GameSDK-Lite Installation (Android)

Name	Date	version	remark
Nengjie	2020.6.2	V1.0.0	created
Nengjie	2020.7.6	V1.0.1	1. Add appsFlyer and tapjoy. 2.Add the ability to block users.
Nengjie	2020.7.19	V.1.0.2	add huawei

1. Version update notes:

- No configuration was added in the new version.

2 Configuration

2.1 Register and create app

Get the app's appId, appSecret, gameId, provided by AmuseGames.

2.2 Download resources

Please download the latest resource pack at

https://github.com/AmuseGames/GameSDK-Android

2.3 Add SDK

Please copy the SDK/GameSDK-Android(xxx).aar into the lib of the main Module of the project.

2.4 Add the google-services.json file

Google-services.json file provided by AmuseGames.

Add google-services.json file to your module (application level).

2.5 Project-level build.gradle configuration

In the build.gradle file at the project level, add the following dependencies

```
buildscript {
    repositories{
        google()
        jcenter()
    }
    dependencies {
        classpath 'com.google.gms:google-services:4.2.0'
    }
}
allprojects{
    repositories{
        google()
        jcenter()
    }
}
```

2.6 App/build.gradle configuration

In the build.gradle file, add the following dependencies:

```
apply plugin: 'com.google.gms.google-services'
android {
    repositories {
        flatDir {
            dirs 'libs'
        }
    }
}
dependencies {
    //google
    implementation 'com.android.billingclient:billing:2.0.3'

    //firebase
    implementation 'com.google.firebase:firebase-core:17.0.0'
    implementation 'com.google.firebase:firebase-messaging:20.1.0'
    implementation 'com.google.firebase:firebase-dynamic-links:19.0.0'
    implementation 'com.google.firebase:firebase-analytics:17.2.0'

    implementation(name: 'GameSDK-Android(xxx)', ext: 'aar')}

    implementation 'com.appsflyer:af-android-sdk:5.4.0'
    implementation 'com.android.installreferrer:installreferrer:1.1.2'

    implementation 'com.tapjoy:tapjoy-android-sdk:12.4.2@aar'
}
```

Sync Now appears in the upper right corner, click on it.

Note:

1. If you don't need google pay, you don't need to configure the "implementation

'com.android.billingclient:billing:2.0.3'".

2. If you don't need to push, you don't need to configure the "implementation 'com.google.firebase:firebase-messaging:20.1.0'".

3. After inviting friends through sharing, if you configure "implementation 'com.google.firebase-:firebase-dynamic-links:19.0.0'", if your friends do not have the current game installed, you can download the current game through google paly or webpage and install it, after installation, it will generate the corresponding invitation relationship.

4. After configuring the "implementation 'com.google.firebase:firebase-analytics:17.2.0' "After that, our platform performs data analysis on the users of the current game.

5. "implementation 'com.google.firebase:firebase-core:17.0.0'" is the base library for firebase, if one or more of messaging, dynamic-links, analytics are configured, then this must be configured.

6. If you don't need to analyze the installation source, you don't need to configure "implementation 'com.appsflyer:af-android-sdk:5.4.0' " and " implementation com.android.installreferrer:installreferrer:1.1.2".

7. If you don't need to analyze the installation source, you don't need to configure "implementation 'com.tapjoy:tapjoy-android-sdk:12.4.2@aar'".

2.7 Configuring the first start of an activity

Please configure the blue section in the first activity you start, example：

```
<application>
  <activity android:name=".MainActivity">
    <intent-filter>
      <action android:name="android.intent.action.MAIN" />
      <category android:name="android.intent.category.LAUNCHER" /
    </intent-filter>

  <intent-filter android:autoVerify="true">
      <action android:name="android.intent.action.VIEW" />
      <category android:name="android.intent.category.DEFAULT" />
      <category android:name="android.intent.category.BROWSABLE" />
      <data
          android:scheme="your applicationId"
```

```
            android:host="web.game"
            android:pathPrefix="/your gameId/"
        />
        <data
            android:scheme="https"
            android:host="domain"
            android:pathPrefix="/web/game/your gameId/"
        />
    </intent-filter>
  </activity>
</application>
```

Note:

1. After configuring this, you can launch the current game directly in Game Center or TTK APP.

2.Please replace "your applicationId" with the applicationId assigned to you by our platform.

