:application/json

idroom=26

idplayer=2

pos=1

Return:

{

    "status": "success",

    "data": [

        {

            "idroom": 26,

            "idplayer": 2,

            "pos1": true,

            "pos2": false,

            "pos3": false,

            "pos4": false,

            "pos5": false,

            "pos6": false,

            "pos7": false,

            "pos8": false,

            "pos9": false,

            "inturn": false

        }

    ]

}

**Remover o tabuleiro de um determinado jogador**

api/v1/gameboard

DELETE

Header:

Content-Type:application/json

idroom=26

idplayer=2

Return:

{

    "status": "success",

    "data": null

}