

Sequência de prompts para gamificação funifier:

"Crie um roteiro de entrevista para levantamento de informações para um projeto de gamificação da Funifier para "Tema". O objetivo da entrevista é descobrir: o que será gamificado, objetivo do negócio, quem são os jogadores, ações desejadas, canais de interação e recompensas possíveis. O cliente "Área de Negócio", e o público-alvo são "Público-Alvo". O tom deve ser "Tom"."

Atue como um Head de Pesquisa e Inovação de uma Big Tech. Analise o público-alvo descrito abaixo e identifique suas principais dores, desejos e motivações, incluindo jobs-to-be-done ocultos. Sugira funcionalidades e recompensas inovadoras que poderiam atender essas necessidades de forma engajadora e surpreendente.

"Atue como um game designer e estrategista de storytelling corporativo. Crie 3 opções de narrativa lúdica cativante, alinhadas ao propósito do negócio gamificado e ao perfil do público-alvo. As narrativas devem ser originais, motivadoras e capazes de dar contexto às mecânicas de jogo posteriormente escolhidas.

Tema: "Tema"

"Crie um guia visual para o designer baseado na narrativa Lendas da Areia. Indique símbolos, cores, ícones e estilos visuais que representem o enredo e motivem o jogador."

"Atue como um especialista em Octalysis Framework e engajamento. Proponha uma combinação estratégica dos 8 coredrives para o projeto. Mostre como cada coredrive pode ser aplicado nas diferentes fases da jornada do jogador: Descoberta, Onboarding, Primeiros Desafios, Engajamento Contínuo e Mastery.

"Atue como um game designer com experiência em gamificação corporativa. Identifique as técnicas de jogos com maior potencial de engajamento. Para cada técnica recomendada, quais ações desejadas acionam a técnica, e qual módulo funifier será configurado para implementar cada técnica."

"Verifique se técnicas e coredrives reforçam a narrativa escolhida. Aponte ajustes necessários para reforçar o alinhamento entre narrativa, mecânicas e motivação do jogador."

"Atue como um escritor de histórias interativas e especialista em design de experiências. Escreva um texto narrativo, como se estivesse contando uma história para uma pessoa leiga, que narre a jornada do jogador desde o momento em que ele toma consciência da gamificação até o final.

A jornada deve incluir: O primeiro contato e descoberta; Como o jogador entende o propósito da gamificação; Como ele começa a interagir e realiza as primeiras ações; Como ele evolui nos desafios e se sente durante o processo; Como ele atinge o domínio (Mastery) e qual a sensação de conclusão; O texto deve ser fluido, envolvente e fácil de entender para quem nunca viu o projeto."

"Atue como um UX/UI designer sênior especializado em jogos e gamificação. Use a narrativa baseada no "Tema" como base criativa. Crie uma especificação textual para wireframes das telas do jogador, garantindo que o layout, os elementos e o fluxo reforcem os elementos lúdicos e temáticos da narrativa. Explique como a história está sendo refletida no visual."

Considerando as especificações dos wireframes das principais telas do jogador. Gere uma imagem na {horizontal} do design das telas do jogador com base na narrativa baseada no "Tema" refletindo os elementos lúdicos e simbólicos dessa história. A interface é para "Desktop ou Mobile". O design deve evocar "Sentimento". Utilize cores, ícones, ambientação visual e estilos compatíveis com a narrativa.

Links de interesse Funifier -  
<https://github.com/funifierinc/funifier-js>  
<https://api.funifier.com>

## API Funifier INFO

### Player

São os usuários que interagem com a gamificação. Neste endpoint é possível criar o cadastro desses jogadores com quaisquer informações relevantes para estratégia de engajamento como por exemplo nome, e-mail, foto, departamento, sexo, localização geográfica, telefone, e qualquer outro atributo que seja relevante para o jogador dentro do processo de engajamento.

```
Try
List Players
GET {{funifier_server}}/v3/player
Response
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
]
```

```
[
  {
    "_id": "jerry",
    "name": "Jerry",
    "email": "jerry@yourdomain.com",
    "extra": {
      "company": "Tom & Jerry Inc."
    },
    "created": 1694990893810,
    "updated": 1694990893880
  },
  {
    "_id": "tom",
    "name": "Tom",
    "email": "tom@yourdomain.com",
    "extra": {
      "company": "Tom & Jerry Inc."
    },
    "created": 1694990939613,
    "updated": 1694990939619
  }
]
```

Try

Create Player

POST {{funifier\_server}}/v3/player

Request Body

```
1
2
3  "_id": "jerry",
4  "name": "Jerry",
5  "email": "jerry@yourdomain.com",
6  "image": {
7    "small": {"url": "https://my.funifier.com/images/funny.png"},
8    "medium": {"url": "https://my.funifier.com/images/funny.png"},
9    "original": {"url": "https://my.funifier.com/images/funny.png"}
10 },
11 "teams": ["cartoon"],
12 "friends": ["tom", "spike", "quacker"],
13 "extra": {
14   "country": "USA",
15   "company": "Tom & Jerry Inc.",
16   "sports": ["soccer", "cycling", "surf"]
17 }
18 }
```

Response

```
1
2
3  "name": "Jerry",
4  "email": "jerry@yourdomain.com",
5  "image": {
6    "small": {"url": "https://my.funifier.com/images/funny.png"},
```

```

    "medium": {"url": "https://my.funifier.com/images/funny.png"},
7
    "original": {"url": "https://my.funifier.com/images/funny.png"}
8
  },
9
  "teams": ["cartoon"],
10
  "friends": ["tom", "spike", "quacker"],
11
  "extra": {
12
    "country": "USA",
13
    "company": "Tom & Jerry Inc.",
14
    "sports": ["soccer", "cycling", "surf"]
15
  },
16
  "created": 1695216470091,
17
  "updated": 1695216470091,
18
  "_id": "jerry"
19
}

```

Try

Delete Player

DELETE {{funifier\_server}}/v3/player/:id

Para excluir um jogador você informa no final do endpoint o id do jogador que deseja excluir. Este método irá excluir as ações, conquistas e todas as outras informações registradas para este jogador dentro da gamificação.

Try

Player Status

GET {{funifier\_server}}/v3/player/:id/status

Retorna as estatísticas básicas do jogador dentro da gamificação. Como por exemplo o total de pontos, desafios que já concluiu, nível atual, e itens adquiridos na gamificação. Substitua no endpoint o :id pelo id do jogador. Este status é atualizado quando o jogador realiza alguma ação que gera algum tipo de conquista.

Response

```
1
2
3 {
4   "name": "Jerry",
5   "total_challenges": 0,
6   "challenges": {},
7   "total_points": 0,
8   "point_categories": {},
9   "total_catalog_items": 0,
10  "catalog_items": {},
11  "level_progress": {
12    "percent_completed": 0,
13    "next_points": 10,
14    "next_level": {
15      "level": "Apprentice",
16      "position": 0,
17      "description": "It indicates that you are learning, growing and striving to reach your goals.",
18      "minPoints": 10,
19      "notifications": [],
20      "requirements": [],
21      "i18n": {},
22      "extra": {}
23    }
24  }
```

```

    "techniques": [
22      "GT85"
23    ],
24    "_id": "L0"
25  },
26  "total_levels": 1,
27  "percent": 0
28  },
29  "challenge_progress": [],
30  "positions": [],
31  "time": 1695052411804,
32  "extra": {
33    "company": "Tom & Jerry Inc."
34  },
35  "pointCategories": {},
36  "_id": "jerry"
37  }

```

## Team

Equipes são grupos de jogadores. Isso permite motivar os jogadores com estímulos sociais. Um jogador pode estar em mais de uma equipe se for necessário, e cada equipe pode ter um dono, que representa a equipe sempre que necessário.

## Try

### List Teams

GET {{funifier\_server}}/v3/team

Try

Create Team

POST {{funifier\_server}}/v3/team

Request Body

```
1
2
3   "_id": "sales",
4   "name": "Sales",
5   "description": "Funifier sales team",
6   "image": {
7     "small": {"url": "https://my.funifier.com/images/funny.png"},
8     "medium": {"url": "https://my.funifier.com/images/funny.png"},
9     "original": {"url": "https://my.funifier.com/images/funny.png"}
10  },
11  "extra": {
12    "country": "USA"
13  },
14  "owner": "john"
15 }
```

Response

```
1
2
3   "name": "Sales",
4   "description": "Funifier sales team",
5   "image": {
6     "small": {
7       "url": "https://my.funifier.com/images/funny.png",
8       "size": 0,
9       "width": 0,
```



```
    "height": 0,
10    "depth": 0
11  },
12  "medium": {
13    "url": "https://my.funifier.com/images/funny.png",
14    "size": 0,
15    "width": 0,
16    "height": 0,
17    "depth": 0
18  },
19  "original": {
20    "url": "https://my.funifier.com/images/funny.png",
21    "size": 0,
22    "width": 0,
23    "height": 0,
24    "depth": 0
25  }
26  },
27  "extra": {
28    "country": "USA"
29  },
30  "owner": "john",
31  "created": 1695135261192,
32  "updated": 1695135261192,
33  "_id": "sales"
34
```

```
}
```

Try

Delete Team

DELETE {{funifier\_server}}/v3/team/:id

Try

Add Member

GET {{funifier\_server}}/v3/team/:id/member/add/:player

Informe na url o id da equipe e o id do jogador. /v3/team/:id/member/add/:player

Response

1

{

2

"team": "sales",

3

"player": "tom"

4

}

Try

Remove Member

GET {{funifier\_server}}/v3/team/:id/member/remove/:player

Informe na url o id da equipe e o id do jogador.

/v3/team/:team\_id/member/remove/:player\_id

Try

List Member Ids

GET {{funifier\_server}}/v3/team/:id/memberids

Informe na url o id da equipe. /v3/team/:team\_id/memberids

Response

1

[

2

"tom"

3

]

Try

Team Status

GET {{funifier\_server}}/v3/team/:id/status

Retorna as estatísticas básicas da equipe dentro da gamificação. Como por exemplo o total de pontos, desafios que já concluiu, e itens adquiridos na gamificação.

Substitua no endpoint o :id pelo id da equipe.

Response

```
1
2
3 {
4   "name": "Sales",
5   "image": {
6     "small": {
7       "url": "https://my.funifier.com/images/funny.png",
8       "size": 0,
9       "width": 0,
10      "height": 0,
11      "depth": 0
12    },
13    "medium": {
14      "url": "https://my.funifier.com/images/funny.png",
15      "size": 0,
16      "width": 0,
17      "height": 0,
18      "depth": 0
19    },
20    "original": {
21      "url": "https://my.funifier.com/images/funny.png",
22      "size": 0,
23      "width": 0,
```

```
    "height": 0,
23    "depth": 0
24  }
25
26  },
27  "total_challenges": 0,
28  "challenges": {},
29  "total_points": 0,
30  "point_categories": {},
31  "total_catalog_items": 0,
32  "catalog_items": {},
33  "challenge_progress": [],
34  "positions": [],
35  "time": 1695143097017,
36  "extra": {
37    "country": "USA"
38  },
39  "pointCategories": {},
40  "_id": "sales"
}
```

Auth

Endpoint dedicada a autenticação dos jogadores na gamificação.



```
Try
List Actions
GET {{funifier_server}}/v3/action
Response
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
]
```

```
[
  {
    "action": "Sell",
    "attributes": [
      {
        "name": "product",
        "type": "String"
      },
      {
        "name": "price",
        "type": "Number"
      }
    ],
    "active": true,
    "_id": "sell"
  },
  {
    "action": "Watch Video",
    "active": true,
    "_id": "watch_video"
  }
]
```

Try  
Create Action  
POST {{funifier\_server}}/v3/action  
Request Body

```
1  
2  
3  
4  
5  
6  
7  
8  
9  
10  
11  
12  
13  
14
```

```
{  
  "action": "Sell",  
  "attributes": [  
    {"name": "product", "type": "String"},  
    {"name": "price", "type": "Number"}  
  ],  
  "active": true,  
  "_id": "sell"  
}
```

Response

```
1  
2  
3  
4  
5  
6  
7  
8  
9  
10  
11  
12  
13  
14
```

```
{  
  "action": "Sell",  
  "attributes": [  
    {  
      "name": "product",  
      "type": "String"  
    },  
    {  
      "name": "price",  
      "type": "Number"  
    }  
  ],  
  "active": true,  
  "_id": "sell"  
}
```

```
"_id": "sell"  
15  
}
```

Try

Delete Action

DELETE {{funifier\_server}}/v3/action/:id

ActionLog

É o registro de quando uma ação declarada é efetivamente realizada por um jogador, incluindo detalhes como quem fez e quando fez; Exemplo: Jogador João comprou no dia 16/09/2023 às 14:30, indicando que João realizou a ação de comprar;

Try

List ActionLogs

GET {{funifier\_server}}/v3/action/log

Response

```
1  
2  
3  
4  
5  
6  
7  
8  
9  
10  
11  
12  
13  
14  
15  
16  
[  
  {  
    "_id": "6509e4e28325771ffaa4506e",  
    "actionId": "sell",  
    "userId": "jerry",  
    "time": 1695147234712,  
    "attributes": {  
      "product": "bike",  
      "price": 1200  
    }  
  },  
  {  
    "_id": "6509e4d18325771ffaa4505c",  
    "actionId": "sell",  
    "userId": "tom",  
    "time": 1695147234712,  
    "attributes": {  
      "product": "bike",  
      "price": 1200  
    }  
  }  
]
```



```
    "time": 1695147217658,  
17    "attributes": {  
18      "product": "book",  
19      "price": 25  
20    }  
21  }  
22 ]
```

Try  
Add ActionLog  
POST {{funifier\_server}}/v3/action/log  
Request Body

```
1  
2 {  
3   "actionId": "sell",  
4   "userId": "jerry",  
5   "attributes": {  
6     "product": "bike",  
7     "price": 1200  
8   }  
9 }
```

Response

```
1  
2 {  
3   "actionId": "sell",  
4   "userId": "jerry",  
5   "time": 1695147341932,  
6   "attributes": {  
7     "product": "bike",  
8     "price": 1200
```

```
},  
9  
  "_id": "6509e54d8325771ffaa4509a"  
10  
}
```

```
1
2
3 {
4   "actionId": "sell",
5   "userId": "jerry",
6   "attributes": { "product": "bike", "price": 1200 }
7 },
8 {
9   "actionId": "sell",
10  "userId": "tom",
11  "attributes": { "product": "book", "price": 25 }
12 }
13 ]
```

```
1 {
2   "content_size": 2,
3   "total_registered": 2,
4   "content": [
5     {
6       "actionId": "sell",
7       "userId": "jerry",
8       "time": 1695147549965,
9       "attributes": {
10
```

```

11     "product": "bike",
12     "price": 1200
13   },
14   "_id": "6509e61d8325771ffaa450de"
15 },
16 {
17   "actionId": "sell",
18   "userId": "tom",
19   "time": 1695147549969,
20   "attributes": {
21     "product": "book",
22     "price": 25
23   },
24   "_id": "6509e61d8325771ffaa450df"
25 }
26 ]
27 }

```

```

Try
Delete ActionLog
DELETE {{funifier_server}}/v3/action/log/:id

```

### Achievement

Reconhecimentos que os jogadores recebem ao atingir certos marcos, como completar um desafio, subir de nível, ganhar pontos, comprar um item da loja virtua.

Try  
List Achievements  
GET {{funifier\_server}}/v3/achievement  
Response

```
1  
2  
3  
4   "_id": "6509e4e28325771ffaa4506f",  
5   "player": "jerry",  
6   "total": 1,  
7   "type": 1,  
8   "item": "DTqtTI9",  
9   "time": 1695147234712  
10  },  
11  {  
12    "_id": "6509e4e28325771ffaa45075",  
13    "player": "jerry",  
14    "total": 1,  
15    "type": 1,  
16    "item": "DTpD4sB",  
17    "time": 1695147234712  
18  }  
19 ]
```

#### Point

Pontos são unidades de medida do status do jogador. Uma gamificação pode ter vários tipos de pontos diferentes. Em uma gamificação para escola você poderia ter pontos para cada disciplina. Por exemplo: Pontos de matemática, história, física, etc. Ao configurar os pontos, você declara a categoria do ponto, por exemplo, "xp", "karma", "moedas" ou simplesmente "pontos".

```
Try
List Points
GET {{funifier_server}}/v3/point
Response
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
]
```

```
[
  {
    "category": "Exchangeable Coins",
    "shortName": "Coins",
    "extra": {},
    "techniques": [
      "GT75"
    ],
    "_id": "coin"
  },
  {
    "category": "Experience Points",
    "shortName": "XP",
    "extra": {},
    "techniques": [
      "GT01"
    ],
    "_id": "xp"
  }
]
```

Try  
Create Point  
POST {{funifier\_server}}/v3/point  
Request Body

```
1  
{  
2  
  "category": "Experience Points",  
3  
  "shortName": "XP",  
4  
  "extra": {},  
5  
  "techniques": ["GT01"],  
6  
  "_id": "xp"  
7  
}
```

Response

```
1  
{  
2  
  "category": "Experience Points",  
3  
  "shortName": "XP",  
4  
  "extra": {},  
5  
  "techniques": [  
6  
    "GT01"  
7  
  ],  
8  
  "_id": "xp"  
9  
}
```

Try  
Delete Point  
DELETE {{funifier\_server}}/v3/point/:id  
Para excluir um ponto você informa no final do endpoint o id do ponto que deseja excluir.

### Challenge

Challenge são tarefas que os jogadores precisam executar. No desafio configuramos as ações que o jogador precisa executar e as conquistas que isso irá gerar para ele. Por

exemplo: Podemos ter um desafio “Faça 10 Vendas para ganhar 25 pontos xp”. No desafio configuramos as regras que o jogador precisa cumprir, neste caso completar a ação “vender” 10 vezes. E os pontos que ele irá ganhar, neste caso 25 pontos da categoria xp.



Try

List Challenges

GET {{funifier\_server}}/v3/challenge

Response

```
1
2
3
4   "challenge": "Sell 10 books",
5   "description": "Sell 10 books to earn 25 xp and 5 coins",
6   "range": 0,
7   "active": true,
8   "rules": [
9     {
10      "actionId": "sell",
11      "position": 0,
12      "operator": 1,
13      "timeAmount": 0,
14      "timeScale": 0,
15      "outOfTime": false,
16      "everyAmount": 0,
17      "everyScale": 0,
18      "filters": [
19        {
20          "value": "book",
21          "operator": 1,
22          "param": "product"
23        },
24      ],
```

```
24     "total": 10
25   }
26 ],
27   "teamChallenge": false,
28   "limitTotal": 0,
29   "limitPerType": 0,
30   "limitTimeAmount": 0,
31   "limitTimeScale": 0,
32   "techniques": [
33     "GT35"
34   ],
35   "propagateOrigin": true,
36   "badge": {
37     "small": {
38       "url":
39       "https://s3.amazonaws.com/funifier_node/540f14d70ffeb8c2fe11767/561f0ab5bb67c2102811.png",
40       "size": 0,
41       "width": 0,
42       "height": 0,
43       "depth": 0
44     },
45     "medium": {
46       "url":
47       "https://s3.amazonaws.com/funifier_node/540f14d70ffeb8c2fe11767/4021d0d45f7d43213433.png",
48       "size": 0,
```

```
47     "width": 0,
48     "height": 0,
49     "depth": 0
50 },
51 "original": {
52     "url":
53     "https://s3.amazonaws.com/funifier_node/540f14d70ffeb8c2fe11767/8972f3e194e33d720916.",
54     "size": 0,
55     "width": 0,
56     "height": 0,
57     "depth": 0
58 },
59 "hideUntilEarned": false,
60 "points": [
61     {
62         "total": 25,
63         "category": "xp",
64         "operation": 0,
65         "perPlayer": false
66     },
67     {
68         "total": 5,
69         "category": "coin",
70         "operation": 0,
71     }
```

```
    "perPlayer": false
72  }
73  ],
74  "extra": {},
75  "rewards": [],
76  "i18n": {},
77  "created": 1688582377665,
78  "updated": 1694978025816,
79  "badgeUrl":
  "https://s3.amazonaws.com/funifier_node/540f14d70ffeb8c2fe11767/561f0ab5bb67c2102811.png",
80  "_id": "DTkhJHV"
81  }
82  ]
```



```
    "everyScale": 0,
17    "filters": null,
18    "attribute": null,
19    "total": 0,
20    "entity": null,
21    "aggregate": null,
22    "prepared": null,
23    "_id": null
24  }
25 ],
26 "teamChallenge": false,
27 "limitTotal": 0,
28 "limitPerType": 0,
29 "limitTimeAmount": 0,
30 "limitTimeScale": 0,
31 "techniques": [
32   "GT35"
33 ],
34 "join": null,
35 "trackFullProgress": null,
36 "propagateOrigin": null,
37 "badge": null,
38 "hideUntilEarned": false,
39 "points": [
40   {
41
```

```
    "total": 10,  
42    "category": "xp",  
43    "operation": 0,  
44    "value": null,  
45    "perPlayer": false  
46  }  
47 ],  
48 "notifications": null,  
49 "requirements": null,  
50 "tags": null,  
51 "principals": null,  
52 "extra": {},  
53 "rewards": [],  
54 "i18n": {},  
55 "created": 1695219916252,  
56 "updated": 1695219916252,  
57 "available": null,  
58 "badgeUrl": null,  
59 "_id": "DTo8dS3"  
60 }
```

Try

Delete Challenge

DELETE {{funifier\_server}}/v3/challenge/:id

Para excluir um challenge você informa no final do endpoint o id do challenge que deseja excluir.

