**API Flow**

1. After Successfull login either by facebook or google.
   1. Need to hit an api to register user in our database,
   2. API Details

POST: [http://192.168.2.29:8000/registerUser](http://localhost:8000/registerUser)

Body:

{

"User\_Name": "g1",

"Unique\_User\_Id": "gk4",

"User\_Type": "facebook"

}

Desired Response:

{

"status": true,

"result": {

"User\_Id": 6,

"Round\_Id": "def786b0-eaa7-11e5-8403-d55abbc89005"

}

}

* 1. Response Detail
     1. In response handle for “status”: false; though it will not occur but need a handling from client end also.
     2. You will get User\_Id and Round\_Id in every registration request, which need to save and used in whole game; sending others request.
     3. As soon as round is complete on each restart or login you need to follow same process. \*Note: don’t use previous round Round\_Id, as it will get changed in each round. As a good practice also replace User\_Id on each round.

1. Each Level has a Question to show with options.
   1. To get question and options to be shown on each level.
   2. API Details

GET: [http://192.168.2.29:8000/questions?level=1](http://localhost:8000/questions?level=1)

Desired Response:

{

"status": true,

"result": [{

"Question\_Id": 1,

"Option\_Id": 1,

"Level": 1,

"Option\_String": "option String1",

"Question\_String": "Questins1"

}, {

"Question\_Id": 1,

"Option\_Id": 2,

"Level": 1,

"Option\_String": "option String2",

"Question\_String": "Questins1"

}, {

"Question\_Id": 1,

"Option\_Id": 3,

"Level": 1,

"Option\_String": "option String3",

"Question\_String": "Questins1”

}, {

"Question\_Id": 1,

"Option\_Id": 4,

"Level": 1,

"Option\_String": "option String4",

"Question\_String": "Questins1"

}]

}

* 1. Response Detail
     1. In response handle for “status”: false; though it will not occur but need a handling from client end also.
     2. You can see 1 at the end of HTTP Get request, which says get me a question and option list for level 1.
     3. In result array you will have
        1. Question\_Id - Id of a question shown, will be same in all element of array
        2. Option\_Id - Id of option shown, **will not be same** in all element of array
        3. Level - level number, will be same in all element of array
        4. Option\_String - Option string to be shown, **will not be same** in all element of array
        5. Question\_String - Question String to be shown, will be same in all element of array

1. Register Successful Answer
   1. Need to hit an api on each successful answer submitted,
   2. API Details

POST: [http://192.168.2.29:8000/registerAnswers](http://localhost:8000/registerAnswers)

Body: [{

"User\_Id": 1,

"Round\_Id": "rd1",

"Question\_Id": 1,

"Option\_Id": 1,

"Option\_Value": "value1",

"Is\_Final": 0,

"Time\_Spend": 500

}, {

"User\_Id": 1,

"Round\_Id": "rd1",

"Question\_Id": 1,

"Option\_Id": 2,

"Option\_Value": "value2",

"Is\_Final": 0,

"Time\_Spend": 500

}, {

"User\_Id": 1,

"Round\_Id": "rd1",

"Question\_Id": 1,

"Option\_Id": 3,

"Option\_Value": "value3",

"Is\_Final": 0,

"Time\_Spend": 500

}, {

"User\_Id": 1,

"Round\_Id": "rd1",

"Question\_Id": 1,

"Option\_Id": 4,

"Option\_Value": "value4",

"Is\_Final": 0,

"Time\_Spend": 500

}]

* 1. Request Detail
     1. In request array you will have
        1. User\_Id - Get from session you created after login/round start
        2. Round\_Id - Get from session you created after login/round start
        3. Question\_Id - Id of a question shown, will be same in all element of array
        4. Option\_Id - Id of option shown, **will not be same** in all element of array
        5. Option\_Value - User input value
        6. Is\_Final - 0 or 1 ; 0 - not final submit, 1- final submit ( will explain in detail)
        7. Time\_Spend - Time Spend on answering.

1. Register Incomplete Answer
   1. When user is trying to submit answer even though incomplete
   2. API Detail

POST: [http://192.168.2.29:8000/registerIncompleteAnswer](http://localhost:8000/registerIncompleteAnswer)

Body:

{

"User\_Id": 1,

"Round\_Id": "rd1",

"Question\_Id": 1

}

* 1. Request Detail
     1. In request array you will have
        1. User\_Id - Get from session you created after login/round start
        2. Round\_Id - Get from session you created after login/round start
        3. Question\_Id - Id of a question shown

1. Register Log/Event
   1. Register Event
   2. API Detail

POST: [http://192.168.2.29:8000/registerLog](http://localhost:8000/registerLog)

Body:

{

"User\_Id": 1,

"Round\_Id": "rd1",

"Log\_Type": "Replay",

"Comment": "Level 1"

}

* 1. Request Detail
     1. In request array you will have
        1. User\_Id - Get from session you created after login/round start
        2. Round\_Id - Get from session you created after login/round start
        3. Log\_Type - Event name triggered.

1. Register Loading Time
   1. Register Event
   2. API Detail

POST: [http://192.168.2.29:8000/registerLoadingTime](http://localhost:8000/registerLoadingTime)

Body:

{

"User\_Id": 1,

"Round\_Id": "rd1",

"Time\_Taken": 300

}

* 1. Request Detail
     1. In request array you will have
        1. User\_Id - Get from session you created after login/round start
        2. Round\_Id - Get from session you created after login/round start
        3. Time\_Taken - Time in seconds in app loading.

1. Get Screen Event List
   1. Get Screen Event List
   2. API Details

GET: [http://192.168.2.29:8000/getScreenEvent](http://localhost:8000/getScreenEvent)

Response:

{

"status": true,

"result": [

{

"Screen\_Id": 1,

"Screen\_Name": "Screen1",

"Created\_On": 124564,

"Updated\_On": 464348

},

{

"Screen\_Id": 2,

"Screen\_Name": "Screen2",

"Created\_On": 124564,

"Updated\_On": 464348

}]

}

1. Record Screen Time
   1. Record Screen Time
   2. API Details

POST: [http://192.168.2.29:8000/recordScreen](http://localhost:8000/getScreenEvent)

Body:

{

"User\_Id": 1,

"Round\_Id": "rd1",

"Screen\_Id": 1,

"Time\_Spend": 300

}

* 1. Request Detail
     1. In request array you will have
        1. User\_Id - Get from session you created after login/round start
        2. Round\_Id - Get from session you created after login/round start
        3. Time\_Spend - Time in seconds spent in each screen.