TTkGameDrift API Document

(iOS)

Name	Date	version	remark
Yuanjun	2020.08.31	1.1.12	created

1. Description and definition

1.1 API call

Import `<TTkGameSDK/TTkGameSDK.h>`

Every API is called by `[TTGCDriftManager  defaultManager]` instance

1.2 Callback

`error` is a common field for every callback class.   if `error` equals to `nil`, it means the api call is success.

1.3 Callback classes：

1.3.1 Car Info Upload Callback

`class:` `TTGCDriftUploadCompletionHandler`

`fields:`

`success`   //upload success

`error`

1.3.2 Setting Success Callback

`class:` `TTGCDriftCompletionHandler`

`fields:`

```
success      //setting success
error
```

1.3.3 User Info Callback

```
class:  TTGCDriftUserInfoCompleteHandler
fields:
user      // <TTGCDriftUserInfoModel> user info model
error
```

1.3.4 Get Drift Friends Callback

```
class:  TTGCDriftFriendsListCompletionHandler
fields:
list        //<TTGCDriftFriendsModel> friends list
error
```

1.3.5 Room Info Callback

```
class:  TTGCDriftRoomCompleteHandler
fields:
room       // BOOL<TTGCDriftRoomModel> room info model
error
```

1.3.6 Room List Callback

```
class:  TTGCDriftRoomListCompleteHandler
fields:
roomList //invitation room list
```

1.3.7 Common Callback

```
class:  TTGCDriftDataCompletionHandler
fields:
result      //operation result
```

```
error
```

1.4 Field Description：

TTGCDriftUserInfoModel

Params	Note
userId	game center user id
thirdUid	ttk user id
usedCar	used car name
photoUrl	user avatar
nickName	user nickname
matchesNum	number of matches
highScore	highest score

TTGCDriftFriendsModel

Params	Note
userId	game center user id
thirdUid	ttk user id
usedCar	used car name
photoUrl	user avatar
nickName	user nickname
matchesNum	number of matches
matchesCount	number of games played with friends
highScore	highest score

TTGCDriftRoomModel

Params	Note
roomId	game center user id
createTime	room create time
homeowner	homeowner uid
state	0 //waiting for the game 1 //game in progress 2 //game over (all players)
timing	game time
userList	<NSArray> list of room user

highScore	highest score

TTGCDriftRoomUserModel

Params	Note
userId	game center user id
usedCar	used car name
photoUrl	user avatar
nickName	user nickname
matchesNum	number of matches
matchesCount	number of games played with friends
highScore	highest score
score	game score
state	0 //sent invite message 1 //accept invitation 2 //refuse invitation 3 //game over

TTGCDriftFriendsRankModel

Params	Note
sort	rank
usedCar	used car name
photoUrl	user avatar
nickName	user nickname
matchesNum	number of matches
matchesCount	number of games played with 'me'
highScore	highest score

TTGCDriftAllRankModel

Params	Note
sort	rank
usedCar	used car name
photoUrl	user avatar
nickName	user nickname
matchesNum	number of matches
highScore	highest score

2. API: After Login

2.1 Upload Car Info

Method	loginWithAppleCompletionuploadCarInfo: completion:
car	car info <NSString>
Callback	TTGCDriftUploadCompletionHandler

example:

```
manager = [TTGCDriftManager defaultManager];

[manager uploadCarInfo:@"my-car" completion:^(BOOL success, NSError * _Nullable error) {

    if (success) {

        //upload success

    }

}];
```

2.2 Get User Info

Method	getUserInfo:
Callback	TTGCDriftUserInfoCompleteHandler

example:

```
[manager getUserInfo:^(id _Nullable user, NSError * _Nullable error) {

    if (user) {

        TTGCDriftUserInfoModel *userModel = user;

    }

}];
```

2.3 Get Invitation List

Method	getInvitationList:

Callback	TTGCDriftRoomListCompleteHandler

example:

```
[manager getInvitationList:^(id  _Nullable roomList, NSError * _Nullable error) {

    if (roomList) {

        if (((NSArray *)roomList).count>0) {

            self->invite_room = ((NSArray *)roomList).firstObject;

            [self alertView];

        }

    }

}];
```

2.4 Get Playing Friends

Method	getPlayingFriends:
Callback	TTGCDriftFriendsListCompletionHandler

example:

```
[manager getPlayingFriends:^(id  _Nullable list, NSError * _Nullable error) {

    if (list) {

        self->userList = list;

    }

}];
```

3. API: Playing

3.1 Create Room

Method	createRoomWithUsers: Completion:
users	friends list
Callback	TTGCDriftRoomCompleteHandler

example:

```objc
if (userList) {

        [manager createRoomWithUsers:userList completion:^(id _Nullable room, NSError *
_Nullable error) {

            if (room) {

                DFTRoomViewController *vc = [[DFTRoomViewController alloc] init];

                [self.navigationController pushViewController:vc animated:YES];

            }

        }];

    }
```

3.2 Get Room Info In Wating

Method	getRoomInfoInWaiting:
Callback	TTGCDriftRoomCompleteHandler

example:

```objc
- (void)loadData {

    [manager getRoomInfoInWaiting:^(id _Nullable room, NSError * _Nullable error) {

        if (room) {

            TTGCDriftRoomModel *roomModel = (TTGCDriftRoomModel *)room;

            NSMutableString *text = [NSString stringWithFormat:@"%@",[self
ttgc_description:roomModel]].mutableCopy;


            for (TTGCDriftRoomUserModel *user in roomModel.userList) {

                NSString *userString = [NSString stringWithFormat:@"%@",[self
ttgc_description:user]];

                [text appendFormat:@"\nuser:%@",userString];

            }

            self.contentText.text = text;

        }

    }];

}
```