Level

Level é um sistema de evolução para o jogador. Por exemplo: Nas artes marciais, as faixas que vão da cor branca até a cor preta representam um sistema de níveis. Você pode ter um número ilimitado de níveis na gamificação. Para cada nível você define a quantidade mínima de pontos para chegar no nível e também pode definir outros requisitos para alcançar o nível.

Try

List Levels

GET {{funifier\_server}}/v3/level

Response

```
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
]
```

[

{

"level": "Apprentice",

"position": 0,

"description": "It indicates that you are learning, growing and striving to reach your goals.",

"minPoints": 10,

"notifications": [],

"requirements": [],

"i18n": {},

"extra": {},

"techniques": [

"GT85"

],

"\_id": "L0"

}



Try

Create Level

POST {{funifier\_server}}/v3/level

Request Body

1

{

2

"level": "Apprentice",

3

"position": 0,

4

"description": "It indicates that you are learning, growing and striving to reach your goals.",

5

"minPoints": 10,

6

"notifications": [],

7

"requirements": [],

8

"i18n": {},

9

"extra": {},

10

"techniques": ["GT85"],

11

"\_id": "L0"

12

}

Response

1

{

2

"level": "Apprentice",

3

"position": 0,

4

"description": "It indicates that you are learning, growing and striving to reach your goals.",

5

"minPoints": 10,

6

"image": null,

7

"notifications": [],

8

"requirements": [],

9

"i18n": {},

10

```
"extra": {},
11
"techniques": [
12
  "GT85"
13
],
14
"point": null,
15
"_id": "L0"
16
}

Try
Delete Level
DELETE {{funifier_server}}/v3/level/:id
```

```
Try
List Config
GET {{funifier_server}}/v3/database/level_config
Response
1
[
2
{
3
  "_id": "global",
4
  "pointCategory": "xp"
5
}
6
]
```

Try

Update Config

PUT {{funifier\_server}}/v3/database/level\_config

Level config define a categoria de ponto global para o sistema de níveis. Suponha que você Queira montar um sistema de níveis baseado no tipo de ponto XP apenas.

Neste caso você pode configurar o level config definindo este pointCategory específico. Caso ele não esteja definido, o comportamento padrão do sistema de nível é apurar a quantidade total de todos os tipos de pontos.

Request Body

```
1
2
3
4
{
  "_id": "global",
  "pointCategory": "xp"
}
```

Response

```
1
2
3
4
{
  "pointCategory": "xp",
  "_id": "global"
}
```

Try

Update Positions

PUT {{funifier\_server}}/v3/level/position

Este endpoint atualiza todas as posições de todos os níveis de acordo com a quantidade de pontos mínimos definidos para cada um.

Response

```
1
2
3
{
  "status": "OK"
}
```

Leaderboard

Leaderboard é uma classificar jogadores com base em resultados. Por exemplo: Um ranking que mostra os 10 jogadores com mais pontos acumulados na semana atual, ordenados de quem tem mais pontos para quem tem menos pontos. Para configurar um ranking você informa o título do ranking; a operação de como calcular os líderes; e o período de apuração.

```
Try
List Leaderboards
GET {{funifier_server}}/v3/leaderboard
Response
1
2
3
4   "title": "Top Players",
5   "description": "Players with the most points xp in the week",
6   "principalType": 0,
7   "operation": {
8     "type": 3,
9     "achievement_type": 0,
10    "item": "xp",
11    "filters": [],
12    "sort": -1,
13    "sub": false
14  },
15  "period": {
16    "type": 0,
17    "timeAmount": 1,
18    "timeScale": 6
19  },
20  "techniques": [
21    "GT03"
22  ],
23  "_id": "DTjTvZ5"
}
```





```

    "achievement_type": 0,
8
    "item": "xp",
9
    "filters": [],
10
    "sort": -1,
11
    "sub": false
12
  },
13
  "period": {
14
    "type": 0,
15
    "timeAmount": 1,
16
    "timeScale": 6
17
  },
18
  "techniques": [
19
    "GT03"
20
  ],
21
  "_id": "DTjTvZ5"
22
}
```

Try

Delete Leaderboard

DELETE {{funifier\_server}}/v3/leaderboard/:id

Try

Leaders Aggregate

POST {{funifier\_server}}/v3/leaderboard/DTjTvZ5/leader/aggregate?period=&live=true

Retorna a lista de líderes de um leaderboard. Você pode informar uma lista de comandos agreguete para enriquecer os dados dos líderes caso necessário. Além disso na URL você pode informar 2 parâmetros. O período de apuração dos líderes. Caso o período não seja informado ele utiliza o período padrão configurado no ranking. E o segundo parágrafo disponível é o live. Que indica se o ranking deve ser calculado em tempo real. Por padrão os líderes do leaderboard é calculado de tempo em tempo e o Funifier mantêm o resultado dos líderes em cache para otimizar a velocidade de entrega do resultado.

Request Body

1

[]

Response

1

[

2

{

3

"\_id": "tom\_D0zCMvq",

4

"total": 30,

5

"position": 1,

6

"move": "up",

7

"player": "tom",

8

"name": "Tom",

9

"extra": {

10

"cache": "D0zCMvq"

11

},

12

"boardId": "DTjTvZ5"

13

},

14

{

15

"\_id": "jerry\_D0zCMvq",

16

"total": 30,

17

"position": 2,

18



```
    "move": "up",
19    "player": "jerry",
20    "name": "Jerry",
21    "image": "https://my.funifier.com/images/funny.png",
22    "extra": {
23      "cache": "D0zCMvq"
24    },
25    "boardId": "DTjTvZ5"
26  }
27 ]
```

Try

Reset Leaders Cache

GET {{funifier\_server}}/v3/leaderboard/reset

Limpa o cache de resultado de líderes de todos os leaderboards.

Response

```
1
{
2
  "status": "OK"
3
}
```

### Virtual Good

Virtual goods é um módulo para configurar lojas onde os jogadores podem adquirir itens físicos ou virtuais dentro da gamificação. Por exemplo: Uma loja virtual onde os jogadores podem trocar pontos por souvenirs; Para configurar um item você informa o nome, descrição, quantidade disponível do item, requisitos para comprar o item e também pode definir um limite de quantos deste item o jogador pode comprar. Por exemplo: uma camiseta, que custa 15 pontos “moedas”, e pode ser comprada apenas uma vez por mês por cada jogador.

Try  
List Catalogs  
GET {{funifier\_server}}/v3/virtualgoods/catalog  
Response

```
1  
2  
3  
4   "catalog": "Gifts",  
5   "extra": {},  
6   "created": 1688576863947,  
7   "i18n": {},  
8   "_id": "gifts"  
9  
10  }
```

Try  
Create Catalog  
POST {{funifier\_server}}/v3/virtualgoods/catalog  
Request Body

```
1  
2  
3   "catalog": "Gifts",  
4   "extra": {},  
5   "i18n": {},  
6   "_id": "gifts"  
7  
8 }
```

Response

```
1  
2  
3   "catalog": "Gifts",  
4   "extra": {},  
5   "created": 1695222753875,  
6   "i18n": {},
```

```
6
  "_id": "gifts"
7
}
```

Try  
Delete Catalog  
DELETE {{funifier\_server}}/v3/virtualgoods/catalog/:id

Try  
List Items  
GET {{funifier\_server}}/v3/virtualgoods/item  
Response

```
1
[
2
  {
3
    "catalogId": "gifts",
4
    "name": "Bike",
5
    "description": "Eletric bike",
6
    "amount": -1,
7
    "active": true,
8
    "created": 1688579902963,
9
    "extra": {},
10
    "requires": [],
11
    "rewards": [],
12
    "notifications": [],
13
    "i18n": {},
14
    "techniques": [
15
      "GT08"
16
    ],
17
    "owned": 5,
18
```

"\_id": "DTj7IVn"

19

}

20

]

Try

Create Item

POST {{funifier\_server}}/v3/virtualgoods/item

Request Body

1

{

2

"catalogId": "gifts",

3

"name": "Bike",

4

"description": "Eletric bike",

5

"amount": -1,

6

"active": true,

7

"created": 1688579902963,

8

"extra": {},

9

"requires": [],

10

"rewards": [],

11

"notifications": [],

12

"i18n": {},

13

"techniques": ["GT08"],

14

"\_id": "DTj7IVn"

15

}

Response

1

{

2

"catalogId": "gifts",

3

"name": "Bike",

4

"description": "Eletric bike",

5

```
"amount": -1,  
6  
"active": true,  
7  
"created": 1688579902963,  
8  
"extra": {},  
9  
"requires": [],  
10  
"rewards": [],  
11  
"notifications": [],  
12  
"i18n": {},  
13  
"techniques": [  
14  
  "GT08"  
15  
],  
16  
"owned": 0,  
17  
"_id": "DTj7IVn"  
18  
}
```

Try

Delete Item

DELETE {{funifier\_server}}/v3/virtualgoods/item/:id

Try

Create Purchase

POST {{funifier\_server}}/v3/virtualgoods/purchase

Para comprar um item do catálogo você informa o ID do jogador que está comprando, o item que está sendo comprado e a quantidade. Se a compra for bem sucedida será retornado o status OK e um campo achievements com a lista de créditos e débitos feitos nesta transação de compra. { "achievements": [ { "player": "tom", "total": -1, "type": 0, "item": "coin", "time": 1695223594778, "\_id": "650b0f2a8325771ffaa5bcfc" }, { "player": "tom", "total": 1, "type": 2, "item": "DTj7IVn", "time": 1695223594778, "\_id": "650b0f2a8325771ffaa5bcfb" } ], "status": "OK" } Caso o jogador não consiga realizar a compra por qualquer motivo será retornado o status UNAUTHORIZED e um campo restrictions com as razões da falha na compra. { "restrictions": [ "insufficient\_requirements", "item\_out\_of\_time", "limit\_exceeded", "principal\_not\_allowed" ], "status": "UNAUTHORIZED" }

Request Body

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Response

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994
995
996
997
998
999
1000
```

```
13   "player": "tom",
14   "total": -1,
15   "type": 0,
16   "item": "coin",
17   "time": 1695223594778,
18   "extra": {
19     "origin": "650b0f2a8325771ffaa5bcfb"
20   },
21   "_id": "650b0f2a8325771ffaa5bcfc"
22 },
23 {
24   "player": "tom",
25   "total": 1,
26   "type": 0,
27   "item": "xp",
28   "time": 1695223594778,
29   "extra": {
30     "origin": "650b0f2a8325771ffaa5bcfb"
31   },
32   "_id": "650b0f2a8325771ffaa5bcfd"
33 },
34 {
35   "player": "tom",
36   "total": 1,
37   "type": 2,
```

```

38   "item": "DTj7IVn",
39   "time": 1695223594778,
40   "_id": "650b0f2a8325771ffaa5bcfb"
41 }
42 ],
43 "restrictions": [],
44 "status": "OK"
45 }

```

Try

Delete Purchase

DELETE {{funifier\_server}}/v3/virtualgoods/purchase

Ao excluir uma compra todos os débitos e créditos da transação serão desfeitos.

Request Body

```

1 {
2   "_id": "650b0f2a8325771ffaa5bcfb"
3 }

```

Response

```

1 {
2   "_id": "650b0f2a8325771ffaa5bcfb"
3 }

```

Lottery

Módulo para configurar sorteios. Quando o sorteio é realizado as recompensas são dadas a um número de vencedores selecionado de forma aleatória. Por exemplo: Um sorteio de uma viagem para Cancún, onde temos apenas um ganhador, e o sorteio será realizado em uma data estipulada pelo administrador. Para participar do sorteio você acumula cupons do sorteio, que podem ser conquistados por exemplo realizando algum desafio específico.



```
Try
List Lottery
GET {{funifier_server}}/v3/lottery
Response
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
```

```
[
  {
    "title": "Travel to Cancun",
    "description": "Travel with a companion to Cancun, with airfare and accommodation, for 7 days.",
    "image": "https://s3.amazonaws.com/funifier_node/540f14d70ffeeb8c2fe11767/bc6a75910406f34ad4cd.",
    "tags": [],
    "drawDate": 1690824650503,
    "autoExecute": true,
    "choiceMethod": "random_ticket",
    "maxWinners": 1,
    "maxPerPlayer": 1,
    "notifications": [],
    "extra": {},
    "techniques": [
      "GT74"
    ],
    "createdDate": 1688578277583,
    "rewards": [
      {
        "total": 1,
        "type": 2,

```

```
    "item": "flight_ticket",
23  "operation": 0,
24  "extra": {},
25  "restrict": false,
26  "perPlayer": false
27  }
28 ],
29  "_id": "DTj0x5z"
30  }
31 ]
```

```
Try
Create Lottery
POST {{funifier_server}}/v3/lottery
Request Body
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
{
  "title": "Travel to Cancun",
  "description": "Travel with a companion to Cancun, with airfare and accommodation, for 7 days.",
  "image": "https://s3.amazonaws.com/funifier_node/540f14d70ffeb8c2fe11767/bc6a75910406f34ad4cd.",
  "drawDate": 1690824650503,
  "autoExecute": true,
  "choiceMethod": "random_ticket",
  "maxWinners": 1,
  "maxPerPlayer": 1,
  "notifications": [],
  "extra": {},
  "techniques": ["GT74"],
  "createdDate": 1688578277583,
  "rewards": [
    {
      "total": 1,
      "type": 2,
      "item": "flight_ticket"
    }
  ],
  "_id": "DTj0x5z"
```

```
}
Response
1
{
2
  "title": "Travel to Cancun",
3
  "description": "Travel with a companion to Cancun, with airfare and accommodation, for 7
days.",
4
  "image":
"https://s3.amazonaws.com/funifier_node/540f14d70ffeeb8c2fe11767/bc6a75910406f34ad4cd."
,
5
  "tags": [],
6
  "drawDate": 1690824650503,
7
  "autoExecute": true,
8
  "choiceMethod": "random_ticket",
9
  "maxWinners": 1,
10
  "maxPerPlayer": 1,
11
  "notifications": [],
12
  "link": null,
13
  "extra": {},
14
  "principals": null,
15
  "folder": null,
16
  "techniques": [
17
    "GT74"
18
  ],
19
  "executedDate": null,
20
  "createdDate": 1688578277583,
21
  "rewards": [
22
    {
23
```

```
    "total": 1,  
24    "type": 2,  
25    "item": "flight_ticket",  
26    "operation": 0,  
27    "extra": {},  
28    "period": null,  
29    "folder": null,  
30    "restrict": false,  
31    "perPlayer": false  
32  }  
33 ],  
34 "id": "DTj0x5z"  
35 }
```

Try

Delete Lottery

DELETE {{funifier\_server}}/v3/lottery/:id

```
Try
List Tickets
GET {{funifier_server}}/v3/lottery/ticket?lottery=DTj0x5z
Response
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
[
  {
    "lottery": "DTj0x5z",
    "player": "tom",
    "value": "123456",
    "created": 1695229525625,
    "random": 5635418,
    "used": true,
    "_id": "650b26558325771ffaa5e417"
  },
  {
    "lottery": "DTj0x5z",
    "player": "tom",
    "created": 1695229573866,
    "random": 4169853,
    "_id": "650b26858325771ffaa5e441"
  }
]
```

Try  
Create Ticket  
POST {{funifier\_server}}/v3/lottery/ticket  
Request Body

```
1  
{  
2  
  "lottery": "DTj0x5z",  
3  
  "player": "tom"  
4  
}
```

Response

```
1  
{  
2  
  "lottery": "DTj0x5z",  
3  
  "player": "tom",  
4  
  "created": 1695229573866,  
5  
  "random": 4169853,  
6  
  "_id": "650b26858325771ffaa5e441"  
7  
}
```

Try  
Delete Ticket  
DELETE {{funifier\_server}}/v3/lottery/ticket/:id

```
Try
Execute Lottery
GET {{funifier_server}}/v3/lottery/DTj0x5z/execute
Response
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
{
  "tickets": [
    {
      "lottery": "DTj0x5z",
      "player": "tom",
      "created": 1695229573866,
      "random": 4169853,
      "used": true,
      "_id": "650b26858325771ffaa5e441"
    }
  ],
  "lottery": {
    "title": "Travel to Cancun",
    "description": "Travel with a companion to Cancun, with airfare and accommodation, for 7 days.",
    "image": "https://s3.amazonaws.com/funifier_node/540f14d70ffeeb8c2fe11767/bc6a75910406f34ad4cd.",
    "tags": [],
    "drawDate": 1690824650503,
    "autoExecute": false,
    "choiceMethod": "random_ticket",
    "maxWinners": 1,
    "maxPerPlayer": 1,
  }
}
```



```
    "notifications": [],
23    "extra": {},
24    "techniques": [
25      "GT74"
26    ],
27    "createdDate": 1688578277583,
28    "rewards": [
29      {
30        "total": 1,
31        "type": 2,
32        "item": "flight_ticket",
33        "operation": 0,
34        "extra": {},
35        "restrict": false,
36        "perPlayer": false
37      }
38    ],
39    "_id": "DTj0x5z"
40  }
41 }
```

```
Try
Rollback Execution
DELETE {{funifier_server}}/v3/lottery/DTj0x5z/execute
Response
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
{
  "lottery": {
    "title": "Travel to Cancun",
    "description": "Travel with a companion to Cancun, with airfare and accommodation, for 7 days.",
    "image": "https://s3.amazonaws.com/funifier_node/540f14d70ffeeb8c2fe11767/bc6a75910406f34ad4cd.",
    "tags": [],
    "drawDate": 1690824650503,
    "autoExecute": true,
    "choiceMethod": "random_ticket",
    "maxWinners": 1,
    "maxPerPlayer": 1,
    "notifications": [],
    "extra": {},
    "techniques": [
      "GT74"
    ],
    "executedDate": 1695229613714,
    "createdDate": 1688578277583,
    "rewards": [
      {
        "total": 1,

```