3.Please replace "your gameId" with the gameId assigned by our platform for your.

4.In the test environment: replace "domain" with "t-www.amusgame.net".

5.In a production environment: replace "domain" with "www.falcongames.net".

3 API Usage

3.1 Initialization and configuration

Step 1: In the API document, turn log output on or off via 4.1 and 4.2 (off by default), set the server environment via 4.3 or 4.4 (default production environment), and set the payment environment via 4.5 or 4.6 (default production environment).

Step 2: Please initialize via API document 3.2

Step 3: The initialization callback function's initComplete determines whether the initialization is complete and receives the push message in onMessageReceived.

Step 4:   The SDK will execute the onLoginExpired function after the access token is invalid, return code=2, please add the re-login related operation in this function.

Step 5: Your account is logged in on another device at the same time, SDK will call back the onLoginExpired function, return code=1, please include the re-login related operation in this function.

Step 6: When abnormal behavior is detected, it will disable the current user and trigger onForbiddenCallback, please perform logout and close the game after logging out in onForbiddenCallback.

3.2 Add life cycle functions

Please call the required function in the lifecycle function of the homepage。Please call the required function in the lifecycle function of the homepage. For specific functions, please refer to 5.1, 5.2, 5.3, 5.4 of API Document.

3.3 Game version updated

Step 1: Upload new version information on the Game Center platform, such as whether updates are mandatory, download address, etc.

Step 2: Get the version information of the game through the method provided by the SDK, see 4.7 of the API Document for version information.

Step 3: After obtaining the latest version information, determine if a mandatory update is required, and if so, prompt the user to update directly, otherwise affecting the use of other methods of SDK.

3.4 Account-related APIs

Step 1: Before logging in, the Privacy Policy and User Agreement page can be opened via 6.1 in the API documentation.

Step 2: In the API document, sex login methods are provided: 6.3 is a guest login, after login, you can directly login through four other methods; 6.4 is through TTK APP login; 6.5 is through the current google account login; 6.6 is through facebook login; 6.7 is through twitter login,; 6.8 is through huawei login.

Step 3: In API Document, after a successful login, the login user information is obtained by 6.9 and the login type is obtained by 6.10.

Step 4: In the API Document, exit the current account via 6.11.

3.5 Payment-related APIs

Step 1: You can check the product details via 7.6 before making a Google payment.

Step 2: Add the product to the Google Play Console current app if Google Payments is required , and maintain the product information on the appropriate server of the application, then get the product id to be paid, and enter the payment via 7.2.

Step 3: If you need to make Huawei payment, add the product to the current application in Huawei's administration backend, and maintain the product in the application. In the product information of the corresponding server, then get the product id of the product you want to pay for, and make the payment via 7.3.

Step 4: In the API documentation, through 7.4, go to the multiple payment methods page, select the corresponding payment method and pay. Need to configure the commodity id of the corresponding platform.

Step 5: Through 7.5, enter the payment order query.

3.6 Share relevant APIs

Step 1: In API Ducument, get a list of all friends of ToK according to 8.2, or a list of friends who are currently playing this game according to 8.3.

Step 2: Choose the right model based on the type of sharing. For example, if you invite a friend to play a game, choose the InviteObject model; for example, if you want to give a gift and tell the other person, choose the NoticeObject model; for example, if you want to share a picture, choose the ImageObject model. For specific model fields, refer to API document 8.1.

Step 3: Select different sharing platforms based on different models. shareToServer

supports NoticeObject and InviteObject and shareToApp supports ImageObject and NoticeObject. Please refer to 8.4 and 8.5 of the API documentation for details.