

ToTokGame Server API Document

Name	Date	version	remark
Qingping	2020.3.17	1.0.0	created

1、Enviroment

test : <https://game.totok.team>

production: <https://game.totok.ai>

Every API must be called in HTTP post method, with Content-Type:
application/x-www-form-urlencoded

2、Signature

Every api request must contains common parameters below:

name	type	description
appId	string	your game app's id,generated by ToTokGame
timestamp	long	request time, milliseconds since 1970-01-01
nonce	int	a random number, be different from nonce in the last request
signature	string	all parameters signature

signature generate method:

first, sorted all parameters by parameter name in asc order.

second, concat the sorted parameters , paramStr = "key1=value1&key2=value2"

last, signature = sha256(paramStr + <server secret>)

sha256: a SHA-256 encrypted hash generator method, it is easy to implement with C#,Java,PHP etc.

<server secret>: generated by ToTokGame

3、APIs

3.1 check order status

request:

```
POST <domain>/api/gameserver/order.check_status
Content-Type:application/x-www-form-urlencoded
orders=<orderId1>,<orderId2>
```

the <orderId> is callback by the SDK payment method

response:

```
{
  "code":0,
  "msg":"success",
  "data":{
    "144612098616033280":{
      "checked":0,
      "gameId":126847495400849409,
      "orderId":144612098616033280,
      "payTime":0,
      "status":0 // not pay
    },
    "141641699233734684":{
      "checked":1,
      "gameId":126847495400849409,
      "orderId":141641699233734684,
      "payTime":1582019617910,
      "status":1    }
  }
}
```

status=1, order has been payed

status=0, order isn't payed yet

status=2, order has been reset,may be a illegal order

checked=0, order status is not the final status

checked=1, order status is the final status

if checked=1 and status=0 or status=2 , the order should be forced to cancel

if an order was checked, it should be exclude in the last api call paramters

This API is recommended to be called every 5 minutes.

3.2 sync the game player's rank data

request:

POST <domain>/api/gameserver/sync.rank_data

Content-Type:application/x-www-form-urlencoded

rank_type=<rankType>&rank_data=<rankData>

<rankType>: an identifer for game ranking type.

<i><rankType></i>	comment
0	game level
1	game score
2	game checkpoint

<rankData>: a json string for a pair list,

[[<userId>,<value>],[<userId>,<value>],[<userId>,<value>]]

<userId> is ToTokGame platform user's id, it's callback by ToTokGame SDK auth method

<value> is the value for the ranking type, a number

for example:

[[1232938202023,23],[139328288232212,12322],[12384829399444,1]]

response:

```
{  
  "code": 0,  
  "msg": "success"  
}
```

limited:

less than 1000 users rank data in one api request .

one user rank data only one submit every day .

user rank data need not submit if it is no changed .

3.3 sync the analytic data

Determined after communication