```
    "type": 2,
23    "item": "flight_ticket",
24    "operation": 0,
25    "extra": {},
26    "restrict": false,
27    "perPlayer": false
28  }
29 ],
30   "_id": "DTj0x5z"
31 },
32 "message": "Execution Rollback Done"
33 }
```

Try  
List Winners  
GET {{funifier\_server}}/v3/lottery/winner?lottery=DTj0x5z  
Response

```
1 [
2   {
3     "player": "tom",
4     "total": 1,
5     "type": 5,
6     "item": "DTj0x5z",
7     "time": 1695229965503,
8     "extra": {
9       "ticket": "650b26858325771ffaa5e441",
10      "player_name": "Tom",
11      "player_image": null
```

```
12  
13  },  
14  "_id": "650b280d8325771ffaa5edfe"  
15  }  
16  ]
```

Try

List Participants

GET {{funifier\_server}}/v3/lottery/participants?lottery=DTj0x5z

Response

```
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
```

```
{
  "winners": [
    {
      "player": "tom",
      "total": 1,
      "type": 5,
      "item": "DTj0x5z",
      "time": 1695229965503,
      "extra": {
        "ticket": "650b26858325771ffaa5e441"
      },
      "_id": "650b280d8325771ffaa5edfe"
    }
  ],
  "total_tickets": 2,
  "total_winners": 1,
  "total_participants": 1,
  "lottery": {
    "title": "Travel to Cancun",
    "description": "Travel with a companion to Cancun, with airfare and accommodation, for 7 days.",
    "image": "https://s3.amazonaws.com/funifier_node/540f14d70ffeeb8c2fe11767/bc6a75910406f34ad4cd."
  },
}
```

```
    "tags": [],
23    "drawDate": 1690824650503,
24    "autoExecute": false,
25    "choiceMethod": "random_ticket",
26    "maxWinners": 1,
27    "maxPerPlayer": 1,
28    "notifications": [],
29    "extra": {},
30    "techniques": [
31      "GT74"
32    ],
33    "executedDate": 1695229965527,
34    "createdDate": 1688578277583,
35    "rewards": [
36      {
37        "total": 1,
38        "type": 2,
39        "item": "flight_ticket",
40        "operation": 0,
41        "extra": {},
42        "restrict": false,
43        "perPlayer": false
44      }
45    ],
46    "_id": "DTj0x5z"
47
```

```
},  
48  
"participants": [  
49  
  {  
50  
    "tickets": 2,  
51  
    "_id": "tom"  
52  
  }  
53  
]  
54  
}
```

### Competition

Módulo para promover a disputa entre dois ou mais jogadores em um determinado período para avaliar quais jogadores alcançam os melhores resultados. Uma competição pode estipular o número máximo de participantes e o número máximo de vencedores. Além disso, o critério de classificação dos competidores deve ser definido assim que a competição é criada. Os jogadores interessados devem se registrar na competição para participar e serem considerados na apuração dos vencedores. Como recompensa, os vencedores de uma competição ganham o título de vencedor da competição com sua respectiva posição na classificação, e também podem ganhar outros prêmios como pontos, itens da loja virtual, cupons para sorteio etc.

Try  
List Competitions  
GET {{funifier\_server}}/v3/competition  
Response

```
1  
2  
3  
4   "title": "Sales Race",  
5   "description": "Leads the competition who has the highest amount of closed sales in  
6   the month.",  
7   "period": {  
8     "type": 0,  
9     "timeAmount": 0,  
10    "timeScale": 0,  
11    "startDate": 1693526400000,  
12    "endDate": 1698796799999,  
13    "expression": "-0M-;+1M+"  
14  },  
15  "maxWinners": 1,  
16  "maxPlayers": 100,  
17  "minScore": 0,  
18  "operation": {  
19    "type": 1,  
20    "achievement_type": 0,  
21    "item": "sell",  
22    "filters": [],  
23    "sort": -1,  
    "sub": false
```



```
    },
24    "requires": [
25      {
26        "total": 10,
27        "type": 0,
28        "item": "coin",
29        "operation": 1,
30        "extra": {},
31        "restrict": false,
32        "perPlayer": false
33      }
34    ],
35    "rewards": [
36      {
37        "total": 100,
38        "type": 0,
39        "item": "xp",
40        "operation": 0,
41        "extra": {
42          "position_start": 1,
43          "position_ends": 3
44        },
45        "restrict": false,
46        "perPlayer": false
47      }
48    ]
  }
```

```
    ],
49    "notifications": [],
50    "active": true,
51    "teamCompetition": false,
52    "autoExecute": false,
53    "extra": {},
54    "techniques": [
55      "GT26"
56    ],
57    "created": 1688578848312,
58    "updated": 1695303694755,
59    "now": 1695303704256,
60    "_id": "race"
61  }
62 ]
```

Try

Create Competition

POST {{funifier\_server}}/v3/competition

Request Body

```
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
```

```
{
  "title": "Sales Race",
  "description": "Leads the competition who has the highest amount of closed sales in the month.",
  "period": {
    "expression": "-0M-;+1M+"
  },
  "maxWinners": 1,
  "maxPlayers": 100,
  "minScore": 0,
  "operation": {
    "type": 1,
    "achievement_type": 0,
    "item": "sell",
    "filters": [],
    "sort": -1,
    "sub": false
  },
  "requires": [
    {
      "total": 10,
      "type": 0,
      "item": "coin",
```

```
    "operation": 1,
24    "extra": {},
25    "restrict": false,
26    "perPlayer": false
27  }
28  ],
29  "rewards": [
30    {
31      "total": 100,
32      "type": 0,
33      "item": "xp",
34      "operation": 0,
35      "extra": {
36        "position_start": 1,
37        "position_ends": 3
38      },
39      "restrict": false,
40      "perPlayer": false
41    }
42  ],
43  "notifications": [],
44  "active": true,
45  "teamCompetition": false,
46  "autoExecute": true,
47  "extra": {},
48
```

```
    "techniques": ["GT26"],
49  "_id": "race"
50  }
    Response
1    {
2      "title": "Sales Race",
3      "description": "Leads the competition who has the highest amount of closed sales in
the month.",
4      "period": {
5        "type": 0,
6        "timeAmount": 0,
7        "timeScale": 0,
8        "startDate": 1693526400000,
9        "endDate": 1698796799999,
10       "expression": "-0M-;+1M+"
11     },
12     "maxWinners": 1,
13     "maxPlayers": 100,
14     "minScore": 0,
15     "operation": {
16       "type": 1,
17       "achievement_type": 0,
18       "item": "sell",
19       "filters": [],
20       "sort": -1,
21       "sub": false
22     }
```

```
22     },
23     "requires": [
24     {
25         "total": 10,
26         "type": 0,
27         "item": "coin",
28         "operation": 1,
29         "extra": {},
30         "restrict": false,
31         "perPlayer": false
32     }
33 ],
34     "rewards": [
35     {
36         "total": 100,
37         "type": 0,
38         "item": "xp",
39         "operation": 0,
40         "extra": {
41             "position_start": 1,
42             "position_ends": 3
43         },
44         "restrict": false,
45         "perPlayer": false
46     }
47 ]
```

```
47 ],
48 "notifications": [],
49 "active": true,
50 "teamCompetition": false,
51 "autoExecute": true,
52 "extra": {},
53 "techniques": [
54   "GT26"
55 ],
56 "created": 1695304003885,
57 "updated": 1695304003885,
58 "_id": "race"
59 }
```

Try  
Delete Competition  
DELETE {{funifier\_server}}/v3/competition/race

Try  
List Joins  
GET {{funifier\_server}}/v3/competition/join?competition=race  
Response  
1  
[]

Try

Create Join

POST {{funifier\_server}}/v3/competition/join

Para se entrar em uma competição é preciso criar um join. Se o join for aceito será retornado o status OK. {"status": "OK"} Caso o jogador não consiga entrar na competição por qualquer motivo será retornado o status UNAUTHORIZED e um campo restrictions com as razões da recusa. {"restrictions": ["insufficient\_requirements"], "status": "UNAUTHORIZED" }

Request Body

```
1
{
2
  "competition": "race",
3
  "player": "jerry"
4
}
```

Response

```
1
{
2
  "join": {
3
    "competition": "race",
4
    "player": "jerry",
5
    "created": 1695304642612,
6
    "_id": "650c4bc28325771ffaa763cb"
7
  },
8
  "status": "OK"
9
}
```

Try

Delete Join

DELETE {{funifier\_server}}/v3/competition/join

Request Body

```
1
{
2
  "competition": "race",
3
  "player": "tom"
4
}
```



Try

List Leaders

POST {{funifier\_server}}/v3/competition/leader/aggregate?id=race

Request Body

1

[]

Response

1

[

2

{

3

  "player": "tom",

4

  "total": 4,

5

  "position": 1

6

  },

7

{

8

  "player": "jerry",

9

  "total": 3,

10

  "position": 2

11

  }

12

]

```
Try
Execute Competition
GET {{funifier_server}}/v3/competition/race/execute
Response
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
{
  "winners": [
    {
      "player": "tom",
      "total": 1,
      "type": 9,
      "item": "race",
      "time": 1695304844450,
      "extra": {
        "total": 4,
        "position": 1
      },
      "_id": "650c4c8c8325771ffaa7644f"
    }
  ],
  "competition": {
    "title": "Sales Race",
    "description": "Leads the competition who has the highest amount of closed sales in the month.",
    "period": {
      "type": 0,
      "timeAmount": 0,
      "timeScale": 0,
    }
  }
}
```

```
    "startDate": 1693526400000,
24  "endDate": 1698796799999,
25  "expression": "-0M-;+1M+"
26  },
27  "maxWinners": 1,
28  "maxPlayers": 100,
29  "minScore": 0,
30  "operation": {
31    "type": 1,
32    "achievement_type": 0,
33    "item": "sell",
34    "filters": [],
35    "sort": -1,
36    "sub": false
37  },
38  "requires": [],
39  "rewards": [
40    {
41      "total": 100,
42      "type": 0,
43      "item": "xp",
44      "operation": 0,
45      "extra": {
46        "position_start": 1,
47        "position_ends": 3
48      }
```

```
    },
49   "restrict": false,
50   "perPlayer": false
51   }
52 ],
53 "notifications": [],
54 "active": true,
55 "teamCompetition": false,
56 "autoExecute": false,
57 "extra": {},
58 "techniques": [
59   "GT26"
60 ],
61 "created": 1695304003885,
62 "updated": 1695304463197,
63 "_id": "race"
64 }
65 }
```

```
Try
Rollback Execute
DELETE {{funifier_server}}/v3/competition/race/execute
Response
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
{
  "competition": {
    "title": "Sales Race",
    "description": "Leads the competition who has the highest amount of closed sales in the month.",
    "period": {
      "type": 0,
      "timeAmount": 0,
      "timeScale": 0,
      "startDate": 1693526400000,
      "endDate": 1698796799999,
      "expression": "-0M-;+1M+"
    },
    "maxWinners": 1,
    "maxPlayers": 100,
    "minScore": 0,
    "operation": {
      "type": 1,
      "achievement_type": 0,
      "item": "sell",
      "filters": [],
      "sort": -1,
      "sub": false
    }
  }
}
```

```
    },
24    "requires": [],
25    "rewards": [
26      {
27        "total": 100,
28        "type": 0,
29        "item": "xp",
30        "operation": 0,
31        "extra": {
32          "position_start": 1,
33          "position_ends": 3
34        },
35        "restrict": false,
36        "perPlayer": false
37      }
38    ],
39    "notifications": [],
40    "active": true,
41    "teamCompetition": false,
42    "autoExecute": false,
43    "extra": {},
44    "techniques": [
45      "GT26"
46    ],
47    "created": 1695304003885,
48  }
```

```
"updated": 1695304463197,  
49  
"executed": 1695304844450,  
50  
"_id": "race"  
51  
},  
52  
"message": "Execution Rollback Done"  
53  
}
```

### Swap

Módulo que permite que jogadores troquem com outros jogadores itens conquistados dentro da gamificação. Por exemplo, um jogador pode oferecer aos outros jogadores uma camiseta, em troca de uma bola e mais 10 moedas. O jogador pode ainda aceitar contra propostas de outros jogadores. Este módulo pode ser usado, por exemplo, para criar um mercado de troca de figurinhas. Este módulo é um pouco diferente dos outros, pois o administrador não é o responsável por configurar a troca, mas sim os próprios jogadores.

Try  
List Swaps  
GET {{funifier\_server}}/v3/database/swap  
Response

```
1  
2  
3 {  
4   "_id": "64a5af5ad8dcca49bcf7e65f",  
5   "seller": "john",  
6   "extra": {},  
7   "rewards": [  
8     {  
9       "total": 1,  
10      "type": 2,  
11      "item": "DTjVpVA",  
12      "operation": 0,  
13      "extra": {},  
14      "folder": "gifts",  
15      "restrict": false,  
16      "perPlayer": false  
17    }  
18  ],  
19  "created": 1688579930448,  
20  "requires": [  
21    {  
22      "total": 1,  
23      "type": 2,  
24      "item": "DTj7IVn",
```



```
24 "operation": 0,  
25 "extra": {},  
26 "folder": "gifts",  
27 "restrict": false,  
28 "perPlayer": false  
29 }  
30 ]  
31 }  
32 ]
```

Try  
Create Swap  
POST {{funifier\_server}}/v3/swap  
Request Body

```
1  
{  
2  
  "seller": "tom",  
3  
  "rewards": [  
4  
    {  
5  
      "total": 1,  
6  
      "type": 2,  
7  
      "item": "DTj7IVn"  
8  
    }  
9  
  ],  
10  
  "requires": [  
11  
    {  
12  
      "total": 2,  
13  
      "type": 0,  
14  
      "item": "coin"  
15  
    }  
16  
  ]  
17  
}
```

Response

```
1  
{  
2  
  "achievements": [  
3  
    {  
4  
      "player": "tom",  
5  
      "total": -1,  
6
```

```
    "type": 2,
7    "item": "DTj7IVn",
8    "time": 1695311864300,
9    "extra": {
10      "swap": "650c67f88325771ffaa78a24",
11      "swap_role": "seller"
12    },
13    "_id": "650c67f88325771ffaa78a25"
14  }
15 ],
16 "swap": {
17   "seller": "tom",
18   "extra": {},
19   "rewards": [
20     {
21       "total": 1,
22       "type": 2,
23       "item": "DTj7IVn",
24       "operation": 0,
25       "extra": {},
26       "restrict": false,
27       "perPlayer": false
28     }
29   ],
30   "created": 1695311864298,
31
```

```
    "requires": [  
32      {  
33        "total": 2,  
34        "type": 0,  
35        "item": "coin",  
36        "operation": 0,  
37        "extra": {},  
38        "restrict": false,  
39        "perPlayer": false  
40      }  
41    ],  
42    "_id": "650c67f88325771ffaa78a24"  
43  },  
44  "restrictions": [],  
45  "status": "OK"  
46  }  
}
```

Try  
Delete Swap  
DELETE {{funifier\_server}}/v3/swap/650c64148325771ffaa7871f  
Response

```
1 {
2   "achievements": [],
3   "swap": {
4     "seller": "tom",
5     "extra": {},
6     "rewards": [
7       {
8         "total": 1,
9         "type": 2,
10        "item": "DTj7IVn",
11        "operation": 0,
12        "extra": {},
13        "restrict": false,
14        "perPlayer": false
15      }
16    ],
17    "created": 1695310868363,
18    "requires": [
19      {
20        "total": 2,
21        "type": 0,
22        "item": "coin",
23        "operation": 0,
```

```
24   "extra": {},
25   "restrict": false,
26   "perPlayer": false
27 }
28 ],
29   "_id": "650c64148325771ffaa7871f"
30 },
31   "restrictions": [],
32   "status": "OK"
33 }
```

Try

Acquire Swap

POST {{funifier\_server}}/v3/swap/acquire

Método utilizado para um jogador (comprador) fazer a troca, com o jogador que criou o swap (vendedor). Se a troca for bem sucedida será retornado o status OK e um campo achievements com a lista de créditos e débitos feitos nesta transação. {"status": "OK"}  
Caso o jogador não consiga realizar a troca por qualquer motivo será retornado o status UNAUTHORIZED e um campo restrictions com as razões da falha. { "achievements" : [ ], "restrictions" : [ "swap\_does\_not\_exist" ], "status" : "UNAUTHORIZED" }

Request Body

```
1
2
3 {
4   "buyer": "jerry",
5   "swap": "650c67f88325771ffaa78a24"
6 }
```

Response

```
1
2 {
3   "achievements": [
4     {
5       "player": "jerry",
6       "total": -2,
7       "type": 0,
8       "item": "coin",
9       "time": 1695311879902,
10      "extra": {
11        "swap": "650c67f88325771ffaa78a24",
12        "swap_role": "buyer"
13      },
14      "_id": "650c68078325771ffaa78a26"
15    },
16  ]
17 }
```

```
    "player": "jerry",
17  "total": 1,
18  "type": 2,
19  "item": "DTj7IVn",
20  "time": 1695311879904,
21  "extra": {
22    "swap": "650c67f88325771ffaa78a24",
23    "swap_role": "buyer"
24  },
25  "_id": "650c68078325771ffaa78a27"
26  }
27  ],
28  "swap": {
29    "seller": "tom",
30    "buyer": "jerry",
31    "extra": {},
32    "rewards": [
33      {
34        "total": 1,
35        "type": 2,
36        "item": "DTj7IVn",
37        "operation": 0,
38        "extra": {},
39        "restrict": false,
40        "perPlayer": false
41      }
```



```
    }
42  ],
43  "created": 1695311864298,
44  "requires": [
45    {
46      "total": 2,
47      "type": 0,
48      "item": "coin",
49      "operation": 0,
50      "extra": {},
51      "restrict": false,
52      "perPlayer": false
53    }
54  ],
55  "acquired": 1695311879898,
56  "_id": "650c67f88325771ffaa78a24"
57  },
58  "restrictions": [],
59  "status": "OK"
60  }
```

Try

Receive Swap

POST {{funifier\_server}}/v3/swap/receive

Método utilizado para o jogador (vendedor) que criou o swap receber as recompensas da troca feita com o jogador (comprador).

Request Body

```
1
2
3 {
4   "swap": "650c67f88325771ffaa78a24"
5 }
```

Response

```
1
2 {
3   "achievements": [
4     {
5       "player": "tom",
6       "total": 2,
7       "type": 0,
8       "item": "coin",
9       "time": 1695311888659,
10      "extra": {
11        "swap": "650c67f88325771ffaa78a24",
12        "swap_role": "seller"
13      },
14      "_id": "650c68108325771ffaa78a31"
15    }
16  ],
17  "swap": {
18    "seller": "tom",
19    "buyer": "jerry",
```

```
    "extra": {},
20    "rewards": [
21      {
22        "total": 1,
23        "type": 2,
24        "item": "DTj7IVn",
25        "operation": 0,
26        "extra": {},
27        "restrict": false,
28        "perPlayer": false
29      }
30    ],
31    "created": 1695311864298,
32    "requires": [
33      {
34        "total": 2,
35        "type": 0,
36        "item": "coin",
37        "operation": 0,
38        "extra": {},
39        "restrict": false,
40        "perPlayer": false
41      }
42    ],
43    "acquired": 1695311879898,
44
```

```
"_id": "650c67f88325771ffaa78a24"
45
},
46
"restrictions": [],
47
"status": "OK"
48
}
```

Try  
List Counter Offers  
POST {{funifier\_server}}/v3/database/swap\_counter\_offer/aggregate  
Request Body

```
1
[
2
  {"$match":{
3
    "swap":"650c683c8325771ffaa78a3f"
4
  }}
5
]
```

Response  
1  
[]

Try  
Create Counter Offer  
POST {{funifier\_server}}/v3/swap/counter/offer  
Request Body

```
1
{
2
  "swap":"650c683c8325771ffaa78a3f",
3
  "buyer":"jerry",
4
  "offer":[
5
    {
6
      "total":1,
7
      "type":0,
8
      "item":"coin"
9
    }
}
```

