Hi-Lo Game (part 2)

WASA: Web and Software Architecture

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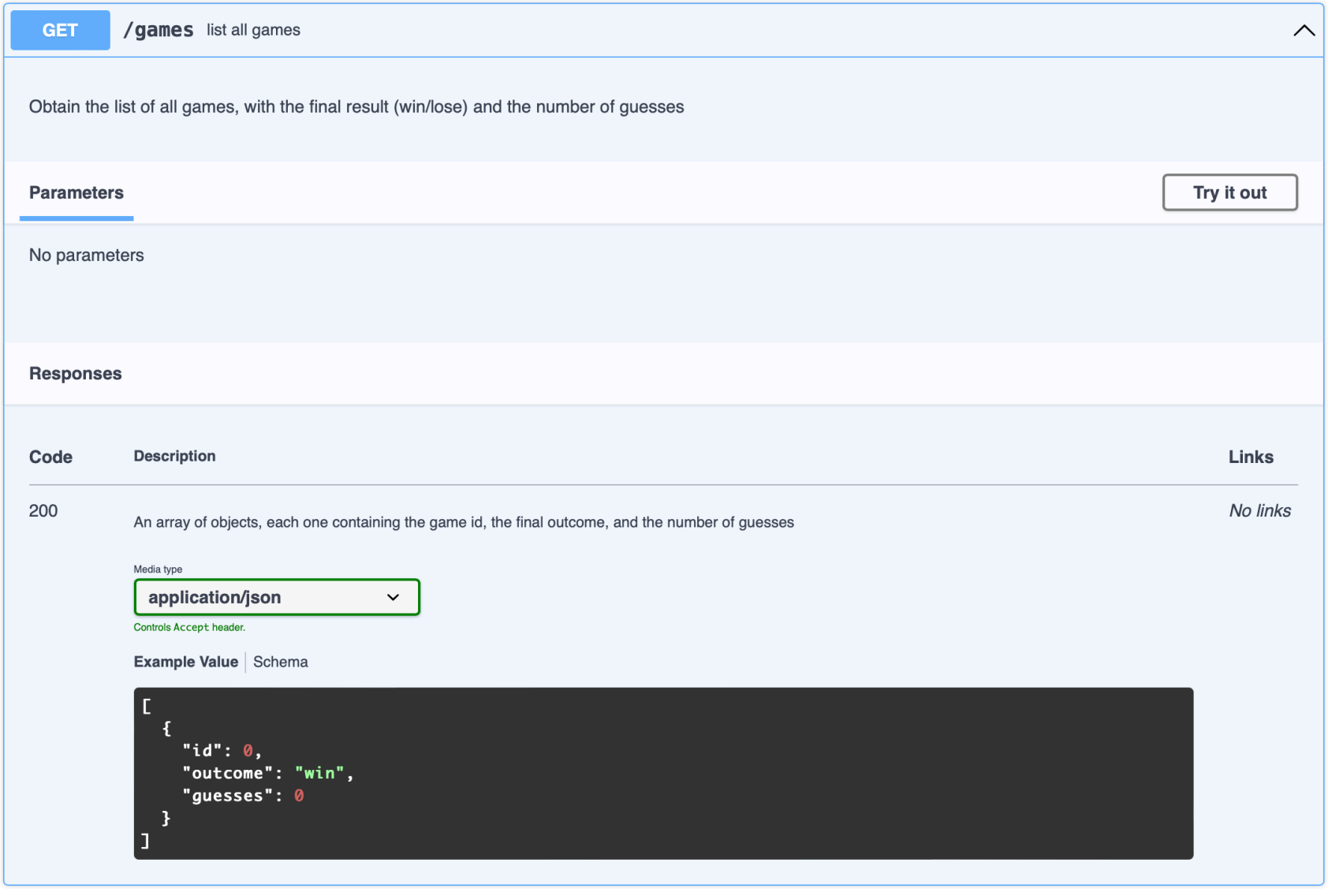
Let's specify the methods for the /games/ path (continued from hilo-game-part1)

```yaml
get:
  summary: list all games
  description: |
    Obtain the list of all games, with the final result (win/lose)
    and the number of guesses
  responses:
    "200":
      description: |
        An array of objects, each one containing the game id,
        the final outcome, and the number of guesses
      content:
        application/json:
          schema:
            type: array
            items:
              type: object
              properties:
                id:
                  type: integer
                outcome:
                  type: string
                  enum:
                  - win
                  - lose
                guesses:
```

Swagger description - get



Now let's specify the methods for the `/games/{id}` path

```yaml
/games/{id}:
  parameters:
  - name: id
    in: path
    required: true
    description: this is the game id
    schema:
      type: integer
      description: e.g., /games/1234
  put:
```

A parameter in the path is always required

/games/{id} path: PUT

```yaml
    put:
      summary: start or reset a game
      description: |
        Start a game with given id, generating the secret number;
        or reset an existing game, re-generating the secret number
        and zeroing the guesses counter
      responses:
        "200":
          description: An existing game is reset
        "201":
          description: A new game is created
```

/games/{id} path: POST

```yaml
post:
  summary: make a guess
  description: |
    Try to guess the secret number; return hi, lo, or correct,
    plus the guess count.
  parameters:
    - name: guess
      in: query
      required: true
      description: the guess
      schema:
        type: integer
        minimum: 1
        maximum: 100
  responses:
```

/games/{id} path: POST (continued)

```yaml
    responses:
      "200":
        description: Guess accepted, the result is in the the content
        content:
          application/json:
            schema:
              type: object
              properties:
                guess-count:
                  type: integer
                  minimum: 1
                  maximum: 10
                guess-outcome:
                  type: string
                  enum:
                  - hi
                  - lo
                  - correct
      "403":
```

/games/{id} path: POST (continued)

```
        "403":
          description: game over
          content:
            application/json:
              schema:
                type: object
                properties:
                  id:
                    type: integer
                  outcome:
                    type: string
                    enum:
                    - win
                    - lose
                  guesses:
                    type: integer
        "404":
          description: game not found
    get:
```

/games/{id} path: GET

```yaml
get:
  summary: list guesses
  description: |
    Return a list of all guesses in reverse chronological order,
    including the responses received (hi/lo/correct)
  responses:
    "200":
      description: Request accepted, all guesses listed in content
      content:
```

/games/{id} path: GET (continued)

```yaml
        content:
          application/json:
            schema:
              type: array
              items:
                type: object
                properties:
                  guess-count:
                    type: integer
                    minimum: 1
                    maximum: 10
                  guess-outcome:
                    type: string
                    enum:
                    - hi
                    - lo
                    - correct
```

References

- https://www.openapis.org
- https://oai.github.io/Documentation/
- http://gamificationlab.uniroma1.it/notes/wasa/hilo-game.yaml

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