Smite API Application Documentation

Description: A Node.js based application designed to provide a basic CLI that allows user to access the Smite API (with their own provided credentials) and retrieve information without going through the process of coding their own wrappers and applications.

For general information about the application and installation, please visit my GitHub and view the **README**.

The following documentation is a more in-depth description of the code used to program the application.

Accessing the API

The official Smite API documentation states that, among other things in unique cases, most API calls require the following parameters:

[Developer ID/Authorization Key]: Provided to the user by the Smite API team themselves, act similar to username and password.

[Signature]: Created by performing an MD5 hash on a concatenated developer ID, the name of the command being used (for example, "getplayer"), DevId paired authorization key and the current timestamp.

[Session Key]: Created with it's own API call, **/createsession**. Establishes a session that lasts for fifteen minutes. Limits regarding this and more can be found on the official Smite API documentation.

Dependency Packages

Packages utilized by the application at various points.

- md5 - Hashing algorithm used to create a valid signature to be utilized by the API.
- node-fetch - Function used to access the API and receive it's JSON data.
- prompt-sync - Functions to prompt the user and receive input, driving the CLI.
- fs - Functions to access and create files.

Constants

[Environmental]

Intended to store hidden and/or sensitive information that is separate from the code itself.

Identifier	Description
username	Username of administrator.
password	Password of administrator.
s_devId	Developer ID of admin.
s_authKey	Authorization Key of admin.

[Colors]

Stores color-related output data utilized in conjunction with console.log to provide output highlighting.

[Other]

Identifier	Description
smiteAPI	Required portion of link to API endpoint.

Methods

```
async function main()
```

Parameters: None
Returns: Null
Desc: Simulates a main function is a compiled language like C++ to better structure the mostly asynchronised flow of the application.

```
function getTimeStamp()
```

Parameters: None

Returns: String (Time Stamp)
Desc: Returns the current time in YYYYMMDDhhmmss format utilizing a Date object.

```
function createSession()
```

Parameters: None
Returns: String (Session Key)
Desc: Establishes session and returns a session key. Used (while valid) throughout the entire application and is replaced every time the application is reopened and the user logs in.

```
async function getPlayer(flag, code, player)
```

Parameters: flag:bool, code:int[1, 2, 3], player:String
Returns: int (Player ID)
Desc: Outputs link of and/or downloads JSON data relating to information regarding a specific player.

```
async function getInfo(info, code)
```

Parameters: info:String["gods", "items"], code:int[1, 2, 3]
Returns: Null.
Desc: Outputs link of and/or downloads JSON data relating to either Smite *Gods* or *items*, depending, on the value for *code*.

```
async function getHirezServerStatus(code)
```

Parameters: code:int[1, 2, 3]
Returns: Null
Desc: Outputs link of and/or downloads JSON data relating to the concurrent status of the Hi-Rez Smite servers on all platforms.

```
async function getDataUsed()
```

Parameters: None
Returns: Null
Desc: Outputs link to JSON data relating to the API limits associated with the provided devId. **Note**: Unlike other API calls, does not provide a save as file option.

```
async function getPatchInfo(code)
```

Parameters: code:int[1, 2, 3]
Returns: Null
Desc: Outputs link of and/or downloads JSON data relating to the current patch version for the Smite game. **Note**: Not to be confused with the API version, provided and output within *main()* using */ping*.

```
async function getMOTD(code)
```

Parameters code:int[1, 2, 3]
Returns: Null
Desc: Outputs link of and/or downloads JSON data relating to the twenty most recent modes of the day.