```
10  
]  
11  
}
```

Try

Delete Counter Offer

DELETE {{funifier\_server}}/v3/swap/counter/offer/650c68e78325771ffaa78aa1

Request Body

```
1  
{  
2  
  "swap":"650c683c8325771ffaa78a3f",  
3  
  "buyer":"jerry",  
4  
  "offer":[  
5  
    {  
6  
      "total":1,  
7  
      "type":0,  
8  
      "item":"coin"  
9  
    }  
10  
  ]  
11  
}
```

Try

Accept Counter Offer

POST {{funifier\_server}}/v3/swap/counter/offer/accept

Request Body

```
1  
{"offer":"650c69aa8325771ffaa78b1b"}
```

Try  
Receive Counter Offer  
POST {{funifier\_server}}/v3/swap/counter/offer/receive  
Request Body

```
1
{"swap":"650c683c8325771ffaa78a3f"}
Response
1
{
2
  "errorMessage": null,
3
  "errorCode": 500,
4
  "documentation": "http://doc.funifier.com"
5
}
```

#### Question

Módulo para criar perguntas para os jogadores. A apresentação da pergunta pode se dar no formato tradicional com a pergunta e as opções de resposta abaixo, mas também em formatos de mini games como por exemplo, um caça palavras, uma cruzadinha, etc. Cada pergunta pode apresentar texto, imagens, conteúdos audiovisuais, e as respostas podem ser de múltipla escolha, verdadeiro ou falso, dissertação, etc.

Try  
List Questions  
GET {{funifier\_server}}/v3/question  
Response

```
1  
2  
3  
4   "_id": "64a5b2c2d8dcca49bcf7eb6e",  
5   "type": "MULTIPLE_CHOICE",  
6   "title": "Visual Components",  
7   "question": "In Funifier, what is the small visual components that can be added to a  
8   web page to display feedbacks?",  
9   "grade": 1,  
10  "choices": [  
11    {  
12      "answer": "1",  
13      "label": "Points",  
14      "grade": 0,  
15      "extra": {}  
16    },  
17    {  
18      "answer": "2",  
19      "label": "Badges",  
20      "grade": 0,  
21      "extra": {}  
22    },  
23    {  
24      "answer": "3",
```

```
    "label": "Challenges",
24
    "grade": 0,
25
    "extra": {}
26
  },
27
  {
28
    "answer": "4",
29
    "label": "Leaderboards",
30
    "grade": 0,
31
    "extra": {}
32
  },
33
  {
34
    "answer": "5",
35
    "label": "Widgets",
36
    "grade": 1,
37
    "extra": {}
38
  }
39
],
40
"i18n": {},
41
"techniques": [
42
  "GT05"
43
],
44
"select": "one_answer",
45
"answerNumbering": "uppercase_letters",
46
"shuffle": false,
47
"feedbacks": [],
48
```



```
    "extra": {},  
49    "created": 1695318347157,  
50    "updated": 1695318347157,  
51    "requires": []  
52  }  
53 ]  
]
```

Try

Create Question

POST {{funifier\_server}}/v3/question

Request Body

```
1
2
3   "_id": "64a5b2c2d8dcca49bcf7eb6e",
4   "type": "MULTIPLE_CHOICE",
5   "title": "Visual Components",
6   "question": "In Funifier, what is the small visual components that can be added to a
7   web page to display feedbacks?",
8   "grade": 1,
9   "choices": [
10    {"answer": "1", "label": "Points", "grade": 0, "extra": {}},
11    {"answer": "2", "label": "Badges", "grade": 0, "extra": {}},
12    {"answer": "3", "label": "Challenges", "grade": 0, "extra": {}},
13    {"answer": "4", "label": "Leaderboards", "grade": 0, "extra": {}},
14    {"answer": "5", "label": "Widgets", "grade": 1, "extra": {}}
15  ],
16  "techniques": ["GT05"],
17  "select": "one_answer",
18  "answerNumbering": "uppercase_letters",
19  "shuffle": false,
20  "feedbacks": [],
21  "extra": {}
22 }
```

Response

```
1
2
3  "question": {
```

```
3  "type": "MULTIPLE_CHOICE",
4  "title": "Visual Components",
5  "question": "In Funifier, what is the small visual components that can be added to a
web page to display feedbacks?",
6  "grade": 1,
7  "choices": [
8    {
9      "answer": "1",
10     "label": "Points",
11     "grade": 0,
12     "extra": {}
13   },
14   {
15     "answer": "2",
16     "label": "Badges",
17     "grade": 0,
18     "extra": {}
19   },
20   {
21     "answer": "3",
22     "label": "Challenges",
23     "grade": 0,
24     "extra": {}
25   },
26   {
27
```

```
    "answer": "4",
28  "label": "Leaderboards",
29  "grade": 0,
30  "extra": {}
31  },
32  {
33    "answer": "5",
34    "label": "Widgets",
35    "grade": 1,
36    "extra": {}
37  }
38 ],
39 "i18n": {},
40 "techniques": [
41   "GT05"
42 ],
43 "select": "one_answer",
44 "answerNumbering": "uppercase_letters",
45 "shuffle": false,
46 "feedbacks": [],
47 "extra": {},
48 "created": 1695318347157,
49 "updated": 1695318347157,
50 "requires": [],
51 "_id": "64a5b2c2d8dcca49bcf7eb6e"
52
```

```
},  
53  
"exceptions": []  
54  
}
```

```
Try  
Delete Question  
DELETE {{funifier_server}}/v3/question/64a5b2c2d8dcca49bcf7eb6e  
Response  
1  
""
```

```
Try  
List Question Logs  
GET {{funifier_server}}/v3/question/log?question=64a5b2c2d8dcca49bcf7eb6e  
Response  
1  
[  
2  
3  
4  "player": "tom",  
5  "question": "64a5b2c2d8dcca49bcf7eb6e",  
6  "answer": [  
7    "5"  
8  ],  
9  "percent": 1,  
10 "grade": 1,  
11 "time": 1695318517211,  
12 "_id": "650c81f58325771ffaa7bbc4"  
13 }  
]
```

Try

Create Question Log

POST {{funifier\_server}}/v3/question/log

Request Body

```
1
2
3 {
4   "question": "64a5b2c2d8dcca49bcf7eb6e",
5   "answer": ["5"],
6   "player": "tom"
7 }
```

Response

```
1
2 {
3   "log": {
4     "player": "tom",
5     "question": "64a5b2c2d8dcca49bcf7eb6e",
6     "answer": [
7       "5"
8     ],
9     "percent": 1,
10    "grade": 1,
11    "time": 1695318555401,
12    "_id": "650c821b8325771ffaa7bbd5"
13  }
14 }
```

Try

Delete Question Log

DELETE {{funifier\_server}}/v3/question/log/650c821b8325771ffaa7bbd5

## Quiz

Módulo para agrupar várias perguntas em um bloco único a ser respondido pelos jogadores. Como por exemplo uma prova que tem várias perguntas. O administrador

pode definir que uma prova vale 10 pontos, e quando o jogador responde a prova o FUNIFIER calcula o percentual de acerto, e a nota final do jogador. Estes questionários também podem ser apresentados na forma de mini games, como uma corrida espacial por exemplo

Try

List Quiz

GET {{funifier\_server}}/v3/database/quiz

Response

```
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
]
```

"\_id": "650c82fe8325771ffaa7bd33",

"title": "Funifier Exam",

"description": "Test your knowledge about the best gamification platform in the world.",

"grade": 10,

"i18n": {},

"extra": {},

"created": 1695318782638,

"updated": 1695318782638,

"feedbacks": [],

"questionNumbering": "uppercase\_letters",

"showGradeBeforeFinish": false,

"shuffle": false

}

Try  
Create Quiz  
POST {{funifier\_server}}/v3/quiz  
Request Body

```
1  
2  
3  "_id": "650c82fe832",  
4  "title": "Funifier Exam",  
5  "description": "Test your knowledge about the best gamification platform in the  
6  world.",  
7  "grade": 10,  
8  "i18n": {},  
9  "extra": {},  
10 "feedbacks": [],  
11 "questionNumbering": "uppercase_letters",  
12 "showGradeBeforeFinish": false,  
13 "shuffle": false  
14 }
```

Response

```
1  
2  
3  "title": "Funifier Exam",  
4  "description": "Test your knowledge about the best gamification platform in the  
5  world.",  
6  "grade": 10,  
7  "i18n": {},  
8  "extra": {},  
9  "created": 1695400976152,  
10 "updated": 1695400976152,  
11 "feedbacks": [],  
12 }
```



```
"questionNumbering": "uppercase_letters",
11
"showGradeBeforeFinish": false,
12
"shuffle": false,
13
"_id": "650c82fe832"
14
}
```

```
Try
Delete Quiz
DELETE {{funifier_server}}/v3/quiz/650c82fe832
Response
1
""
```

```
Try
List Quiz Questions
GET {{funifier_server}}/v3/quiz/650c82fe832/question
Response
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
```

```
[
  {
    "quiz": "650c82fe832",
    "type": "MULTIPLE_CHOICE",
    "title": "Best Platform",
    "question": "What is the best gamification platform?",
    "grade": 1,
    "choices": [
      {
        "answer": "1",
        "label": "Funifier",
        "grade": 1,
        "extra": {}
      },
      {
        "answer": "2",
        "label": "Points",
        "grade": 0,
        "extra": {}
      },
      {
        "answer": "3",
        "label": "Badges",
```

```
24   "grade": 0,
25   "extra": {}
26 },
27 {
28   "answer": "4",
29   "label": "Leaderboards",
30   "grade": 0,
31   "extra": {}
32 }
33 ],
34   "i18n": {},
35   "select": "one_answer",
36   "shuffle": false,
37   "feedbacks": [],
38   "extra": {},
39   "created": 1695401177814,
40   "updated": 1695401177814,
41   "requires": [],
42   "_id": "650dc4d98325771ffaa93e5e"
43 }
44 ]
```

Try

Create Quiz Question

POST {{funifier\_server}}/v3/question

Request Body

1

{

2

"quiz": "650c82fe832",

3

"type": "MULTIPLE\_CHOICE",

4

"title": "Best Platform",

5

"question": "What is the best gamification platform?",

6

"grade": 1,

7

"choices": [

8

{ "answer": "1", "label": "Funifier", "grade": 1, "extra": {}, "gradePercent": 100, "gradeCheck": true },

9

{ "answer": "2", "label": "Points", "grade": 0, "extra": {}, "gradePercent": 0 },

10

{ "answer": "3", "label": "Badges", "grade": 0, "extra": {}, "gradePercent": 0 },

11

{ "answer": "4", "label": "Leaderboards", "grade": 0, "extra": {}, "gradePercent": 0 }

12

],

13

"i18n": {},

14

"select": "one\_answer",

15

"shuffle": false

16

}

Response

1

{

2

"question": {

3

"quiz": "650c82fe832",

4

"type": "MULTIPLE\_CHOICE",

5

"title": "Best Platform",

6

```

    "question": "What is the best gamification platform?",
7
    "grade": 1,
8
    "choices": [
9
        {
10
            "answer": "1",
11
            "label": "Funifier",
12
            "grade": 1,
13
            "extra": {}
14
        },
15
        {
16
            "answer": "2",
17
            "label": "Points",
18
            "grade": 0,
19
            "extra": {}
20
        },
21
        {
22
            "answer": "3",
23
            "label": "Badges",
24
            "grade": 0,
25
            "extra": {}
26
        },
27
        {
28
            "answer": "4",
29
            "label": "Leaderboards",
30
            "grade": 0,
31

```

```
    "extra": {}
32  }
33  ],
34  "i18n": {},
35  "select": "one_answer",
36  "shuffle": false,
37  "feedbacks": [],
38  "extra": {},
39  "created": 1695401363337,
40  "updated": 1695401363337,
41  "requires": [],
42  "_id": "650dc5938325771ffaa9403e"
43  },
44  "exceptions": []
45  }
}
```

Try  
Start Quiz  
POST {{funifier\_server}}/v3/quiz/start  
Request Body

```
1  {
2  "quiz": "650c82fe832",
3  "player": "tom"
4  }
```



```
Try
List Mystery Boxes
GET {{funifier_server}}/v3/mystery
Response
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
```

```
{
  "title": "Heads or Tails",
  "options": [
    {
      "title": "Heads",
      "value": "heads",
      "probability": 0.5
    },
    {
      "title": "Tails",
      "value": "tails",
      "probability": 0.5
    }
  ],
  "columns": 1,
  "requirements": [],
  "win_chart": [
    {
      "combination": [
        "heads"
      ]
    }
  ],
  "orderSensitive": false,
```



```
24   "reward": {
25     "total": 1,
26     "type": 0,
27     "item": "coin",
28     "operation": 0,
29     "extra": {},
30     "restrict": false,
31     "perPlayer": false
32   },
33   "isolated": false
34 }
35 ],
36 "extra": {},
37 "techniques": [
38   "GT72"
39 ],
40 "_id": "64a5b464d8dcca49bcf7edd0"
41 }
42 ]
```

Try

Create Mystery

POST {{funifier\_server}}/v3/mystery

Request Body

```
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
{
  "title": "Heads or Tails",
  "options": [
    {"title": "Heads", "value": "heads", "probability": 0.5},
    {"title": "Tails", "value": "tails", "probability": 0.5}
  ],
  "columns": 1,
  "requirements": [],
  "win_chart": [
    {
      "combination": ["heads"],
      "orderSensitive": false,
      "reward": {
        "total": 1,
        "type": 0,
        "item": "coin"
      }
    }
  ],
  "techniques": ["GT72"],
  "_id": "64a5b464d8dcca49bcf7edd0"
}
```

Response

1

```
{
2  "title": "Heads or Tails",
3  "options": [
4    {
5      "title": "Heads",
6      "value": "heads",
7      "probability": 0.5
8    },
9    {
10     "title": "Tails",
11     "value": "tails",
12     "probability": 0.5
13   }
14 ],
15 "columns": 1,
16 "requirements": [],
17 "win_chart": [
18   {
19     "combination": [
20       "heads"
21     ],
22     "orderSensitive": false,
23     "reward": {
24       "total": 1,
25       "type": 0,
26
```

```
    "item": "coin",
27    "operation": 0,
28    "extra": {},
29    "restrict": false,
30    "perPlayer": false
31  },
32  "isolated": false
33  }
34 ],
35 "extra": {},
36 "techniques": [
37   "GT72"
38 ],
39 "_id": "64a5b464d8dcca49bcf7edd0"
40 }
```

Try

Delete Mystery

DELETE {{funifier\_server}}/v3/mystery/64a5b464d8dcca49bcf7edd0

Response

```
1
"""
```

```
Try
Evaluate MysteryBox
GET {{funifier_server}}/v3/mystery/evaluate/64a5b464d8dcca49bcf7edd0?player=tom
Response
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
{
  "milliseconds": 2,
  "requirements": {
    "milliseconds": 0,
    "status": "OK"
  },
  "limit": {
    "milliseconds": 0,
    "status": "OK"
  },
  "exists": {
    "status": "OK"
  },
  "limit_wins": {
    "milliseconds": 0,
    "status": "OK"
  },
  "params": {
    "server_time": 1695409754940,
    "player": "tom"
  },
  "limit_attempts": {
    "milliseconds": 0,
```

```
24     "status": "OK"
25   },
26   "attempts": {
27     "milliseconds": 0,
28     "status": "OK"
29   }
30 }
```

```
Try
Execute MysteryBox
GET {{funifier_server}}/v3/mystery/execute/64a5b464d8dcca49bcf7edd0?player=tom
Response
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
{
  "mystery": "64a5b464d8dcca49bcf7edd0",
  "player": "tom",
  "time": "2023-09-22T19:09:40Z",
  "result": [
    "heads",
  ],
  "status": "WIN",
  "achievements": [
    {
      "player": "tom",
      "total": 1,
      "type": 6,
      "item": "64a5b464d8dcca49bcf7edd0",
      "time": 1695409780541,
      "_id": "650de6748325771ffaa985a4"
    },
    {
      "player": "tom",
      "total": 1,
      "type": 0,
      "item": "coin",
      "time": 1695409780541,
```

```

24 "extra": {
25   "origin_item": "64a5b464d8dcca49bcf7edd0",
26   "origin": "650de6748325771ffaa985a4",
27   "origin_type": 6
28 },
29 "_id": "650de6748325771ffaa985a5"
30 }
31 ]
32 }

```

#### Folder

Módulo para criar pastas virtuais onde você pode incluir qualquer coisa. As pastas podem ser utilizadas, por exemplo, para construir um curso online, composto de módulos, onde cada módulo possui um conjunto de aulas, e cada aula possui um conjunto de conteúdos. Uma das capacidades deste módulo é monitorar o progresso do jogador dentro dessa árvore de diretórios e conteúdos. É possível, por exemplo, saber que um jogador já completou 50% de um curso. E ao progredir podemos registrar logs de ações, que acionam as técnicas de jogos. E assim podemos, por exemplo, criar desafios que são concluídos quando o jogador completar um curso.

#### Try

##### List Folders

GET {{funifier\_server}}/v3/database/folder

##### Response

```

1 [
2   {
3     "_id": "D0MIHOS",
4     "title": "Gamification",
5     "extra": {}
6   }
7 ]

```



Try  
Create Folder  
POST {{funifier\_server}}/v3/folder  
Request Body

```
1  
{  
2  
  "title": "CoreDrives",  
3  
  "parent": "D0MmmNf"  
4  
}
```

Response

```
1  
{  
2  
  "title" : "CoreDrives",  
3  
  "parent" : "D0MmmNf",  
4  
  "extra" : { },  
5  
  "_id" : "D0MmBbT"  
6  
}
```

Try  
Delete Folder  
DELETE {{funifier\_server}}/v3/folder/D0MIHOS

Try  
Breadcrumb  
POST {{funifier\_server}}/v3/folder/breadcrumb  
Request Body

```
1  
{  
2  
  "folder": "CD1"  
3  
}
```

Response

```
1  
[  
2  
  {  
3  
    "title": "Gamification",  
4  
    "extra": {},  
5  
    "_id": "D0MmmNf"  
6  
  },  
7  
  {  
8  
    "parent": "D0MmmNf",  
9  
    "title": "CoreDrives",  
10  
    "extra": {},  
11  
    "_id": "D0MmBbT"  
12  
  },  
13  
  {  
14  
    "parent": "D0MmBbT",  
15  
    "title": "Epic Meaning & Calling",  
16  
    "extra": {},  
17  
    "_id": "CD1"  
18  
  }  
19  
]
```

```
Try
List ContentType
GET {{funifier_server}}/v3/database/folder_content_type
Response
1
2
3
4   "_id": "650dea458325771ffaa987b0",
5   "input": "formulary",
6   "form": [
7     {
8       "name": "title",
9       "type": "string",
10      "title": "Title",
11      "dropdown": {
12        "type": "",
13        "static": [],
14        "dynamic": {}
15      }
16    },
17    {
18      "name": "content",
19      "type": "text",
20      "title": "Content",
21      "dropdown": {
22        "type": "",
23        "static": [],
24        "dynamic": {}
25      }
26    }
27  ]
28 }
```

```
24     }
25   }
26 ],
27   "created": 1695410756428,
28   "title": "Text",
29   "updated": 1695410756428,
30   "entity": "text__c"
31 }
32 ]
```

Try  
Create ContentType  
PUT {{funifier\_server}}/v3/database/folder\_content\_type  
Request Body

```
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
{
  "_id": "text",
  "input": "formulary",
  "form": [
    {
      "name": "title",
      "type": "string",
      "title": "Title",
      "dropdown": {
        "type": "",
        "static": [],
        "dynamic": {}
      }
    },
    {
      "name": "content",
      "type": "text",
      "title": "Content",
      "dropdown": {
        "type": "",
        "static": [],
        "dynamic": {}
      }
    }
  ]
}
```

