

# Ingram event API Documentation

## 1. Check Employee Id :-

### Endpoint :-

[https://www.gokapture.com/ingramevent/check\\_employee.php](https://www.gokapture.com/ingramevent/check_employee.php)

### Method :- POST

### Data :-

```
{  
    "employee_id": employee id value,  
    "username": "ingram_usr",  
    "password": "64a81e7baac71"  
}
```

### Example :-

```
{  
    "employee_id": 12345,  
    "username": "ingram_usr",  
    "password": "64a81e7baac71"  
}
```

### Response :-

#### 1. If employee id exists:

```
{  
    "exists": true  
}
```

## 2. If employee id does not exists:

```
{  
    "exists": false  
}
```

## 2. Insert Score :-

**Endpoint** :-[https://www.gokapture.com/ingramevent/insert\\_score.php](https://www.gokapture.com/ingramevent/insert_score.php)

**Method** :- POST

**Data** :-

```
{  
    "employee_id": employee id value,  
    "game_name": "game name",  
    "score": score value,  
    "username": "ingram_usr",  
    "password": "64a81e7baac71"  
}
```

**Example** :-

```
{  
    "employee_id": 12345,  
    "game_name": "digital_hoopla",  
    "score": 500,  
    "username": "ingram_usr",  
    "password": "64a81e7baac71"  
}
```

**Game Name Parameters :-**

1. snag\_and\_stash
2. ar\_mind\_reader
3. digital\_hoopla
4. punchin\_bag
5. memory\_card\_game
6. jigsaw\_game
7. building\_brand\_beliefs
8. hidden\_object
9. slicing\_objects
10. sorting\_game
11. beat\_saber
12. space\_shooting
13. football\_goal\_saver
14. roller\_coaster
15. cricket
16. walk\_on\_the\_plank

**Response:-****If Score added successfully:**

```
{  
  "success": true  
}
```