3.3 Get Room Info end Game

Method	getRoomInfoInEndGame:
Callback	TTGCDriftRoomCompleteHandler

example:

```objc
- (void)loadData {

    [manager getRoomInfoEndGame:^(id _Nullable room, NSError * _Nullable error) {

        if (room) {

            TTGCDriftRoomModel *roomModel = (TTGCDriftRoomModel *)room;

            NSMutableString *text = [NSString stringWithFormat:@"%@",[self
ttgc_description:roomModel]].mutableCopy;


            for (TTGCDriftRoomUserModel *user in roomModel.userList) {

                NSString *userString = [NSString stringWithFormat:@"%@",[self
ttgc_description:user]];

                [text appendFormat:@"\nuser:%@",userString];

            }

            self.contentText.text = text;

        }

    }];

}
```

3.4 Start Game

Method	startGame:
Callback	TTGCDriftRoomCompleteHandler

example:

```objc
- (IBAction)start:(id)sender {

    [manager startGame:^(id _Nullable room, NSError * _Nullable error) {

        if (room) {

            TTGCDriftRoomModel *roomModel = (TTGCDriftRoomModel *)room;

            self.contentText.text = [NSString stringWithFormat:@"%@",[self
ttgc_description:roomModel]];
```

```
        }

    }];

    [self startQuering];

}
```

3.5 Update Score

Method	updateScore: completion:
score	<NSString> update score
Callback	TTGCDriftRoomCompleteHandler

example:

```
- (void)uploadScore {

    score += (arc4random() % 100);

    [manager updateScore:[NSString stringWithFormat:@"%d",score]

completion:^(id _Nullable room, NSError * _Nullable error) {

        if (room) {

            TTGCDriftRoomModel *roomModel = (TTGCDriftRoomModel *)room;

            NSMutableString *text = [NSString stringWithFormat:@"%@",[self

ttgc_description:roomModel]].mutableCopy;


            for (TTGCDriftRoomUserModel *user in roomModel.userList) {

                NSString *userString = [NSString stringWithFormat:@"%@",[self

ttgc_description:user]];

                [text appendFormat:@"\nuser:%@",userString];

            }

            self.contentText.text = text;

        }

    }];

}
```

3.6 End Game

Method	endGameScore: completion:

score	\<NSString\> update score
Callback	TTGCDriftRoomCompleteHandler

example:

```objc
- (IBAction)end:(id)sender {

    [self stopQuering];

    [manager endGameScore:[NSString stringWithFormat:@"%d",score]

completion:^(id _Nullable room, NSError * _Nullable error) {

        if (room) {

            TTGCDriftRoomModel *roomModel = (TTGCDriftRoomModel *)room;

            NSMutableString *text = [NSString stringWithFormat:@"%@",[self

ttgc_description:roomModel]].mutableCopy;


            for (TTGCDriftRoomUserModel *user in roomModel.userList) {

                NSString *userString = [NSString stringWithFormat:@"%@",[self

ttgc_description:user]];

                [text appendFormat:@"\nuser:%@",userString];

            }

            self.contentText.text = text;

            DFTFinishViewController *vc = [[DFTFinishViewController alloc] init];

            [self.navigationController pushViewController:vc animated:YES];

        }

    }];

}
```

3.7 Close Room

Method	closeRoom

4. API: Game Invitation

4.1 Accept Invitation

Method	acceptGameInviteRoom: completion:
roomid	invite room ID
Callback	TTGCDriftCompletionHandler

example:

```objc
    [alertController addAction:[UIAlertAction actionWithTitle:@"接受"
style:UIAlertActionStyleDefault handler:^(UIAlertAction * _Nonnull action) {
        [self->manager acceptGameInviteRoom:self->invite_room.roomId completion:^(BOOL
success, NSError * _Nullable error) {
            if (success) {
                DFTRoomViewController *vc = [[DFTRoomViewController alloc] init];
                [self.navigationController pushViewController:vc animated:YES];
            }
        }];
    }]];
```

4.2 Refuse Invitation

Method	refuseGameInviteRoom: completion:
roomid	invite room ID
Callback	TTGCDriftCompletionHandler

example:

```objc
[alertController addAction:[UIAlertAction actionWithTitle:@"拒绝"
style:UIAlertActionStyleDefault handler:^(UIAlertAction * _Nonnull action) {
        [self->manager refuseGameInviteRoom:self->invite_room.roomId completion:^(BOOL
success, NSError * _Nullable error) {
        }];
    }]];
```

5. API: Game Rank

5.1 Friends Rank

Method	friendsRank:
Callback	TTGCDriftDataCompletionHandler

example:

```objc
[manager friendsRank:^(id _Nullable result, NSError * _Nullable error) {

    if (result) {

        // list of TTGCDriftFriendsRankModel

        NSArray *list = result;

    }

}];
```

5.2 All Rank

Method	allRank:
Callback	TTGCDriftDataCompletionHandler

example:

```objc
[manager allRank:^(id _Nullable result, NSError * _Nullable error) {

    if (result) {

        // list of TTGCDriftAllRankModel

        NSArray *list = result;

    }

}];
```