```
24     }
25   ],
26   "created": 1695410756428,
27   "title": "Text",
28   "updated": 1695410756428,
29   "entity": "text__c"
30 }
```

#### Database

Permite acessar as coleções do banco de dados da gamificação. Cada gamificação tem o seu próprio banco de dados. Deste módulo é possível descobrir quais são as coleções existentes no banco de dados, realizar consultas, alteração e exclusão de dados das coleções.

Try

List Collections

GET {{funifier\_server}}/v3/database/collections

Lista o nome de todas as coleções existentes no banco de dados da gamificação.

Response

1

[

2

"achievement",

3

"action",

4

"action\_log",

5

"car\_\_c",

6

"catalog",

7

"catalog\_item",

8

"challenge",

9

"challenge\_progress",

10

"competition",

11

"join\_log",

12

"leader",

13

"leaderboard",

14

"level",

15

"level\_config",

16

"lottery",

17

"lottery\_ticket",

18

"mystery\_box",

19

"mystery\_box\_log",

20

"notification",

21

"player",

22

"player\_status",

23

```
"point_category",
24
"prepared_aggregate",
25
"principal",
26
"question",
27
"req__c",
28
"req_folder__c",
29
"scheduler",
30
"scheduler_log",
31
"security",
32
"studio_filter_log__c",
33
"studio_page",
34
"swap",
35
"team",
36
"team_player",
37
"technique_field",
38
"trigger",
39
"trigger_log",
40
"upload",
41
"widget_log",
42
"widget_v3"
43
]
```



Try

List Data

GET {{funifier\_server}}/v3/database/:collection

Lista os dados da coleção estipulada. O nome da coleção é informado no final da url.

Response

```
1  
2  
3  
4  
5  
6  
7  
8  
9  
10  
11  
12
```

```
[  
  {  
    "_id": "6553e49815865a7a732f5fc7",  
    "year": 2010,  
    "fuel": "gasoline",  
    "price": 50000,  
    "name": "Civic",  
    "description": "Honda Civic",  
    "brand": "honda"  
  }  
]
```

Try

## Create Data

POST {{funifier\_server}}/v3/database/:collection

Cria um novo registro em uma coleção.

### Request Body

1

 $\{$ 

2

```
"year": 2010,
```

3

```
"fuel": "gasoline",
```

4

```
"price": 50000,
```

5

```
"name": "Civic",
```

6

```
"description": "Honda Civic",
```

7

```
"brand": "honda"
```

8

}

Response

1

 $\{$ 

2

```
"year": 2010,
```

3

```
"fuel": "gasoline",
```

4

```
"price": 50000,
```

5

```
"name": "Civic",
```

6

```
"description": "Honda Civic",
```

7

```
"_id": "6553e49815865a7a732f5fc7",
```

8

```
"brand": "honda"
```

9

}

Try  
Update Data  
PUT {{funifier\_server}}/v3/database/:collection  
Request Body

```
1  
{  
2  
  "_id": "6553e49815865a7a732f5fc7",  
3  
  "year": 2010,  
4  
  "fuel": "gasoline",  
5  
  "price": 50000,  
6  
  "name": "Civic",  
7  
  "description": "Honda Civic",  
8  
  "brand": "honda"  
9  
}
```

Response

```
1  
{  
2  
  "year": 2010,  
3  
  "fuel": "gasoline",  
4  
  "price": 50000,  
5  
  "name": "Civic",  
6  
  "description": "Honda Civic",  
7  
  "_id": "6553e49815865a7a732f5fc7",  
8  
  "brand": "honda"  
9  
}
```

Try

Delete Data

DELETE {{funifier\_server}}/v3/database/:collection?q=\_id:'contend\_id'

Permite excluir um ou mais registros de uma coleção no banco de dados. Basta informar na url o parâmetro q com a expressão de pesquisa dos registros que devem ser excluídos.

Response

1  
""

Try

Aggregate Data

POST {{funifier\_server}}/v3/database/:collection/aggregate?strict=true

Permite enviar uma lista de comandos aggregate na sintaxe do mongodb para ser executado no banco de dados. Na url você informa o nome da coleção e no corpo você envia a lista com os comandos aggregate.

Request Body

1  
[  
2  
3  
4  
5  
6  
7  
8  
9  
10  
11  
{"\$match":{ "actionId":"sell", "userId":"jerry", "attributes.price":{"\$gte":10} }},  
{"\$limit": 1}  
]  
]

Response

1  
2  
3  
4  
5  
6  
7  
8  
9  
10  
11  
[  
{  
 "\_id": "6509e4e28325771ffaa4506e",  
 "actionId": "sell",  
 "userId": "jerry",  
 "time": {  
 "\$date": "2023-09-19T18:13:54.712Z"  
 },  
 "attributes": {  
 "product": "bike",  
 }  
}]

```
    "price": 1200
  }
}
}
]
```

Try

Create Bulk Data

POST {{funifier\_server}}/v3/database/:collection/bulk

Permite inserir vários registros em uma coleção de uma única vez. Ao invés de inserir vários registros um a um, use este endpoint para enviar uma lista com todos os objetos que devem ser inseridos ou atualizados no banco de dados.

Request Body

```
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
[
  {
    "_id": "6553e49815865a7a732f5fc7",
    "year": 2010,
    "fuel": "gasoline",
    "price": 60000,
    "name": "Honda Civic",
    "description": "Honda Civic",
    "brand": "honda"
  },
  {
    "_id": "6553e49815865a7a732f5fc8",
    "year": 2012,
    "fuel": "gasoline",
    "price": 70000,
    "name": "Toyota Corola",
    "description": "Toyota Corola",
```

"brand": "toyota"

19

}

20

]

Response

1

{

2

"total": 2

3

}

Try

List Index

GET {{funifier\_server}}/v3/database/:collection/index

Lista os índices de uma determinada coleção.

Response

1

[

2

{

3

"v": 2,

4

"key": {

5

"\_id": 1

6

},

7

"name": "\_id\_"

8

}

9

]

Try

Create Index

POST {{funifier\_server}}/v3/database/:collection/index

Cria um novo índice em uma determinada coleção.

Request Body

1

{ "fuel": 1 }

Response

1

[

2

{

3

"v": 2,

4

"key": {

5

"\_id": 1

6

},

7

"name": "\_id\_"

8

},

9

{

10

"v": 2,

11

"key": {

12

"fuel": 1

13

},

14

"name": "fuel\_1"

15

}

16

]

## Try

Delete Index

```
DELETE {{funifier_server}}/v3/database/:collection/index/:index_name
```

Exclui um índice de uma determinada coleção.

Response

1

[

2

 $\{$ 

3

"v": 2,

4

```
"key": {
```

5

```
"_id": 1
```

6

 $\},$ 

7

```
"name": "_id_"
```

8

}

9

1

Player

São os usuários que interagem com a gamificação. Neste endpoint é possível criar o cadastro desses jogadores com quaisquer informações relevantes para estratégia de engajamento como por exemplo nome, e-mail, foto, departamento, sexo, localização geográfica, telefone, e qualquer outro atributo que seja relevante para o jogador dentro do processo de engajamento.



```
Try
List Players
GET {{funifier_server}}/v3/player
Response
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
]
```

```
[
  {
    "_id": "jerry",
    "name": "Jerry",
    "email": "jerry@yourdomain.com",
    "extra": {
      "company": "Tom & Jerry Inc."
    },
    "created": 1694990893810,
    "updated": 1694990893880
  },
  {
    "_id": "tom",
    "name": "Tom",
    "email": "tom@yourdomain.com",
    "extra": {
      "company": "Tom & Jerry Inc."
    },
    "created": 1694990939613,
    "updated": 1694990939619
  }
]
```

Try

Create Player

POST {{funifier\_server}}/v3/player

Request Body

```
1
2
3  "_id": "jerry",
4  "name": "Jerry",
5  "email": "jerry@yourdomain.com",
6  "image": {
7    "small": {"url": "https://my.funifier.com/images/funny.png"},
8    "medium": {"url": "https://my.funifier.com/images/funny.png"},
9    "original": {"url": "https://my.funifier.com/images/funny.png"}
10  },
11  "teams": ["cartoon"],
12  "friends": ["tom", "spike", "quacker"],
13  "extra": {
14    "country": "USA",
15    "company": "Tom & Jerry Inc.",
16    "sports": ["soccer", "cycling", "surf"]
17  }
18 }
```

Response

```
1
2
3  "name": "Jerry",
4  "email": "jerry@yourdomain.com",
5  "image": {
6    "small": {"url": "https://my.funifier.com/images/funny.png"},
```

```

    "medium": {"url": "https://my.funifier.com/images/funny.png"},
7
    "original": {"url": "https://my.funifier.com/images/funny.png"}
8
  },
9
  "teams": ["cartoon"],
10
  "friends": ["tom", "spike", "quacker"],
11
  "extra": {
12
    "country": "USA",
13
    "company": "Tom & Jerry Inc.",
14
    "sports": ["soccer", "cycling", "surf"]
15
  },
16
  "created": 1695216470091,
17
  "updated": 1695216470091,
18
  "_id": "jerry"
19
}

```

Try

Delete Player

DELETE {{funifier\_server}}/v3/player/:id

Para excluir um jogador você informa no final do endpoint o id do jogador que deseja excluir. Este método irá excluir as ações, conquistas e todas as outras informações registradas para este jogador dentro da gamificação.

Try

Player Status

GET {{funifier\_server}}/v3/player/:id/status

Retorna as estatísticas básicas do jogador dentro da gamificação. Como por exemplo o total de pontos, desafios que já concluiu, nível atual, e itens adquiridos na gamificação. Substitua no endpoint o :id pelo id do jogador. Este status é atualizado quando o jogador realiza alguma ação que gera algum tipo de conquista.

Response

```
1
2
3 {
4   "name": "Jerry",
5   "total_challenges": 0,
6   "challenges": {},
7   "total_points": 0,
8   "point_categories": {},
9   "total_catalog_items": 0,
10  "catalog_items": {},
11  "level_progress": {
12    "percent_completed": 0,
13    "next_points": 10,
14    "next_level": {
15      "level": "Apprentice",
16      "position": 0,
17      "description": "It indicates that you are learning, growing and striving to reach your goals.",
18      "minPoints": 10,
19      "notifications": [],
20      "requirements": [],
21      "i18n": {},
22      "extra": {}
```

```

    "techniques": [
22      "GT85"
23    ],
24    "_id": "L0"
25  },
26  "total_levels": 1,
27  "percent": 0
28  },
29  "challenge_progress": [],
30  "positions": [],
31  "time": 1695052411804,
32  "extra": {
33    "company": "Tom & Jerry Inc."
34  },
35  "pointCategories": {},
36  "_id": "jerry"
37  }

```

## Team

Equipes são grupos de jogadores. Isso permite motivar os jogadores com estímulos sociais. Um jogador pode estar em mais de uma equipe se for necessário, e cada equipe pode ter um dono, que representa a equipe sempre que necessário.

## Try

### List Teams

GET {{funifier\_server}}/v3/team

Try

Create Team

POST {{funifier\_server}}/v3/team

Request Body

```
1
2
3   "_id": "sales",
4   "name": "Sales",
5   "description": "Funifier sales team",
6   "image": {
7     "small": {"url": "https://my.funifier.com/images/funny.png"},
8     "medium": {"url": "https://my.funifier.com/images/funny.png"},
9     "original": {"url": "https://my.funifier.com/images/funny.png"}
10  },
11  "extra": {
12    "country": "USA"
13  },
14  "owner": "john"
15 }
```

Response

```
1
2
3   "name": "Sales",
4   "description": "Funifier sales team",
5   "image": {
6     "small": {
7       "url": "https://my.funifier.com/images/funny.png",
8       "size": 0,
9       "width": 0,
```

```
    "height": 0,
10    "depth": 0
11  },
12  "medium": {
13    "url": "https://my.funifier.com/images/funny.png",
14    "size": 0,
15    "width": 0,
16    "height": 0,
17    "depth": 0
18  },
19  "original": {
20    "url": "https://my.funifier.com/images/funny.png",
21    "size": 0,
22    "width": 0,
23    "height": 0,
24    "depth": 0
25  }
26  },
27  "extra": {
28    "country": "USA"
29  },
30  "owner": "john",
31  "created": 1695135261192,
32  "updated": 1695135261192,
33  "_id": "sales"
34
```

```
}
```

Try

Delete Team

DELETE {{funifier\_server}}/v3/team/:id

Try

Add Member

GET {{funifier\_server}}/v3/team/:id/member/add/:player

Informe na url o id da equipe e o id do jogador. /v3/team/:id/member/add/:player

Response

1

{

2

"team": "sales",

3

"player": "tom"

4

}

Try

Remove Member

GET {{funifier\_server}}/v3/team/:id/member/remove/:player

Informe na url o id da equipe e o id do jogador.

/v3/team/:team\_id/member/remove/:player\_id

Try

List Member Ids

GET {{funifier\_server}}/v3/team/:id/memberids

Informe na url o id da equipe. /v3/team/:team\_id/memberids

Response

1

[

2

"tom"

3

]



Try

Team Status

GET {{funifier\_server}}/v3/team/:id/status

Retorna as estatísticas básicas da equipe dentro da gamificação. Como por exemplo o total de pontos, desafios que já concluiu, e itens adquiridos na gamificação.

Substitua no endpoint o :id pelo id da equipe.

Response

```
1
2
3 {
4   "name": "Sales",
5   "image": {
6     "small": {
7       "url": "https://my.funifier.com/images/funny.png",
8       "size": 0,
9       "width": 0,
10      "height": 0,
11      "depth": 0
12    },
13    "medium": {
14      "url": "https://my.funifier.com/images/funny.png",
15      "size": 0,
16      "width": 0,
17      "height": 0,
18      "depth": 0
19    },
20    "original": {
21      "url": "https://my.funifier.com/images/funny.png",
22      "size": 0,
23      "width": 0,
```

```
    "height": 0,
23    "depth": 0
24  }
25
26  },
27  "total_challenges": 0,
28  "challenges": {},
29  "total_points": 0,
30  "point_categories": {},
31  "total_catalog_items": 0,
32  "catalog_items": {},
33  "challenge_progress": [],
34  "positions": [],
35  "time": 1695143097017,
36  "extra": {
37    "country": "USA"
38  },
39  "pointCategories": {},
40  "_id": "sales"
}
```

Auth

Endpoint dedicada a autenticação dos jogadores na gamificação.



```
Try
List Actions
GET {{funifier_server}}/v3/action
Response
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
]
```

```
[
  {
    "action": "Sell",
    "attributes": [
      {
        "name": "product",
        "type": "String"
      },
      {
        "name": "price",
        "type": "Number"
      }
    ],
    "active": true,
    "_id": "sell"
  },
  {
    "action": "Watch Video",
    "active": true,
    "_id": "watch_video"
  }
]
```

Try  
Create Action  
POST {{funifier\_server}}/v3/action  
Request Body

```
1  
2  
3  
4  
5  
6  
7  
8  
9  
10  
11  
12  
13  
14
```

```
{  
  "action": "Sell",  
  "attributes": [  
    {"name": "product", "type": "String"},  
    {"name": "price", "type": "Number"}  
  ],  
  "active": true,  
  "_id": "sell"  
}
```

Response

```
1  
2  
3  
4  
5  
6  
7  
8  
9  
10  
11  
12  
13  
14
```

```
{  
  "action": "Sell",  
  "attributes": [  
    {  
      "name": "product",  
      "type": "String"  
    },  
    {  
      "name": "price",  
      "type": "Number"  
    }  
  ],  
  "active": true,  
  "_id": "sell"  
}
```

```
"_id": "sell"  
15  
}
```

Try

Delete Action

DELETE {{funifier\_server}}/v3/action/:id

ActionLog

É o registro de quando uma ação declarada é efetivamente realizada por um jogador, incluindo detalhes como quem fez e quando fez; Exemplo: Jogador João comprou no dia 16/09/2023 às 14:30, indicando que João realizou a ação de comprar;

Try

List ActionLogs

GET {{funifier\_server}}/v3/action/log

Response

```
1  
2  
3  
4  
5  
6  
7  
8  
9  
10  
11  
12  
13  
14  
15  
16  
[  
  {  
    "_id": "6509e4e28325771ffaa4506e",  
    "actionId": "sell",  
    "userId": "jerry",  
    "time": 1695147234712,  
    "attributes": {  
      "product": "bike",  
      "price": 1200  
    }  
  },  
  {  
    "_id": "6509e4d18325771ffaa4505c",  
    "actionId": "sell",  
    "userId": "tom",  
    "time": 1695147234712,  
    "attributes": {  
      "product": "bike",  
      "price": 1200  
    }  
  }  
]
```

```
    "time": 1695147217658,  
17    "attributes": {  
18      "product": "book",  
19      "price": 25  
20    }  
21  }  
22 ]
```

Try  
Add ActionLog  
POST {{funifier\_server}}/v3/action/log  
Request Body

```
1  
2 {  
3   "actionId": "sell",  
4   "userId": "jerry",  
5   "attributes": {  
6     "product": "bike",  
7     "price": 1200  
8   }  
9 }
```

Response

```
1  
2 {  
3   "actionId": "sell",  
4   "userId": "jerry",  
5   "time": 1695147341932,  
6   "attributes": {  
7     "product": "bike",  
8     "price": 1200
```

```
},  
9  
  "_id": "6509e54d8325771ffaa4509a"  
10  
}
```



```
1
2
3 {
4   "actionId": "sell",
5   "userId": "jerry",
6   "attributes": { "product": "bike", "price": 1200 }
7 },
8 {
9   "actionId": "sell",
10  "userId": "tom",
11  "attributes": { "product": "book", "price": 25 }
12 }
13 ]
```

```
1 {
2   "content_size": 2,
3   "total_registered": 2,
4   "content": [
5     {
6       "actionId": "sell",
7       "userId": "jerry",
8       "time": 1695147549965,
9       "attributes": {
10
```

```

11     "product": "bike",
12     "price": 1200
13   },
14   "_id": "6509e61d8325771ffaa450de"
15 },
16 {
17   "actionId": "sell",
18   "userId": "tom",
19   "time": 1695147549969,
20   "attributes": {
21     "product": "book",
22     "price": 25
23   },
24   "_id": "6509e61d8325771ffaa450df"
25 }
26 ]
27 }

```

Try  
Delete ActionLog  
DELETE {{funifier\_server}}/v3/action/log/:id

### Achievement

Reconhecimentos que os jogadores recebem ao atingir certos marcos, como completar um desafio, subir de nível, ganhar pontos, comprar um item da loja virtua.

Try  
List Achievements  
GET {{funifier\_server}}/v3/achievement  
Response

```
1  
2  
3  
4   "_id": "6509e4e28325771ffaa4506f",  
5   "player": "jerry",  
6   "total": 1,  
7   "type": 1,  
8   "item": "DTqtTI9",  
9   "time": 1695147234712  
10  },  
11  {  
12    "_id": "6509e4e28325771ffaa45075",  
13    "player": "jerry",  
14    "total": 1,  
15    "type": 1,  
16    "item": "DTpD4sB",  
17    "time": 1695147234712  
18  }  
19 ]
```

#### Point

Pontos são unidades de medida do status do jogador. Uma gamificação pode ter vários tipos de pontos diferentes. Em uma gamificação para escola você poderia ter pontos para cada disciplina. Por exemplo: Pontos de matemática, história, física, etc. Ao configurar os pontos, você declara a categoria do ponto, por exemplo, "xp", "karma", "moedas" ou simplesmente "pontos".

