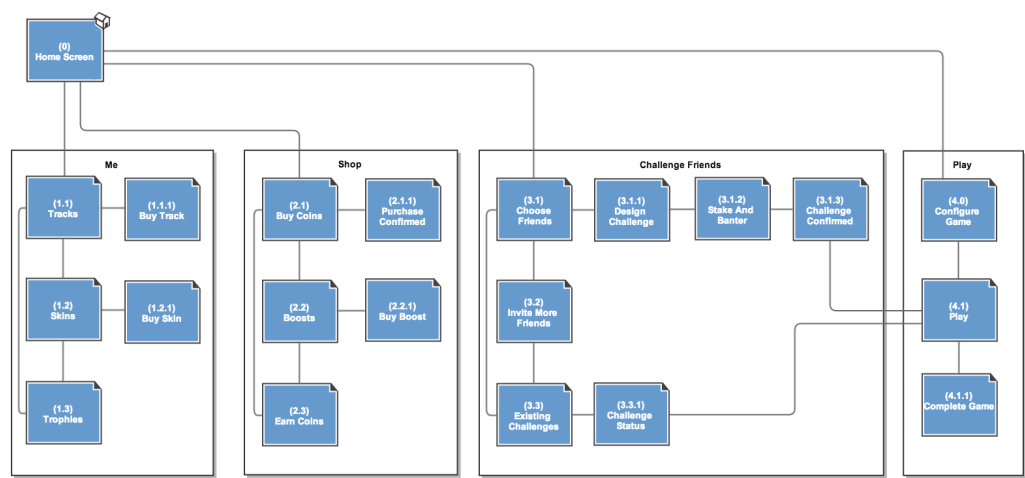


BeatBreakers Flow



General

Any response containing an "authToken" attribute must save the value from the authToken and be used in all subsequent connection requests.

This value needs to be persisted between application invocations and re-used on next app startup.

All requests should include a requestId, this can be set to anything, but it's recommended to use the current time in milliseconds. This field is populated in responses to allow request / response matching to occur.

0 Home Screen

First Run:

Connect WebSocket with headers:

"X-Atmosphere-tracking-id" set to device ID, user will be created as anonymous and an auth token provided.

Previous Run:

Connect WebSocket with header "X-Atmosphere-tracking-id" set to last auth token supplied by platform

1.1 Tracks

1.2 Skins

2.2 Boosts

Request	Comments	Response	Comments
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<pre>{ "@class": ".ListVirtualGoodsRequest", "requestId": "1369995132361" }</pre>	<p>The response should be cached for a session</p> <p>When displaying the list items with the correct tag (track, boost or skin)</p> <p>should be used to filter the list</p>	<pre>{ "@class": ".ListVirtualGoodsResponse", "requestId": "1369995232361", "virtualGoods": [{ "cost": 3, "name": "First Virtual Good", "description": "Gives some kind of power up", "shortCode": "1231" "tags": "track" }, { "cost": 20, "name": "Second Virtual Good", "description": "This one gives something else", "shortCode": "432A" "tags": "boost" }, { "cost": 20, "name": "Third Virtual Good", "description": "This one is the third", "shortCode": "2345" "tags": "skin" }] }</pre>	<p>Contains and array of virtual goods with tags matching the one in the request.</p> <p>cost is in virtual dollars</p> <p>shortCode should be used for purchase requests</p>
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1.1.1 Buy Track

1.2.1 Buy Skin

2.2.1 Buy Boost

Request	Comments	Response	Comments
<pre>{ "@class": ".BuyVirtualGoodWithCurrencyRequest", "shortCode": "1231", "quantity": "1", "requestId": "1369995615395" }</pre>	<p>Short Code of virtual good from previous response in 1.1</p>	<pre>{ "@class": ".BuyVirtualGoodResponse", "boughtItems": [{ "shortCode": "1231", "quantity": 1 }], "requestId": "1369996080062" }</pre>	<p>Contain and array of boughtItems including shortCode and quantity</p>

1.3 Trophies

Request	Comments	Response	Comments
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<pre>{ "@class": ".ListAchievementsRequest", "requestId": "1369997814468" }</pre>		<pre>{ "@class": ".ListAchievementsResponse", "achievements": [{ "shortCode": "GT", "name": "Good Trier", "description": "You Scored 5, a long way to go.", "earned": true }, { "shortCode": "GB", "name": "Getting Better", "description": "You scored 10, keep going", "earned": true }, { "shortCode": "RK", "name": "Rookie", "description": "You made 15, keep it up", "earned": false }, { "shortCode": "AS", "name": "Associate", "description": "You made 20, you're almost there", "earned": false }, { "shortCode": "GM", "name": "Grand Master", "description": "You got to 25. You've done it", "earned": false }], "requestId": "1369997814468" }</pre>	<p>Contain and array of achievements</p> <p>earned attribute indicates whether the current user has earned the achievement</p>
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2.1 Buy Coins

