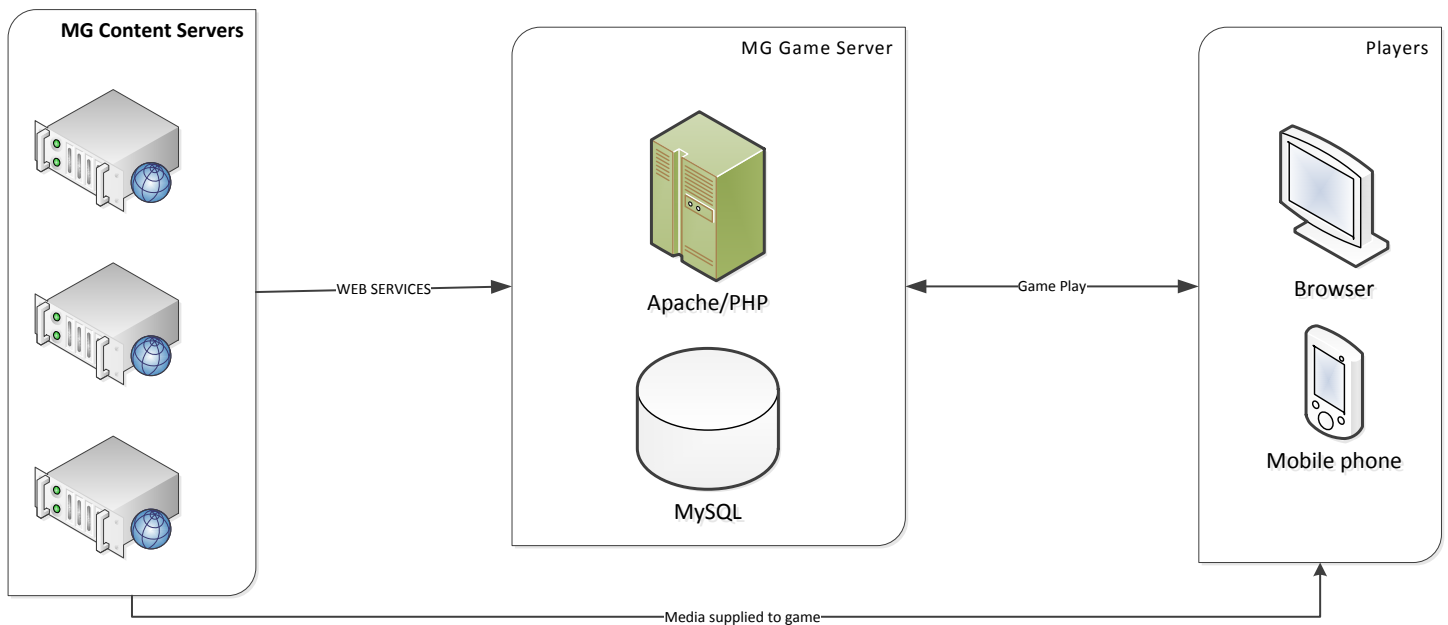


METADATAGAMES

Web Services

v1.0

1. Introduction



The API will allow **MG Content Server** to synchronize his content with **MG Game Server**.

MG Content Server will register to **MG GAME SERVER** and authentication token will be return as result .

Authentication for each request will be included in the post. This will be based on MD5 hash of a valid user(**TOKEN**). The **TOKEN** can be obtained from the **MG GAME SERVER**.

The API will be implementing SOAP based services with PHP

Production environment URL (SSL):

<https://metadatagames.domain>

2. Status type

Status type will be returned for every call to the service. It will tell if there is error or not.

Status

Attribute	Type	Description
status	String	It'll contain status message, set from server, so it can be display in UI. If the call to operation is success the status message will be empty. If there is error or warning the server will set a message which have to be display on the UI.
statusCode	StatusCode	It'll contain status code for errors, warnings or success.

StatusCode

Attribute	Type	Description
code	int	It'll contain integer value for errors, warnings or success.
name	String	It'll contain string value for errors, warnings or success.
SUCCESS 0 LOGON_ERROR 1 FATAL_ERROR 2 NOT_FOUND 3 SUCCESS_WITH_WARNINGS 4 CANNOT_DELETE 5		

3. MG GAME API

Operations	Params	Return	Description
register	String username String email String password String name String url String logoUrl String description	Status status String token	Register new institution MG Content Server Authentication token will be return on success. This token will be used by MG Content Server for each request Create institution account
updateProfile	String name String url String logoUrl	Status status String token	Register new institution MG Content Server Authentication token will be return on

	String description		success. This token will be used by MG Content Server for each request Create institution account
createCollection updateCollection deleteCollection	String token CollectionDTO collection	Status status	Create, update and delete operation for collection
createMedia	String token MediaDTO media	Status status	Create new media, this operation will be used when institution upload new media file to create a record in MG Game Server database about institution's media
deleteMedia	String token Integer id	Status	Remove not process media
assignMediaToCollections	String token AssignMediaDTO assign	Status status	Assign media file to collections, this operation will be used when institution assign a media file to collections to create record in MG Game Server database
assignMediasToCollections	String token AssignMediaDTO[] assigns	Status status	Assign multiple media files to collections, this operation will be used when institution assign a media files to a collection to create record in MG Game Server database
createLicense updateLicense deleteLicense	String token LicenseDTO license	Status status	Create, update and delete operation for license

Revision Sheet

Release No.	Date	Revision Description
1.0	08-2013	MG GAME SERVER API implementation