```
Try
List Points
GET {{funifier_server}}/v3/point
Response
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
]
```

```
[
  {
    "category": "Exchangeable Coins",
    "shortName": "Coins",
    "extra": {},
    "techniques": [
      "GT75"
    ],
    "_id": "coin"
  },
  {
    "category": "Experience Points",
    "shortName": "XP",
    "extra": {},
    "techniques": [
      "GT01"
    ],
    "_id": "xp"
  }
]
```

Try  
Create Point  
POST {{funifier\_server}}/v3/point  
Request Body

```
1
2
3   "category": "Experience Points",
4   "shortName": "XP",
5   "extra": {},
6   "techniques": ["GT01"],
7   "_id": "xp"
8 }
```

Response

```
1
2
3   "category": "Experience Points",
4   "shortName": "XP",
5   "extra": {},
6   "techniques": [
7     "GT01"
8   ],
9   "_id": "xp"
10 }
```

Try  
Delete Point  
DELETE {{funifier\_server}}/v3/point/:id  
Para excluir um ponto você informa no final do endpoint o id do ponto que deseja excluir.

### Challenge

Challenge são tarefas que os jogadores precisam executar. No desafio configuramos as ações que o jogador precisa executar e as conquistas que isso irá gerar para ele. Por

exemplo: Podemos ter um desafio “Faça 10 Vendas para ganhar 25 pontos xp”. No desafio configuramos as regras que o jogador precisa cumprir, neste caso completar a ação “vender” 10 vezes. E os pontos que ele irá ganhar, neste caso 25 pontos da categoria xp.

Try

List Challenges

GET {{funifier\_server}}/v3/challenge

Response

```
1
2
3
4   "challenge": "Sell 10 books",
5   "description": "Sell 10 books to earn 25 xp and 5 coins",
6   "range": 0,
7   "active": true,
8   "rules": [
9     {
10      "actionId": "sell",
11      "position": 0,
12      "operator": 1,
13      "timeAmount": 0,
14      "timeScale": 0,
15      "outOfTime": false,
16      "everyAmount": 0,
17      "everyScale": 0,
18      "filters": [
19        {
20          "value": "book",
21          "operator": 1,
22          "param": "product"
23        },
24      ],
```

```
24     "total": 10
25   }
26 ],
27   "teamChallenge": false,
28   "limitTotal": 0,
29   "limitPerType": 0,
30   "limitTimeAmount": 0,
31   "limitTimeScale": 0,
32   "techniques": [
33     "GT35"
34   ],
35   "propagateOrigin": true,
36   "badge": {
37     "small": {
38       "url":
39       "https://s3.amazonaws.com/funifier_node/540f14d70ffeb8c2fe11767/561f0ab5bb67c2102811.png",
40       "size": 0,
41       "width": 0,
42       "height": 0,
43       "depth": 0
44     },
45     "medium": {
46       "url":
47       "https://s3.amazonaws.com/funifier_node/540f14d70ffeb8c2fe11767/4021d0d45f7d43213433.png",
48       "size": 0,
```



```
47     "width": 0,
48     "height": 0,
49     "depth": 0
50   },
51   "original": {
52     "url":
53     "https://s3.amazonaws.com/funifier_node/540f14d70ffeb8c2fe11767/8972f3e194e33d720916.",
54     "size": 0,
55     "width": 0,
56     "height": 0,
57     "depth": 0
58   }
59 },
60 "hideUntilEarned": false,
61 "points": [
62   {
63     "total": 25,
64     "category": "xp",
65     "operation": 0,
66     "perPlayer": false
67   },
68   {
69     "total": 5,
70     "category": "coin",
71     "operation": 0,
```

```
    "perPlayer": false
72  }
73  ],
74  "extra": {},
75  "rewards": [],
76  "i18n": {},
77  "created": 1688582377665,
78  "updated": 1694978025816,
79  "badgeUrl":
  "https://s3.amazonaws.com/funifier_node/540f14d70ffeb8c2fe11767/561f0ab5bb67c2102811.png",
80  "_id": "DTkhJHV"
81  }
82  ]
```



```
    "everyScale": 0,
17    "filters": null,
18    "attribute": null,
19    "total": 0,
20    "entity": null,
21    "aggregate": null,
22    "prepared": null,
23    "_id": null
24  }
25 ],
26 "teamChallenge": false,
27 "limitTotal": 0,
28 "limitPerType": 0,
29 "limitTimeAmount": 0,
30 "limitTimeScale": 0,
31 "techniques": [
32   "GT35"
33 ],
34 "join": null,
35 "trackFullProgress": null,
36 "propagateOrigin": null,
37 "badge": null,
38 "hideUntilEarned": false,
39 "points": [
40   {
41
```

```
    "total": 10,  
42    "category": "xp",  
43    "operation": 0,  
44    "value": null,  
45    "perPlayer": false  
46  }  
47 ],  
48 "notifications": null,  
49 "requirements": null,  
50 "tags": null,  
51 "principals": null,  
52 "extra": {},  
53 "rewards": [],  
54 "i18n": {},  
55 "created": 1695219916252,  
56 "updated": 1695219916252,  
57 "available": null,  
58 "badgeUrl": null,  
59 "_id": "DTo8dS3"  
60 }
```

Try

Delete Challenge

DELETE {{funifier\_server}}/v3/challenge/:id

Para excluir um challenge você informa no final do endpoint o id do challenge que deseja excluir.

Level

Level é um sistema de evolução para o jogador. Por exemplo: Nas artes marciais, as faixas que vão da cor branca até a cor preta representam um sistema de níveis. Você pode ter um número ilimitado de níveis na gamificação. Para cada nível você define a quantidade mínima de pontos para chegar no nível e também pode definir outros requisitos para alcançar o nível.

Try

List Levels

GET {{funifier\_server}}/v3/level

Response

```
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
]
```

[

{

"level": "Apprentice",

"position": 0,

"description": "It indicates that you are learning, growing and striving to reach your goals.",

"minPoints": 10,

"notifications": [],

"requirements": [],

"i18n": {},

"extra": {},

"techniques": [

"GT85"

],

"\_id": "L0"

}

]

Try

Create Level

POST {{funifier\_server}}/v3/level

Request Body

1

{

2

"level": "Apprentice",

3

"position": 0,

4

"description": "It indicates that you are learning, growing and striving to reach your goals.",

5

"minPoints": 10,

6

"notifications": [],

7

"requirements": [],

8

"i18n": {},

9

"extra": {},

10

"techniques": ["GT85"],

11

"\_id": "L0"

12

}

Response

1

{

2

"level": "Apprentice",

3

"position": 0,

4

"description": "It indicates that you are learning, growing and striving to reach your goals.",

5

"minPoints": 10,

6

"image": null,

7

"notifications": [],

8

"requirements": [],

9

"i18n": {},

10

```
"extra": {},
11
"techniques": [
12
  "GT85"
13
],
14
"point": null,
15
"_id": "L0"
16
}

Try
Delete Level
DELETE {{funifier_server}}/v3/level/:id
```

```
Try
List Config
GET {{funifier_server}}/v3/database/level_config
Response
1
[
2
  {
3
    "_id": "global",
4
    "pointCategory": "xp"
5
  }
6
]
```



Try

Update Config

PUT {{funifier\_server}}/v3/database/level\_config

Level config define a categoria de ponto global para o sistema de níveis. Suponha que você Queira montar um sistema de níveis baseado no tipo de ponto XP apenas.

Neste caso você pode configurar o level config definindo este pointCategory específico. Caso ele não esteja definido, o comportamento padrão do sistema de nível é apurar a quantidade total de todos os tipos de pontos.

Request Body

```
1
2
3
4
{
  "_id": "global",
  "pointCategory": "xp"
}
```

Response

```
1
2
3
4
{
  "pointCategory": "xp",
  "_id": "global"
}
```

Try

Update Positions

PUT {{funifier\_server}}/v3/level/position

Este endpoint atualiza todas as posições de todos os níveis de acordo com a quantidade de pontos mínimos definidos para cada um.

Response

```
1
2
3
{
  "status": "OK"
}
```

Leaderboard

Leaderboard é uma classificar jogadores com base em resultados. Por exemplo: Um ranking que mostra os 10 jogadores com mais pontos acumulados na semana atual, ordenados de quem tem mais pontos para quem tem menos pontos. Para configurar um ranking você informa o título do ranking; a operação de como calcular os líderes; e o período de apuração.

```
Try
List Leaderboards
GET {{funifier_server}}/v3/leaderboard
Response
1
2
3
4   "title": "Top Players",
5   "description": "Players with the most points xp in the week",
6   "principalType": 0,
7   "operation": {
8     "type": 3,
9     "achievement_type": 0,
10    "item": "xp",
11    "filters": [],
12    "sort": -1,
13    "sub": false
14  },
15  "period": {
16    "type": 0,
17    "timeAmount": 1,
18    "timeScale": 6
19  },
20  "techniques": [
21    "GT03"
22  ],
23  "_id": "DTjTvZ5"
}
```





```

    "achievement_type": 0,
8
    "item": "xp",
9
    "filters": [],
10
    "sort": -1,
11
    "sub": false
12
  },
13
  "period": {
14
    "type": 0,
15
    "timeAmount": 1,
16
    "timeScale": 6
17
  },
18
  "techniques": [
19
    "GT03"
20
  ],
21
  "_id": "DTjTvZ5"
22
}
```

Try

Delete Leaderboard

DELETE {{funifier\_server}}/v3/leaderboard/:id

Try

Leaders Aggregate

POST {{funifier\_server}}/v3/leaderboard/DTjTvZ5/leader/aggregate?period=&live=true

Retorna a lista de líderes de um leaderboard. Você pode informar uma lista de comandos agreguete para enriquecer os dados dos líderes caso necessário. Além disso na URL você pode informar 2 parâmetros. O período de apuração dos líderes. Caso o período não seja informado ele utiliza o período padrão configurado no ranking. E o segundo parágrafo disponível é o live. Que indica se o ranking deve ser calculado em tempo real. Por padrão os líderes do leaderboard é calculado de tempo em tempo e o Funifier mantêm o resultado dos líderes em cache para otimizar a velocidade de entrega do resultado.

Request Body

1

[]

Response

1

[

2

{

3

"\_id": "tom\_D0zCMvq",

4

"total": 30,

5

"position": 1,

6

"move": "up",

7

"player": "tom",

8

"name": "Tom",

9

"extra": {

10

"cache": "D0zCMvq"

11

},

12

"boardId": "DTjTvZ5"

13

},

14

{

15

"\_id": "jerry\_D0zCMvq",

16

"total": 30,

17

"position": 2,

18

```

    "move": "up",
19
    "player": "jerry",
20
    "name": "Jerry",
21
    "image": "https://my.funifier.com/images/funny.png",
22
    "extra": {
23
        "cache": "D0zCMvq"
24
    },
25
    "boardId": "DTjTvZ5"
26
}
27
]

```

Try

Reset Leaders Cache

GET {{funifier\_server}}/v3/leaderboard/reset

Limpa o cache de resultado de líderes de todos os leaderboards.

Response

```

1
{
2
  "status": "OK"
3
}

```

### Virtual Good

Virtual goods é um módulo para configurar lojas onde os jogadores podem adquirir itens físicos ou virtuais dentro da gamificação. Por exemplo: Uma loja virtual onde os jogadores podem trocar pontos por souvenirs; Para configurar um item você informa o nome, descrição, quantidade disponível do item, requisitos para comprar o item e também pode definir um limite de quantos deste item o jogador pode comprar. Por exemplo: uma camiseta, que custa 15 pontos “moedas”, e pode ser comprada apenas uma vez por mês por cada jogador.

Try  
List Catalogs  
GET {{funifier\_server}}/v3/virtualgoods/catalog  
Response

```
1  
2  
3  
4   "catalog": "Gifts",  
5   "extra": {},  
6   "created": 1688576863947,  
7   "i18n": {},  
8   "_id": "gifts"  
9 }  
10 ]
```

Try  
Create Catalog  
POST {{funifier\_server}}/v3/virtualgoods/catalog  
Request Body

```
1  
2 {  
3   "catalog": "Gifts",  
4   "extra": {},  
5   "i18n": {},  
6   "_id": "gifts"  
7 }
```

Response

```
1  
2 {  
3   "catalog": "Gifts",  
4   "extra": {},  
5   "created": 1695222753875,  
6   "i18n": {},
```



```
6
  "_id": "gifts"
7
}
```

Try  
Delete Catalog  
DELETE {{funifier\_server}}/v3/virtualgoods/catalog/:id

Try  
List Items  
GET {{funifier\_server}}/v3/virtualgoods/item  
Response

```
1
[
2
  {
3
    "catalogId": "gifts",
4
    "name": "Bike",
5
    "description": "Eletric bike",
6
    "amount": -1,
7
    "active": true,
8
    "created": 1688579902963,
9
    "extra": {},
10
    "requires": [],
11
    "rewards": [],
12
    "notifications": [],
13
    "i18n": {},
14
    "techniques": [
15
      "GT08"
16
    ],
17
    "owned": 5,
18
```

"\_id": "DTj7IVn"

19

}

20

]

Try

Create Item

POST {{funifier\_server}}/v3/virtualgoods/item

Request Body

1

{

2

"catalogId": "gifts",

3

"name": "Bike",

4

"description": "Eletric bike",

5

"amount": -1,

6

"active": true,

7

"created": 1688579902963,

8

"extra": {},

9

"requires": [],

10

"rewards": [],

11

"notifications": [],

12

"i18n": {},

13

"techniques": ["GT08"],

14

"\_id": "DTj7IVn"

15

}

Response

1

{

2

"catalogId": "gifts",

3

"name": "Bike",

4

"description": "Eletric bike",

5

```
"amount": -1,  
6  
"active": true,  
7  
"created": 1688579902963,  
8  
"extra": {},  
9  
"requires": [],  
10  
"rewards": [],  
11  
"notifications": [],  
12  
"i18n": {},  
13  
"techniques": [  
14  
  "GT08"  
15  
],  
16  
"owned": 0,  
17  
"_id": "DTj7IVn"  
18  
}
```

Try

Delete Item

DELETE {{funifier\_server}}/v3/virtualgoods/item/:id

Try

Create Purchase

POST {{funifier\_server}}/v3/virtualgoods/purchase

Para comprar um item do catálogo você informa o ID do jogador que está comprando, o item que está sendo comprado e a quantidade. Se a compra for bem sucedida será retornado o status OK e um campo achievements com a lista de créditos e débitos feitos nesta transação de compra. { "achievements": [ { "player": "tom", "total": -1, "type": 0, "item": "coin", "time": 1695223594778, "\_id": "650b0f2a8325771ffaa5bcfc" }, { "player": "tom", "total": 1, "type": 2, "item": "DTj7IVn", "time": 1695223594778, "\_id": "650b0f2a8325771ffaa5bcfb" } ], "status": "OK" } Caso o jogador não consiga realizar a compra por qualquer motivo será retornado o status UNAUTHORIZED e um campo restrictions com as razões da falha na compra. { "restrictions": [ "insufficient\_requirements", "item\_out\_of\_time", "limit\_exceeded", "principal\_not\_allowed" ], "status": "UNAUTHORIZED" }

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994
995
996
997
998
999
1000
```

```
13   "player": "tom",
14   "total": -1,
15   "type": 0,
16   "item": "coin",
17   "time": 1695223594778,
18   "extra": {
19     "origin": "650b0f2a8325771ffaa5bcfb"
20   },
21   "_id": "650b0f2a8325771ffaa5bcfc"
22 },
23 {
24   "player": "tom",
25   "total": 1,
26   "type": 0,
27   "item": "xp",
28   "time": 1695223594778,
29   "extra": {
30     "origin": "650b0f2a8325771ffaa5bcfb"
31   },
32   "_id": "650b0f2a8325771ffaa5bcfd"
33 },
34 {
35   "player": "tom",
36   "total": 1,
37   "type": 2,
```

```

38   "item": "DTj7IVn",
39   "time": 1695223594778,
40   "_id": "650b0f2a8325771ffaa5bcfb"
41 }
42 ],
43 "restrictions": [],
44 "status": "OK"
45 }

```

Try

Delete Purchase

DELETE {{funifier\_server}}/v3/virtualgoods/purchase

Ao excluir uma compra todos os débitos e créditos da transação serão desfeitos.

Request Body

```

1 {
2   "_id": "650b0f2a8325771ffaa5bcfb"
3 }

```

Response

```

1 {
2   "_id": "650b0f2a8325771ffaa5bcfb"
3 }

```

Lottery

Módulo para configurar sorteios. Quando o sorteio é realizado as recompensas são dadas a um número de vencedores selecionado de forma aleatória. Por exemplo: Um sorteio de uma viagem para Cancún, onde temos apenas um ganhador, e o sorteio será realizado em uma data estipulada pelo administrador. Para participar do sorteio você acumula cupons do sorteio, que podem ser conquistados por exemplo realizando algum desafio específico.

```
Try
List Lottery
GET {{funifier_server}}/v3/lottery
Response
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
```

```
[
  {
    "title": "Travel to Cancun",
    "description": "Travel with a companion to Cancun, with airfare and accommodation, for 7 days.",
    "image": "https://s3.amazonaws.com/funifier_node/540f14d70ffeeb8c2fe11767/bc6a75910406f34ad4cd.",
    "tags": [],
    "drawDate": 1690824650503,
    "autoExecute": true,
    "choiceMethod": "random_ticket",
    "maxWinners": 1,
    "maxPerPlayer": 1,
    "notifications": [],
    "extra": {},
    "techniques": [
      "GT74"
    ],
    "createdDate": 1688578277583,
    "rewards": [
      {
        "total": 1,
        "type": 2,

```

```
    "item": "flight_ticket",
23  "operation": 0,
24  "extra": {},
25  "restrict": false,
26  "perPlayer": false
27  }
28 ],
29  "_id": "DTj0x5z"
30  }
31 ]
```



```
Try
Create Lottery
POST {{funifier_server}}/v3/lottery
Request Body
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
{
  "title": "Travel to Cancun",
  "description": "Travel with a companion to Cancun, with airfare and accommodation, for 7 days.",
  "image": "https://s3.amazonaws.com/funifier_node/540f14d70ffeb8c2fe11767/bc6a75910406f34ad4cd.",
  "drawDate": 1690824650503,
  "autoExecute": true,
  "choiceMethod": "random_ticket",
  "maxWinners": 1,
  "maxPerPlayer": 1,
  "notifications": [],
  "extra": {},
  "techniques": ["GT74"],
  "createdDate": 1688578277583,
  "rewards": [
    {
      "total": 1,
      "type": 2,
      "item": "flight_ticket"
    }
  ],
  "_id": "DTj0x5z"
```

```
}
Response
1
{
2
  "title": "Travel to Cancun",
3
  "description": "Travel with a companion to Cancun, with airfare and accommodation, for 7
days.",
4
  "image":
"https://s3.amazonaws.com/funifier_node/540f14d70ffeeb8c2fe11767/bc6a75910406f34ad4cd."
,
5
  "tags": [],
6
  "drawDate": 1690824650503,
7
  "autoExecute": true,
8
  "choiceMethod": "random_ticket",
9
  "maxWinners": 1,
10
  "maxPerPlayer": 1,
11
  "notifications": [],
12
  "link": null,
13
  "extra": {},
14
  "principals": null,
15
  "folder": null,
16
  "techniques": [
17
    "GT74"
18
  ],
19
  "executedDate": null,
20
  "createdDate": 1688578277583,
21
  "rewards": [
22
    {
23
```

```
    "total": 1,  
24    "type": 2,  
25    "item": "flight_ticket",  
26    "operation": 0,  
27    "extra": {},  
28    "period": null,  
29    "folder": null,  
30    "restrict": false,  
31    "perPlayer": false  
32  }  
33 ],  
34   "_id": "DTj0x5z"  
35 }  
}
```

