Notification Service Document

Name	Date	version	remark
HanPeng	2022.04.11	1.0.0	created
HanPeng	2022.04.14	1.0.1	1. response data 2. server secret

NOTE：

This document provides access instructions for game back-end developers who need to receive notification send by the game center.

1、Basic

Notification URL: generated by game developer, and must meet the following conditions

a. method: POST

b. Content-Type: application/json

c. charset: UTF-8

d. after you receive a notification request, return a string. To acknowledge the message, return "OK" and set HTTP status code to 200. To send a negative acknowledgment for the message, return any other string.

note:

The url needs to be provided to the game center operator.

The url and ntfType are one-to-one correspondence.

In the case that the order status is unknown or the gamecenter notification did not arrive, it is recommended that the game system actively call the interface "*/gameserver/order.check_status*" to confirm the order status.

2、Signature

Every notification request contains common header below:

name	type	description
timestamp	long	request time, miliseconds since 1970-01-01
nonce	int	a random number, be different from nonce in the last request
sign	string	all parameters signature

sign generate method：

first,　get post request string entity (notification data)

second,　get header timestamp,nonce and sign

last，　sign = sha256(entity + timestamp + nonce + <server secret>)

note:

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

　　<server secret>: generated by the game center.

3、Frequency

a. The same notification may be sent to the game system multiple times. The game system must be able to handle duplicate notifications correctly

b. Gamecenter will resend the notification if previous attempted is failed. The maximum number of attempts is 9. Interval between first attempt is as Follows: 5 seconds, 30 seconds, 5 minutes, 1 hour, 3 hours, 6 hours, 12 hours, 24 hours).

4、Notification data

Data vary with the notifition type (ntfType).

The value of ntfType is as follows

> 1: order payed success notification.

　　example:{"amount":3699,"orderId":2469021220685062144,"payTime":16496662878 87,"currency":"AED","cpOrderId":"123456","sku":"com.amuse.game.coin","ntfType":1}

　　orderId: game center order Id

　　cpOrderId: game system order id, may be empty.

　　NOTE：cpOrderId and orderId are one-to-one and globally unique. If cpOrderId has a value, you need to verify the corresponding relationship between cpOrderId and orderId