

1 openapi: 3.0.3
2 info:
3 title: Free Fire Asset Manager API
4 description: >
5 This API is designed to manage downloadable game assets for Free Fire-like applications.
6 It allows adding, listing, updating, and deleting game assets.
7 version: 1.0.0
8 servers:
9 - url: https://freefire.example.com/api/v1
10 tags:
11 - name: assets
12 description: Operations for managing game assets
13 paths:
14 /assets:
15 get:
16 tags:
17 - assets
18 summary: List all assets
19 description: Retrieve a list of all game assets available for download or update.
20 operationId: listAssets
21 responses:
22 '200':
23 description: List of assets
24 content:
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26 schema:
27 type: array
28 items:
29 \$ref: '#/components/schemas/Asset'
30 post:
31 tags:
32 - assets
33 summary: Add a new asset
34 description: Add a new game asset to the asset repository.
35 operationId: addAsset
36 requestBody:
37 required: true
38 content:
39 multipart/form-data:
40 schema:
41 type: object
42 properties:
43 file:
44 type: string
45 format: binary
46 description: Asset file to upload
47 assetLink:
48 type: string
49 description: Link to the asset's external source
50 oneOf:
51 - required: [file]
52 - required: [assetLink]
53 responses:
54 '201':
55 description: Asset added successfully

Free Fire Asset Manager API1.0.0OAS 3.0

This API is designed to manage downloadable game assets for Free Fire-like applications. It allows adding, listing, updating, and deleting game assets.

Servers

https://freefire.example.com/api/v1

assetsOperations for managing game assets

GET/assetsList all assets

POST/assetsAdd a new asset

GET/assets/{assetId}Get asset details

PATCH/assets/{assetId}Update asset details

DELETE/assets/{assetId}Remove an asset

Schemas

Asset >

AssetUpdate >

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52 - required: [assetLink]
53 responses:
54 '201':
55 description: Asset added successfully

assets Operations for managing game assets

GET /assets List all assets

Retrieve a list of all game assets available for download or update.

Parameters Try it out

No parameters

Responses

Code	Description	Links
200	List of assets	No links

Media type application/json

Example Value Schema

```
{  "id": "asset123",  "name": "Legendary Skin Pack",  "type": "skin",  "status": "available",  "size": 209715200,  "priority": 1}
```

POST /assets Add a new asset

GET /assets/{assetId} Get asset details

PUT /assets/{assetId} Update asset details

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48 type: string
49 description: Link to the asset's external source
50 oneOf:
51 - required: [file]
52 - required: [assetLink]
53 responses:
54 '201':
55 description: Asset added successfully

400 Invalid input No links
404 Asset not found No links

DELETE /assets/{assetId} Remove an asset

Delete an asset from the repository.

Parameters Try it out

Name	Description
assetId * required	ID of the asset to delete
string (path)	assetId

Responses

Code	Description	Links
204	Asset deleted successfully	No links
404	Asset not found	No links

Schemas

Asset >

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50 oneOf:
51 - required: [file]
52 - required: [assetLink]
53 responses:
54 '201':
55 description: Asset added successfully

POST /assets Add a new asset

Add a new game asset to the asset repository.

Parameters Try it out

No parameters

Request body required multipart/form-data

file Asset file to upload
string(binary)

assetLink Link to the asset's external source
string

Responses

Code	Description	Links
201	Asset added successfully	No links
400	Invalid input	No links

GET /assets/{assetId} Get asset details

PUT /assets/{assetId} Update asset details

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49 description: Link to the asset's external source
50 oneOf:
51 - required: [file]
52 - required: [assetLink]
53 responses:
54 "201":
55 description: Asset added successfully

PUT /assets/{assetId} Update asset details

Update properties of an asset (e.g., priority, active status).

Parameters

Try it out

Name	Description
assetId * required	ID of the asset to update

string
(path)

Request body required

application/json

Example Value Schema

{
 "action": "update",
 "priority": 3
}

Explain

Responses

Code	Description	Links
200	Asset updated successfully	No links
400	Invalid input	No links
404	Asset not found	No links

DELETE /assets/{assetId} Remove an asset

Swagger Editor interface showing a Swagger specification for a Free Fire Asset Manager API and its corresponding UI representation.

Swagger Specification (Left Panel):

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16       tags:
17         - assets
18       summary: List all assets
19       description: Retrieve a list of all game assets available for download or update.
20       operationId: listAssets
21       responses:
22         '200':
23           description: List of assets
24           content:
25             application/json:
26               schema:
27                 type: array
28                 items:
29                   $ref: '#/components/schemas/Asset'
30     post:
31       tags:
32         - assets
33       summary: Add a new asset
34       description: Add a new game asset to the asset repository.
35       operationId: addAsset
36       requestBody:
37         required: true
38         content:
39           multipart/form-data:
40             schema:
41               type: object
42               properties:
43                 file:
44                   type: string
45                   format: binary
46                   description: Asset file to upload
47                 assetLink:
48                   type: string
49                   description: Link to the asset's external source
50       oauth:
51         - required: [file]
52         - required: [assetLink]
53       responses:
54         '201':
55           description: Asset added successfully
```

UI Representation (Right Panel):

Parameters:

Name	Description
assetId * required	ID of the asset to retrieve

String (path) input field with value: assetId

Responses:

Code	Description	Links
200	Asset details	No links
404	Asset not found	No links

PUT /assets/{assetId} Update asset details

DELETE /assets/{assetId} Remove an asset

Example Value / Schema:

```
{
  "id": "Asset123",
  "name": "Legendary Skin Pack",
  "type": "skin",
  "status": "available",
  "size": 200/10240,
  "priority": 1
}
```