REST API Specification for DrawZone

Category	Method	Endpoint	Description	Request Body / Response
User Management	POST	/users/register	Register a new user	**Request:** {"username": "NewUser", "password": "Pass123"} **Response:** 201 Created {"id": 42, "username": "NewUser"}
User Management	POST	/users/register	Error: reason <string>	**Response:** 409 Conflict User already exists
User Management	POST	/users/login	Log in an existing user	**Request:** {"username": "NewUser", "password": "Pass123"} **Response:** 200 OK {"token": "abcdef123"}
User Management	POST	/users/login	Error: reason <string>	**Response:** 401 Conflict User already exists
User Management	POST	/users/logout	Log out current user	**Response:** 204 No Content (Session terminated)
User Management	DELETE	/users/{userId}	Delete user account	**Response:** 204 No Content (Account deleted)

User Management	PUT	/users/edit/{userId}	Edit profile (username, avatar)	**Request**: {"username": "NewName", "avatarUrl": "http://.../img.png"} **Response**: 204 No Content (Profile updated)
Lobby Management	POST	/game/lobbies	Create a new game lobby	**Request**: {"maxPlayers": 8, "roundTime": 60, "numRounds": 5, "wordSet": "EN"} **Response**: 201 Created {"lobbyCode": "ABCD123", "maxPlayers": 8, ...}
Lobby Management	GET	/game/lobbies/{lobbyCode}	Get lobby details	**Response**: 404 Not Found Lobby doesn't exist
Lobby Management	GET	/game/lobbies/{lobbyCode}	Get lobby details	**Response**: 200 OK (Lobby data)
Lobby Management	POST	/game/lobbies/{lobbyCode}/join	Join a lobby	**Response**: 200 OK (Lobby joined)
Lobby Management	POST	/game /lobbies/{lobbyCode}/leave	Leave a lobby	**Response**: 204 No Content (Player left)
Lobby Management	PUT	/game/lobbies/{lobbyCode}	Update lobby settings (host only)	**Request**: {"roundTime": 90, "numRounds": 6} **Response**: 200 OK (Lobby updated)
Game Management	POST	/game/lobbies/{lobbyCode}/start	Start game (host only)	**Response**: 200 OK {"gameId": 101, "round": 1, "drawingPlayer": "Alice"}

Game Management	GET	/game/{gameId}/words	Get word options for drawing player	**Response**: 200 OK {"options": ["cat", "airplane", "pizza"]}
Game Management	POST	/game /{gameId}/word	Select word to draw	**Request**: {"chosenWord": "pizza"} **Response**: 200 OK (Word chosen)
Game Management	POST	/game/{gameId}/end-turn	End current turn (time up, skip)	**Response**: 200 OK (Turn ended)
Score Tracking	GET	/game/{gameId}/scores	Fetch current game scores	**Response**: 200 OK {"scores": [{"player": "Alice", "points": 120}, ...]}
Score Tracking	GET	/game/leaderboard/{gameId}	Get global leaderboard	**Response**: 200 OK {"leaderboard": [{"player": "Alice", "totalPoints": 2500}, ...]}
Score Tracking	GET	/game/leaderboard/{gameId}	Error: reason <string>	**Response:** leaderboard
Score Tracking	POST	/game/leaderboard/{gameId}	Update leaderboard (final scores)	**Request**: {"player": "Alice", "score": 150} **Response**: 201 Created (Leaderboard updated)
Moderation	DELETE	/game/lobbies/{lobbyCode}/players/{playerId}	Kick a player (host only)	**Response**: 204 No Content (Player removed)
User Experience (Chat)	GET	/game/lobbies/{lobbyCode}/chat	Retrieve chat messages	**Response**: 200 OK {"messages": [{"sender": "Alice", "message": "Hello"}]}

User Experience (Chat)	GET	/game/lobbies/{lobbyCode}/chat	Error: reason <string>	**Response**: 403 Forbidden
User Experience (Chat)	POST	/game/lobbies/{lobbyCode}/chat	Send chat message	**Request**: {"message": "Guess this word!"} **Response**: 200 OK (Message sent)