Try  
Delete Lottery  
DELETE {{funifier\_server}}/v3/lottery/:id

```
Try
List Tickets
GET {{funifier_server}}/v3/lottery/ticket?lottery=DTj0x5z
Response
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
[
  {
    "lottery": "DTj0x5z",
    "player": "tom",
    "value": "123456",
    "created": 1695229525625,
    "random": 5635418,
    "used": true,
    "_id": "650b26558325771ffaa5e417"
  },
  {
    "lottery": "DTj0x5z",
    "player": "tom",
    "created": 1695229573866,
    "random": 4169853,
    "_id": "650b26858325771ffaa5e441"
  }
]
```

Try  
Create Ticket  
POST {{funifier\_server}}/v3/lottery/ticket  
Request Body

```
1  
{  
2  
  "lottery": "DTj0x5z",  
3  
  "player": "tom"  
4  
}
```

Response

```
1  
{  
2  
  "lottery": "DTj0x5z",  
3  
  "player": "tom",  
4  
  "created": 1695229573866,  
5  
  "random": 4169853,  
6  
  "_id": "650b26858325771ffaa5e441"  
7  
}
```

Try  
Delete Ticket  
DELETE {{funifier\_server}}/v3/lottery/ticket/:id

```
Try
Execute Lottery
GET {{funifier_server}}/v3/lottery/DTj0x5z/execute
Response
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
{
  "tickets": [
    {
      "lottery": "DTj0x5z",
      "player": "tom",
      "created": 1695229573866,
      "random": 4169853,
      "used": true,
      "_id": "650b26858325771ffaa5e441"
    }
  ],
  "lottery": {
    "title": "Travel to Cancun",
    "description": "Travel with a companion to Cancun, with airfare and accommodation, for 7 days.",
    "image": "https://s3.amazonaws.com/funifier_node/540f14d70ffeeb8c2fe11767/bc6a75910406f34ad4cd.",
    "tags": [],
    "drawDate": 1690824650503,
    "autoExecute": false,
    "choiceMethod": "random_ticket",
    "maxWinners": 1,
    "maxPerPlayer": 1,
  }
}
```

```
    "notifications": [],
23    "extra": {},
24    "techniques": [
25      "GT74"
26    ],
27    "createdDate": 1688578277583,
28    "rewards": [
29      {
30        "total": 1,
31        "type": 2,
32        "item": "flight_ticket",
33        "operation": 0,
34        "extra": {},
35        "restrict": false,
36        "perPlayer": false
37      }
38    ],
39    "_id": "DTj0x5z"
40  }
41 }
```

```
Try
Rollback Execution
DELETE {{funifier_server}}/v3/lottery/DTj0x5z/execute
Response
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
{
  "lottery": {
    "title": "Travel to Cancun",
    "description": "Travel with a companion to Cancun, with airfare and accommodation, for 7 days.",
    "image": "https://s3.amazonaws.com/funifier_node/540f14d70ffeeb8c2fe11767/bc6a75910406f34ad4cd.",
    "tags": [],
    "drawDate": 1690824650503,
    "autoExecute": true,
    "choiceMethod": "random_ticket",
    "maxWinners": 1,
    "maxPerPlayer": 1,
    "notifications": [],
    "extra": {},
    "techniques": [
      "GT74"
    ],
    "executedDate": 1695229613714,
    "createdDate": 1688578277583,
    "rewards": [
      {
        "total": 1,

```



```
    "type": 2,
23    "item": "flight_ticket",
24    "operation": 0,
25    "extra": {},
26    "restrict": false,
27    "perPlayer": false
28  }
29 ],
30   "_id": "DTj0x5z"
31 },
32 "message": "Execution Rollback Done"
33 }
```

Try  
List Winners  
GET {{funifier\_server}}/v3/lottery/winner?lottery=DTj0x5z  
Response

```
1 [
2   {
3     "player": "tom",
4     "total": 1,
5     "type": 5,
6     "item": "DTj0x5z",
7     "time": 1695229965503,
8     "extra": {
9       "ticket": "650b26858325771ffaa5e441",
10      "player_name": "Tom",
11      "player_image": null
```

```
12  
  },  
13  "_id": "650b280d8325771ffaa5edfe"  
14  
  }  
15  
]
```

Try

List Participants

GET {{funifier\_server}}/v3/lottery/participants?lottery=DTj0x5z

Response

```
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
```

```
{
  "winners": [
    {
      "player": "tom",
      "total": 1,
      "type": 5,
      "item": "DTj0x5z",
      "time": 1695229965503,
      "extra": {
        "ticket": "650b26858325771ffaa5e441"
      },
      "_id": "650b280d8325771ffaa5edfe"
    }
  ],
  "total_tickets": 2,
  "total_winners": 1,
  "total_participants": 1,
  "lottery": {
    "title": "Travel to Cancun",
    "description": "Travel with a companion to Cancun, with airfare and accommodation, for 7 days.",
    "image": "https://s3.amazonaws.com/funifier_node/540f14d70ffeeb8c2fe11767/bc6a75910406f34ad4cd."
  },
}
```

```
    "tags": [],
23    "drawDate": 1690824650503,
24    "autoExecute": false,
25    "choiceMethod": "random_ticket",
26    "maxWinners": 1,
27    "maxPerPlayer": 1,
28    "notifications": [],
29    "extra": {},
30    "techniques": [
31      "GT74"
32    ],
33    "executedDate": 1695229965527,
34    "createdDate": 1688578277583,
35    "rewards": [
36      {
37        "total": 1,
38        "type": 2,
39        "item": "flight_ticket",
40        "operation": 0,
41        "extra": {},
42        "restrict": false,
43        "perPlayer": false
44      }
45    ],
46    "_id": "DTj0x5z"
47
```

```
},
48
"participants": [
49
{
50
"tickets": 2,
51
"_id": "tom"
52
}
53
]
54
}
```

### Competition

Módulo para promover a disputa entre dois ou mais jogadores em um determinado período para avaliar quais jogadores alcançam os melhores resultados. Uma competição pode estipular o número máximo de participantes e o número máximo de vencedores. Além disso, o critério de classificação dos competidores deve ser definido assim que a competição é criada. Os jogadores interessados devem se registrar na competição para participar e serem considerados na apuração dos vencedores. Como recompensa, os vencedores de uma competição ganham o título de vencedor da competição com sua respectiva posição na classificação, e também podem ganhar outros prêmios como pontos, itens da loja virtual, cupons para sorteio etc.

Try  
List Competitions  
GET {{funifier\_server}}/v3/competition  
Response

```
1  
2  
3  
4     "title": "Sales Race",  
5     "description": "Leads the competition who has the highest amount of closed sales in  
6     the month.",  
7     "period": {  
8         "type": 0,  
9         "timeAmount": 0,  
10        "timeScale": 0,  
11        "startDate": 1693526400000,  
12        "endDate": 1698796799999,  
13        "expression": "-0M-;+1M+"  
14    },  
15    "maxWinners": 1,  
16    "maxPlayers": 100,  
17    "minScore": 0,  
18    "operation": {  
19        "type": 1,  
20        "achievement_type": 0,  
21        "item": "sell",  
22        "filters": [],  
23        "sort": -1,  
24        "sub": false
```

```
    },
24    "requires": [
25      {
26        "total": 10,
27        "type": 0,
28        "item": "coin",
29        "operation": 1,
30        "extra": {},
31        "restrict": false,
32        "perPlayer": false
33      }
34    ],
35    "rewards": [
36      {
37        "total": 100,
38        "type": 0,
39        "item": "xp",
40        "operation": 0,
41        "extra": {
42          "position_start": 1,
43          "position_ends": 3
44        },
45        "restrict": false,
46        "perPlayer": false
47      }
48    ]
  }
```

```
48     ],
49     "notifications": [],
50     "active": true,
51     "teamCompetition": false,
52     "autoExecute": false,
53     "extra": {},
54     "techniques": [
55         "GT26"
56     ],
57     "created": 1688578848312,
58     "updated": 1695303694755,
59     "now": 1695303704256,
60     "_id": "race"
61 }
62 ]
```



```
Try
Create Competition
POST {{funifier_server}}/v3/competition
Request Body
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
{
  "title": "Sales Race",
  "description": "Leads the competition who has the highest amount of closed sales in the month.",
  "period": {
    "expression": "-0M-;+1M+"
  },
  "maxWinners": 1,
  "maxPlayers": 100,
  "minScore": 0,
  "operation": {
    "type": 1,
    "achievement_type": 0,
    "item": "sell",
    "filters": [],
    "sort": -1,
    "sub": false
  },
  "requires": [
    {
      "total": 10,
      "type": 0,
      "item": "coin",
    }
  ]
}
```

```
    "operation": 1,
24    "extra": {},
25    "restrict": false,
26    "perPlayer": false
27  }
28  ],
29  "rewards": [
30    {
31      "total": 100,
32      "type": 0,
33      "item": "xp",
34      "operation": 0,
35      "extra": {
36        "position_start": 1,
37        "position_ends": 3
38      },
39      "restrict": false,
40      "perPlayer": false
41    }
42  ],
43  "notifications": [],
44  "active": true,
45  "teamCompetition": false,
46  "autoExecute": true,
47  "extra": {},
48
```

```
    "techniques": ["GT26"],
49    "_id": "race"
50  }
  Response
1  {
2    "title": "Sales Race",
3    "description": "Leads the competition who has the highest amount of closed sales in
the month.",
4    "period": {
5      "type": 0,
6      "timeAmount": 0,
7      "timeScale": 0,
8      "startDate": 1693526400000,
9      "endDate": 1698796799999,
10     "expression": "-0M-;+1M+"
11   },
12   "maxWinners": 1,
13   "maxPlayers": 100,
14   "minScore": 0,
15   "operation": {
16     "type": 1,
17     "achievement_type": 0,
18     "item": "sell",
19     "filters": [],
20     "sort": -1,
21     "sub": false
22   }
```

```
22     },
23     "requires": [
24     {
25         "total": 10,
26         "type": 0,
27         "item": "coin",
28         "operation": 1,
29         "extra": {},
30         "restrict": false,
31         "perPlayer": false
32     }
33 ],
34     "rewards": [
35     {
36         "total": 100,
37         "type": 0,
38         "item": "xp",
39         "operation": 0,
40         "extra": {
41             "position_start": 1,
42             "position_ends": 3
43         },
44         "restrict": false,
45         "perPlayer": false
46     }
47 ]
```

```
47 ],
48 "notifications": [],
49 "active": true,
50 "teamCompetition": false,
51 "autoExecute": true,
52 "extra": {},
53 "techniques": [
54   "GT26"
55 ],
56 "created": 1695304003885,
57 "updated": 1695304003885,
58 "_id": "race"
59 }
```

Try  
Delete Competition  
DELETE {{funifier\_server}}/v3/competition/race

Try  
List Joins  
GET {{funifier\_server}}/v3/competition/join?competition=race  
Response  
1  
[]

Try

Create Join

POST {{funifier\_server}}/v3/competition/join

Para se entrar em uma competição é preciso criar um join. Se o join for aceito será retornado o status OK. {"status": "OK"} Caso o jogador não consiga entrar na competição por qualquer motivo será retornado o status UNAUTHORIZED e um campo restrictions com as razões da recusa. {"restrictions": ["insufficient\_requirements"], "status": "UNAUTHORIZED" }

Request Body

```
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14
15
16
17
18
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2589
2590
2591
2592
2593
2594
2595
2596
2597
2598
2599
2600
2601
2602
2603
2604
2605
2606
2607
2608
2609
2610
2611
2612
2613
2614
2615
2616
2617
2618
2619
2620
2621
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2626
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2631
2632
2633
2634
2635
2636
2637
2638
2639
2640
2641

```

Try

List Leaders

POST {{funifier\_server}}/v3/competition/leader/aggregate?id=race

Request Body

1

[]

Response

1

[

2

{

3

"player": "tom",

4

"total": 4,

5

"position": 1

6

},

7

{

8

"player": "jerry",

9

"total": 3,

10

"position": 2

11

}

12

]

```
Try
Execute Competition
GET {{funifier_server}}/v3/competition/race/execute
Response
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
{
  "winners": [
    {
      "player": "tom",
      "total": 1,
      "type": 9,
      "item": "race",
      "time": 1695304844450,
      "extra": {
        "total": 4,
        "position": 1
      },
      "_id": "650c4c8c8325771ffaa7644f"
    }
  ],
  "competition": {
    "title": "Sales Race",
    "description": "Leads the competition who has the highest amount of closed sales in the month.",
    "period": {
      "type": 0,
      "timeAmount": 0,
      "timeScale": 0,
    }
  }
}
```



```
    "startDate": 1693526400000,
24  "endDate": 1698796799999,
25  "expression": "-0M-;+1M+"
26  },
27  "maxWinners": 1,
28  "maxPlayers": 100,
29  "minScore": 0,
30  "operation": {
31    "type": 1,
32    "achievement_type": 0,
33    "item": "sell",
34    "filters": [],
35    "sort": -1,
36    "sub": false
37  },
38  "requires": [],
39  "rewards": [
40    {
41      "total": 100,
42      "type": 0,
43      "item": "xp",
44      "operation": 0,
45      "extra": {
46        "position_start": 1,
47        "position_ends": 3
48      }
```

```
    },
49   "restrict": false,
50   "perPlayer": false
51   }
52 ],
53 "notifications": [],
54 "active": true,
55 "teamCompetition": false,
56 "autoExecute": false,
57 "extra": {},
58 "techniques": [
59   "GT26"
60 ],
61 "created": 1695304003885,
62 "updated": 1695304463197,
63 "_id": "race"
64 }
65 }
```

```
Try
Rollback Execute
DELETE {{funifier_server}}/v3/competition/race/execute
Response
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
{
  "competition": {
    "title": "Sales Race",
    "description": "Leads the competition who has the highest amount of closed sales in the month.",
    "period": {
      "type": 0,
      "timeAmount": 0,
      "timeScale": 0,
      "startDate": 1693526400000,
      "endDate": 1698796799999,
      "expression": "-0M-;+1M+"
    },
    "maxWinners": 1,
    "maxPlayers": 100,
    "minScore": 0,
    "operation": {
      "type": 1,
      "achievement_type": 0,
      "item": "sell",
      "filters": [],
      "sort": -1,
      "sub": false
    }
  }
}
```

```
    },
24    "requires": [],
25    "rewards": [
26      {
27        "total": 100,
28        "type": 0,
29        "item": "xp",
30        "operation": 0,
31        "extra": {
32          "position_start": 1,
33          "position_ends": 3
34        },
35        "restrict": false,
36        "perPlayer": false
37      }
38    ],
39    "notifications": [],
40    "active": true,
41    "teamCompetition": false,
42    "autoExecute": false,
43    "extra": {},
44    "techniques": [
45      "GT26"
46    ],
47    "created": 1695304003885,
48  }
```

```
"updated": 1695304463197,  
49  
"executed": 1695304844450,  
50  
"_id": "race"  
51  
},  
52  
"message": "Execution Rollback Done"  
53  
}
```

### Swap

Módulo que permite que jogadores troquem com outros jogadores itens conquistados dentro da gamificação. Por exemplo, um jogador pode oferecer aos outros jogadores uma camiseta, em troca de uma bola e mais 10 moedas. O jogador pode ainda aceitar contra propostas de outros jogadores. Este módulo pode ser usado, por exemplo, para criar um mercado de troca de figurinhas. Este módulo é um pouco diferente dos outros, pois o administrador não é o responsável por configurar a troca, mas sim os próprios jogadores.

Try  
List Swaps  
GET {{funifier\_server}}/v3/database/swap  
Response

```
1  
2  
3 {  
4   "_id": "64a5af5ad8dcca49bcf7e65f",  
5   "seller": "john",  
6   "extra": {},  
7   "rewards": [  
8     {  
9       "total": 1,  
10      "type": 2,  
11      "item": "DTjVpVA",  
12      "operation": 0,  
13      "extra": {},  
14      "folder": "gifts",  
15      "restrict": false,  
16      "perPlayer": false  
17    }  
18  ],  
19  "created": 1688579930448,  
20  "requires": [  
21    {  
22      "total": 1,  
23      "type": 2,  
24      "item": "DTj7IVn",
```

```
24 "operation": 0,  
25 "extra": {},  
26 "folder": "gifts",  
27 "restrict": false,  
28 "perPlayer": false  
29 }  
30 ]  
31 }  
32 ]
```

Try  
Create Swap  
POST {{funifier\_server}}/v3/swap  
Request Body

```
1  
{  
2  
  "seller": "tom",  
3  
  "rewards": [  
4  
    {  
5  
      "total": 1,  
6  
      "type": 2,  
7  
      "item": "DTj7IVn"  
8  
    }  
9  
  ],  
10  
  "requires": [  
11  
    {  
12  
      "total": 2,  
13  
      "type": 0,  
14  
      "item": "coin"  
15  
    }  
16  
  ]  
17  
}
```

Response

```
1  
{  
2  
  "achievements": [  
3  
    {  
4  
      "player": "tom",  
5  
      "total": -1,  
6
```



```
    "type": 2,
7    "item": "DTj7IVn",
8    "time": 1695311864300,
9    "extra": {
10      "swap": "650c67f88325771ffaa78a24",
11      "swap_role": "seller"
12    },
13    "_id": "650c67f88325771ffaa78a25"
14  }
15 ],
16 "swap": {
17   "seller": "tom",
18   "extra": {},
19   "rewards": [
20     {
21       "total": 1,
22       "type": 2,
23       "item": "DTj7IVn",
24       "operation": 0,
25       "extra": {},
26       "restrict": false,
27       "perPlayer": false
28     }
29   ],
30   "created": 1695311864298,
31
```

```
    "requires": [  
32      {  
33        "total": 2,  
34        "type": 0,  
35        "item": "coin",  
36        "operation": 0,  
37        "extra": {},  
38        "restrict": false,  
39        "perPlayer": false  
40      }  
41    ],  
42    "_id": "650c67f88325771ffaa78a24"  
43  },  
44  "restrictions": [],  
45  "status": "OK"  
46  }  
}
```

Try  
Delete Swap  
DELETE {{funifier\_server}}/v3/swap/650c64148325771ffaa7871f  
Response

```
1 {
2   "achievements": [],
3   "swap": {
4     "seller": "tom",
5     "extra": {},
6     "rewards": [
7       {
8         "total": 1,
9         "type": 2,
10        "item": "DTj7IVn",
11        "operation": 0,
12        "extra": {},
13        "restrict": false,
14        "perPlayer": false
15      }
16    ],
17    "created": 1695310868363,
18    "requires": [
19      {
20        "total": 2,
21        "type": 0,
22        "item": "coin",
23        "operation": 0,
```

```
24   "extra": {},
25   "restrict": false,
26   "perPlayer": false
27 }
28 ],
29   "_id": "650c64148325771ffaa7871f"
30 },
31   "restrictions": [],
32   "status": "OK"
33 }
```

Try

Acquire Swap

POST {{funifier\_server}}/v3/swap/acquire

Método utilizado para um jogador (comprador) fazer a troca, com o jogador que criou o swap (vendedor). Se a troca for bem sucedida será retornado o status OK e um campo achievements com a lista de créditos e débitos feitos nesta transação. {"status": "OK"}  
Caso o jogador não consiga realizar a troca por qualquer motivo será retornado o status UNAUTHORIZED e um campo restrictions com as razões da falha. { "achievements" : [ ],  
"restrictions" : [ "swap\_does\_not\_exist" ], "status" : "UNAUTHORIZED" }

Request Body

```
1
2
3 {
4   "buyer": "jerry",
5   "swap": "650c67f88325771ffaa78a24"
6 }
```

Response

```
1
2 {
3   "achievements": [
4     {
5       "player": "jerry",
6       "total": -2,
7       "type": 0,
8       "item": "coin",
9       "time": 1695311879902,
10      "extra": {
11        "swap": "650c67f88325771ffaa78a24",
12        "swap_role": "buyer"
13      },
14      "_id": "650c68078325771ffaa78a26"
15    },
16  ]
17 }
```

```
    "player": "jerry",
17  "total": 1,
18  "type": 2,
19  "item": "DTj7IVn",
20  "time": 1695311879904,
21  "extra": {
22    "swap": "650c67f88325771ffaa78a24",
23    "swap_role": "buyer"
24  },
25  "_id": "650c68078325771ffaa78a27"
26  }
27 ],
28 "swap": {
29   "seller": "tom",
30   "buyer": "jerry",
31   "extra": {},
32   "rewards": [
33     {
34       "total": 1,
35       "type": 2,
36       "item": "DTj7IVn",
37       "operation": 0,
38       "extra": {},
39       "restrict": false,
40       "perPlayer": false
41     }
```

```
    }
42  ],
43  "created": 1695311864298,
44  "requires": [
45    {
46      "total": 2,
47      "type": 0,
48      "item": "coin",
49      "operation": 0,
50      "extra": {},
51      "restrict": false,
52      "perPlayer": false
53    }
54  ],
55  "acquired": 1695311879898,
56  "_id": "650c67f88325771ffaa78a24"
57 },
58 "restrictions": [],
59 "status": "OK"
60 }
```

Try

Receive Swap

POST {{funifier\_server}}/v3/swap/receive

Método utilizado para o jogador (vendedor) que criou o swap receber as recompensas da troca feita com o jogador (comprador).