Requires app store / google play / windows store integration to get the list of available IAP

Once IAP purchase is complete the following request should be made to register the item with the players account

IOS

Request	Comments	Response	Comments
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<pre>{ "@class": ".IOSBuyGoodsRequest", "receipt": "1234", "requestId": "1369998046281" }</pre>	<p>receipt attribute is the receipt returned from the IOS IAP flow</p>	<pre>{ "@class": ".BuyVirtualGoodResponse ", "currency": 100, "requestId": "1369996080062" }</pre>	<p>Currency contains the amount of currency added to the player account</p> <p>item must be marked as consumed in the App Store</p>
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Android

Request	Comments	Response	Comments
<pre>{ "@class": ".GooglePlayBuyGoodsRequest", "signature": "sqe", "signedData": "qwe", "requestId": "1369998134752" }</pre>	<p>signature and signed data are the values</p> <p>returned from the google play IAP flow.</p>	<pre>{ "@class": ".BuyVirtualGoodResponse ", "currency": 100, "requestId": "1369996080062" }</pre>	<p>Currency contains the amount of currency added to the player account</p> <p>item must be marked as consumed in the Play Store</p>

WP8

Request	Comments	Response	Comments
<pre>{ "@class": ".WindowsBuyGoodsRequest ", "receipt": "wdfwsdf", "requestId": "1369998153532" }</pre>	<p>receipt attribute is the receipt returned from the WP8 IAP flow</p>	<pre>{ "@class": ".BuyVirtualGoodResponse ", "currency": 100, "requestId": "1369996080062" }</pre>	<p>requestId matches the one in the request to allow request / response matching</p> <p>Currency contains the amount of currency added to the player account</p> <p>item must be marked as consumed in the WP8 Store</p>

3.1 Choose Friends

Request	Comments	Response	Comments
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<pre>{ "@class": ".ListGameFriendsRequest", "requestId": "1370001463919" }</pre>		<pre>{ "@class": ".ListGameFriendsResponse", "friends": [{ "id": "1234567890", "displayName": "Gabs", "online": false, }, { "id": "2345678901", "displayName": "Griff", "online": true, }, { "id": "3456789012", "displayName": "John", "online": true, }], "requestId": "1370001463919" }</pre>	<p>Return the list of friends the user has who have this game.</p> <p>"online" indicates whether the user is in the app right now</p> <p>id fields selected should be used in the CreateChallengeRequest later in this flow</p>
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3.1.1 Design Challenge

Request	Comments	Response	Comments
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<pre>{ "@class": ".ListChallengeTypeRequest", "requestId": "1370004262912" }</pre>	<p>The response should be cached for a session</p>	<pre>{ "@class": ".ListChallengeTypeResponse", "challengeTemplates": [{ "tags": "againsttheclock, 90SEC", "challengeShortCode": "90SEC-AGC", "leaderboardName": "Best Players", "name": "90 Seconds", "description": "90 Seconds against the clock" }, { "tags": "headtohead, 90SEC", "challengeShortCode": "90SEC-HTH", "leaderboardName": "Best Players", "name": "90 Seconds", "description": "90 Seconds Head To Head" }], "requestId": "1370004262912" }</pre>	<p>name use to populate drop down values</p> <p>tags use to configure length of game and to filter for head to head vs against the clock challenges</p> <p>challengeShortCode field selected should be used in the CreateChallengeRequest later in this flow</p>
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3.1.2 Stake and Banter

Request	Comments	Response	Comments
<pre>{ "@class": ".AccountDetailsRequest", "requestId": "1370004488248" }</pre>		<pre>{ "@class": ".AccountDetailsResponse", "achievements": ["AS", "GT", "GB", "RK"], "displayName": "Gabs", "requestId": "1370004488248", "reservedVirtualBalance": {}, "userId": "519bde1330046c51983f4d70", "virtualBalance": 100, "virtualGoods": { "1231": 1, "432A": 1 } }</pre>	<p>virtualBalance used to limit how much the player can stake</p>

3.1.3 Challenge Confirmed (Against the Clock)

Request	Comments	Response	Comments
<pre>{ "@class": ".CreateChallengeRequest ", "challengeShortCode": "90SEC-AGC", "usersToChallenge": ["user_ids_from _3.1", "user_ids_from _3.1"], "challengeMessage": "message_from_3.1.2", "virtualCurrencyWager": "stake_from_3.1.2", "expiryTime": "20/06/2013 00:00", "maxTurns": 5, "requestId": "1370005003720", }</pre>			