

This document describes the process of integration with the gaming company's server Booongo.

Used concepts:

- Operator - partner platform that implements the functionality, required for a game process (authorization of players, receiving rates, winnings accrual).
- Game Server - a server that provides game logic.
- Player - a user playing a game.
- Round - one or more game actions. For example, a spin with the fallout scatters and frispinov subsequent series frispinovs, considered one round of game.
- Freebet - marketing solution, in which a player gets some free game rounds and a win obtained in these rounds, is charged on the main or bonus account of the player (at the discretion of the casino).

Attention! Freebets and Freespins - are completely different things. Fribety - it gift rounds, it's gives a players by an operator for marketing purposes. Frispiny - it's part of the game logic, means a series of additional spins after loss scatter with frispinami. It's absolutely normal in appearance frispinov in fribetah.

- Session - a unique session game ID. It's identifies sequence all player actions from the start of the game (the opening of the player page with the game), and to its disconnection (closing the browser tab).
- wl - name of the operator purse. (The operator can have several URL-s access to BetMan API, each of them is assigned a unique name. When you start the game operator transfers the purse name, which is necessary to process this session. This mechanism allows the operator to distribute the load on the API.)
- Game Runner - universal interface run mobile and desktop games on the operator side. The current version of the protocol - v1.
- BetMan API - protocol describing the interaction of the game server -> operator. Provides methods for authentication of players and cash transactions. All parameters transmitted as JSON in the body POST request. In response, the game server waits get JSON. The current version of the protocol - v1.
- HideOut API - protocol describing the interaction of operator -> Game Server.

Provides methods for managing fribetami, updates the balance and others. All settings transmitted as JSON rows in the body POST request. In response returns JSON. Current protocol version - v1. (Partner might not implement this protocol, and use HideOut Panel.)

- HideOut Panel - administrative panel for viewing statistics and control the game server.