Request Body

```
1
2
3 {
4   "swap": "650c67f88325771ffaa78a24"
5 }
```

Response

```
1
2 {
3   "achievements": [
4     {
5       "player": "tom",
6       "total": 2,
7       "type": 0,
8       "item": "coin",
9       "time": 1695311888659,
10      "extra": {
11        "swap": "650c67f88325771ffaa78a24",
12        "swap_role": "seller"
13      },
14      "_id": "650c68108325771ffaa78a31"
15    }
16  ],
17  "swap": {
18    "seller": "tom",
19    "buyer": "jerry",
```



```
    "extra": {},
20    "rewards": [
21      {
22        "total": 1,
23        "type": 2,
24        "item": "DTj7IVn",
25        "operation": 0,
26        "extra": {},
27        "restrict": false,
28        "perPlayer": false
29      }
30    ],
31    "created": 1695311864298,
32    "requires": [
33      {
34        "total": 2,
35        "type": 0,
36        "item": "coin",
37        "operation": 0,
38        "extra": {},
39        "restrict": false,
40        "perPlayer": false
41      }
42    ],
43    "acquired": 1695311879898,
44
```

```
"_id": "650c67f88325771ffaa78a24"
45
},
46
"restrictions": [],
47
"status": "OK"
48
}
```

Try  
List Counter Offers  
POST {{funifier\_server}}/v3/database/swap\_counter\_offer/aggregate  
Request Body

```
1
[
2
  {"$match":{
3
    "swap":"650c683c8325771ffaa78a3f"
4
  }}
5
]
```

Response  
1  
[]

Try  
Create Counter Offer  
POST {{funifier\_server}}/v3/swap/counter/offer  
Request Body

```
1
{
2
  "swap":"650c683c8325771ffaa78a3f",
3
  "buyer":"jerry",
4
  "offer":[
5
    {
6
      "total":1,
7
      "type":0,
8
      "item":"coin"
9
    }
}
```

```
10  
]  
11  
}
```

Try

Delete Counter Offer

DELETE {{funifier\_server}}/v3/swap/counter/offer/650c68e78325771ffaa78aa1

Request Body

```
1  
{  
2  
  "swap":"650c683c8325771ffaa78a3f",  
3  
  "buyer":"jerry",  
4  
  "offer":[  
5  
    {  
6  
      "total":1,  
7  
      "type":0,  
8  
      "item":"coin"  
9  
    }  
10  
  ]  
11  
}
```

Try

Accept Counter Offer

POST {{funifier\_server}}/v3/swap/counter/offer/accept

Request Body

```
1  
{"offer":"650c69aa8325771ffaa78b1b"}
```

```
Try
Receive Counter Offer
POST {{funifier_server}}/v3/swap/counter/offer/receive
Request Body
1
{"swap":"650c683c8325771ffaa78a3f"}
Response
1
{
2
  "errorMessage": null,
3
  "errorCode": 500,
4
  "documentation": "http://doc.funifier.com"
5
}
```

#### Question

Módulo para criar perguntas para os jogadores. A apresentação da pergunta pode se dar no formato tradicional com a pergunta e as opções de resposta abaixo, mas também em formatos de mini games como por exemplo, um caça palavras, uma cruzadinha, etc. Cada pergunta pode apresentar texto, imagens, conteúdos audiovisuais, e as respostas podem ser de múltipla escolha, verdadeiro ou falso, dissertação, etc.

```
Try
List Questions
GET {{funifier_server}}/v3/question
Response
1
2
3
4   "_id": "64a5b2c2d8dcca49bcf7eb6e",
5   "type": "MULTIPLE_CHOICE",
6   "title": "Visual Components",
7   "question": "In Funifier, what is the small visual components that can be added to a
8   web page to display feedbacks?",
9   "grade": 1,
10  "choices": [
11    {
12      "answer": "1",
13      "label": "Points",
14      "grade": 0,
15      "extra": {}
16    },
17    {
18      "answer": "2",
19      "label": "Badges",
20      "grade": 0,
21      "extra": {}
22    },
23    {
24      "answer": "3",
```

```
    "label": "Challenges",
24
    "grade": 0,
25
    "extra": {}
26
  },
27
  {
28
    "answer": "4",
29
    "label": "Leaderboards",
30
    "grade": 0,
31
    "extra": {}
32
  },
33
  {
34
    "answer": "5",
35
    "label": "Widgets",
36
    "grade": 1,
37
    "extra": {}
38
  }
39
],
40
"i18n": {},
41
"techniques": [
42
  "GT05"
43
],
44
"select": "one_answer",
45
"answerNumbering": "uppercase_letters",
46
"shuffle": false,
47
"feedbacks": [],
48
```

```
    "extra": {},
49    "created": 1695318347157,
50    "updated": 1695318347157,
51    "requires": []
52  }
53 ]
```

Try

Create Question

POST {{funifier\_server}}/v3/question

Request Body

```
1
2
3   "_id": "64a5b2c2d8dcca49bcf7eb6e",
4   "type": "MULTIPLE_CHOICE",
5   "title": "Visual Components",
6   "question": "In Funifier, what is the small visual components that can be added to a
7   web page to display feedbacks?",
8   "grade": 1,
9   "choices": [
10    {"answer": "1", "label": "Points", "grade": 0, "extra": {}},
11    {"answer": "2", "label": "Badges", "grade": 0, "extra": {}},
12    {"answer": "3", "label": "Challenges", "grade": 0, "extra": {}},
13    {"answer": "4", "label": "Leaderboards", "grade": 0, "extra": {}},
14    {"answer": "5", "label": "Widgets", "grade": 1, "extra": {}}
15  ],
16  "techniques": ["GT05"],
17  "select": "one_answer",
18  "answerNumbering": "uppercase_letters",
19  "shuffle": false,
20  "feedbacks": [],
21  "extra": {}
22 }
```

Response

```
1
2
3   "question": {
```



```
3  "type": "MULTIPLE_CHOICE",
4  "title": "Visual Components",
5  "question": "In Funifier, what is the small visual components that can be added to a
web page to display feedbacks?",
6  "grade": 1,
7  "choices": [
8    {
9      "answer": "1",
10     "label": "Points",
11     "grade": 0,
12     "extra": {}
13   },
14   {
15     "answer": "2",
16     "label": "Badges",
17     "grade": 0,
18     "extra": {}
19   },
20   {
21     "answer": "3",
22     "label": "Challenges",
23     "grade": 0,
24     "extra": {}
25   },
26   {
27
```

```
    "answer": "4",
28  "label": "Leaderboards",
29  "grade": 0,
30  "extra": {}
31  },
32  {
33    "answer": "5",
34    "label": "Widgets",
35    "grade": 1,
36    "extra": {}
37  }
38 ],
39 "i18n": {},
40 "techniques": [
41   "GT05"
42 ],
43 "select": "one_answer",
44 "answerNumbering": "uppercase_letters",
45 "shuffle": false,
46 "feedbacks": [],
47 "extra": {},
48 "created": 1695318347157,
49 "updated": 1695318347157,
50 "requires": [],
51 "_id": "64a5b2c2d8dcca49bcf7eb6e"
52
```

```
},  
53  
"exceptions": []  
54  
}
```

```
Try  
Delete Question  
DELETE {{funifier_server}}/v3/question/64a5b2c2d8dcca49bcf7eb6e  
Response  
1  
""
```

```
Try  
List Question Logs  
GET {{funifier_server}}/v3/question/log?question=64a5b2c2d8dcca49bcf7eb6e  
Response  
1  
[  
2  
3  
4   "player": "tom",  
5   "question": "64a5b2c2d8dcca49bcf7eb6e",  
6   "answer": [  
7     "5"  
8   ],  
9   "percent": 1,  
10  "grade": 1,  
11  "time": 1695318517211,  
12  "_id": "650c81f58325771ffaa7bbc4"  
13  }  
14 ]
```

Try

Create Question Log

POST {{funifier\_server}}/v3/question/log

Request Body

```
1
2
3 {
4   "question": "64a5b2c2d8dcca49bcf7eb6e",
5   "answer": ["5"],
6   "player": "tom"
7 }
```

Response

```
1
2 {
3   "log": {
4     "player": "tom",
5     "question": "64a5b2c2d8dcca49bcf7eb6e",
6     "answer": [
7       "5"
8     ],
9     "percent": 1,
10    "grade": 1,
11    "time": 1695318555401,
12    "_id": "650c821b8325771ffaa7bbd5"
13  }
14 }
```

Try

Delete Question Log

DELETE {{funifier\_server}}/v3/question/log/650c821b8325771ffaa7bbd5

## Quiz

Módulo para agrupar várias perguntas em um bloco único a ser respondido pelos jogadores. Como por exemplo uma prova que tem várias perguntas. O administrador

pode definir que uma prova vale 10 pontos, e quando o jogador responde a prova o FUNIFIER calcula o percentual de acerto, e a nota final do jogador. Estes questionários também podem ser apresentados na forma de mini games, como uma corrida espacial por exemplo

Try

List Quiz

GET {{funifier\_server}}/v3/database/quiz

Response

```
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
]
```

[

{

"\_id": "650c82fe8325771ffaa7bd33",

"title": "Funifier Exam",

"description": "Test your knowledge about the best gamification platform in the world.",

"grade": 10,

"i18n": {},

"extra": {},

"created": 1695318782638,

"updated": 1695318782638,

"feedbacks": [],

"questionNumbering": "uppercase\_letters",

"showGradeBeforeFinish": false,

"shuffle": false

}

Try

Create Quiz

POST {{funifier\_server}}/v3/quiz

Request Body

```
1
2
3   "_id": "650c82fe832",
4   "title": "Funifier Exam",
5   "description": "Test your knowledge about the best gamification platform in the
6   world.",
7   "grade": 10,
8   "i18n": {},
9   "extra": {},
10  "feedbacks": [],
11  "questionNumbering": "uppercase_letters",
12  "showGradeBeforeFinish": false,
13  "shuffle": false
14 }
```

Response

```
1
2
3   "title": "Funifier Exam",
4   "description": "Test your knowledge about the best gamification platform in the
5   world.",
6   "grade": 10,
7   "i18n": {},
8   "extra": {},
9   "created": 1695400976152,
10  "updated": 1695400976152,
11  "feedbacks": [],
12 }
```

```
"questionNumbering": "uppercase_letters",
11
"showGradeBeforeFinish": false,
12
"shuffle": false,
13
"_id": "650c82fe832"
14
}
```

```
Try
Delete Quiz
DELETE {{funifier_server}}/v3/quiz/650c82fe832
Response
1
""
```

```
Try
List Quiz Questions
GET {{funifier_server}}/v3/quiz/650c82fe832/question
Response
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
```

```
[
  {
    "quiz": "650c82fe832",
    "type": "MULTIPLE_CHOICE",
    "title": "Best Platform",
    "question": "What is the best gamification platform?",
    "grade": 1,
    "choices": [
      {
        "answer": "1",
        "label": "Funifier",
        "grade": 1,
        "extra": {}
      },
      {
        "answer": "2",
        "label": "Points",
        "grade": 0,
        "extra": {}
      },
      {
        "answer": "3",
        "label": "Badges",
```



```
24   "grade": 0,
25   "extra": {}
26 },
27 {
28   "answer": "4",
29   "label": "Leaderboards",
30   "grade": 0,
31   "extra": {}
32 }
33 ],
34   "i18n": {},
35   "select": "one_answer",
36   "shuffle": false,
37   "feedbacks": [],
38   "extra": {},
39   "created": 1695401177814,
40   "updated": 1695401177814,
41   "requires": [],
42   "_id": "650dc4d98325771ffaa93e5e"
43 }
44 ]
```

Try

Create Quiz Question

POST {{funifier\_server}}/v3/question

Request Body

1

{

2

"quiz": "650c82fe832",

3

"type": "MULTIPLE\_CHOICE",

4

"title": "Best Platform",

5

"question": "What is the best gamification platform?",

6

"grade": 1,

7

"choices": [

8

{ "answer": "1", "label": "Funifier", "grade": 1, "extra": {}, "gradePercent": 100, "gradeCheck": true },

9

{ "answer": "2", "label": "Points", "grade": 0, "extra": {}, "gradePercent": 0 },

10

{ "answer": "3", "label": "Badges", "grade": 0, "extra": {}, "gradePercent": 0 },

11

{ "answer": "4", "label": "Leaderboards", "grade": 0, "extra": {}, "gradePercent": 0 }

12

],

13

"i18n": {},

14

"select": "one\_answer",

15

"shuffle": false

16

}

Response

1

{

2

"question": {

3

"quiz": "650c82fe832",

4

"type": "MULTIPLE\_CHOICE",

5

"title": "Best Platform",

6

```

    "question": "What is the best gamification platform?",
7
    "grade": 1,
8
    "choices": [
9
        {
10
            "answer": "1",
11
            "label": "Funifier",
12
            "grade": 1,
13
            "extra": {}
14
        },
15
        {
16
            "answer": "2",
17
            "label": "Points",
18
            "grade": 0,
19
            "extra": {}
20
        },
21
        {
22
            "answer": "3",
23
            "label": "Badges",
24
            "grade": 0,
25
            "extra": {}
26
        },
27
        {
28
            "answer": "4",
29
            "label": "Leaderboards",
30
            "grade": 0,
31

```

```
    "extra": {}
32  }
33  ],
34  "i18n": {},
35  "select": "one_answer",
36  "shuffle": false,
37  "feedbacks": [],
38  "extra": {},
39  "created": 1695401363337,
40  "updated": 1695401363337,
41  "requires": [],
42  "_id": "650dc5938325771ffaa9403e"
43  },
44  "exceptions": []
45  }
}
```

Try  
Start Quiz  
POST {{funifier\_server}}/v3/quiz/start  
Request Body

```
1  {
2  "quiz": "650c82fe832",
3  "player": "tom"
4  }
```



```
Try
List Mystery Boxes
GET {{funifier_server}}/v3/mystery
Response
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
```

```
{
  "title": "Heads or Tails",
  "options": [
    {
      "title": "Heads",
      "value": "heads",
      "probability": 0.5
    },
    {
      "title": "Tails",
      "value": "tails",
      "probability": 0.5
    }
  ],
  "columns": 1,
  "requirements": [],
  "win_chart": [
    {
      "combination": [
        "heads"
      ]
    }
  ],
  "orderSensitive": false,
```

```
24   "reward": {
25     "total": 1,
26     "type": 0,
27     "item": "coin",
28     "operation": 0,
29     "extra": {},
30     "restrict": false,
31     "perPlayer": false
32   },
33   "isolated": false
34 }
35 ],
36 "extra": {},
37 "techniques": [
38   "GT72"
39 ],
40 "_id": "64a5b464d8dcca49bcf7edd0"
41 }
42 ]
```

Try

Create Mystery

POST {{funifier\_server}}/v3/mystery

Request Body

```
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
{
  "title": "Heads or Tails",
  "options": [
    {"title": "Heads", "value": "heads", "probability": 0.5},
    {"title": "Tails", "value": "tails", "probability": 0.5}
  ],
  "columns": 1,
  "requirements": [],
  "win_chart": [
    {
      "combination": ["heads"],
      "orderSensitive": false,
      "reward": {
        "total": 1,
        "type": 0,
        "item": "coin"
      }
    }
  ],
  "techniques": ["GT72"],
  "_id": "64a5b464d8dcca49bcf7edd0"
}
```

Response

1



```
{
2  "title": "Heads or Tails",
3  "options": [
4    {
5      "title": "Heads",
6      "value": "heads",
7      "probability": 0.5
8    },
9    {
10     "title": "Tails",
11     "value": "tails",
12     "probability": 0.5
13   }
14 ],
15 "columns": 1,
16 "requirements": [],
17 "win_chart": [
18   {
19     "combination": [
20       "heads"
21     ],
22     "orderSensitive": false,
23     "reward": {
24       "total": 1,
25       "type": 0,
26
```

```
    "item": "coin",
27    "operation": 0,
28    "extra": {},
29    "restrict": false,
30    "perPlayer": false
31  },
32  "isolated": false
33  }
34 ],
35 "extra": {},
36 "techniques": [
37   "GT72"
38 ],
39 "_id": "64a5b464d8dcca49bcf7edd0"
40 }
```

Try

Delete Mystery

DELETE {{funifier\_server}}/v3/mystery/64a5b464d8dcca49bcf7edd0

Response

```
1
""
```

```
Try
Evaluate MysteryBox
GET {{funifier_server}}/v3/mystery/evaluate/64a5b464d8dcca49bcf7edd0?player=tom
Response
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
{
  "milliseconds": 2,
  "requirements": {
    "milliseconds": 0,
    "status": "OK"
  },
  "limit": {
    "milliseconds": 0,
    "status": "OK"
  },
  "exists": {
    "status": "OK"
  },
  "limit_wins": {
    "milliseconds": 0,
    "status": "OK"
  },
  "params": {
    "server_time": 1695409754940,
    "player": "tom"
  },
  "limit_attempts": {
    "milliseconds": 0,
```

```
24     "status": "OK"
25   },
26   "attempts": {
27     "milliseconds": 0,
28     "status": "OK"
29   }
30 }
```

```
Try
Execute MysteryBox
GET {{funifier_server}}/v3/mystery/execute/64a5b464d8dcca49bcf7edd0?player=tom
Response
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
{
  "mystery": "64a5b464d8dcca49bcf7edd0",
  "player": "tom",
  "time": "2023-09-22T19:09:40Z",
  "result": [
    "heads",
  ],
  "status": "WIN",
  "achievements": [
    {
      "player": "tom",
      "total": 1,
      "type": 6,
      "item": "64a5b464d8dcca49bcf7edd0",
      "time": 1695409780541,
      "_id": "650de6748325771ffaa985a4"
    },
    {
      "player": "tom",
      "total": 1,
      "type": 0,
      "item": "coin",
      "time": 1695409780541,
```

```

24 "extra": {
25   "origin_item": "64a5b464d8dcca49bcf7edd0",
26   "origin": "650de6748325771ffaa985a4",
27   "origin_type": 6
28 },
29 "_id": "650de6748325771ffaa985a5"
30 }
31 ]
32 }

```

#### Folder

Módulo para criar pastas virtuais onde você pode incluir qualquer coisa. As pastas podem ser utilizadas, por exemplo, para construir um curso online, composto de módulos, onde cada módulo possui um conjunto de aulas, e cada aula possui um conjunto de conteúdos. Uma das capacidades deste módulo é monitorar o progresso do jogador dentro dessa árvore de diretórios e conteúdos. É possível, por exemplo, saber que um jogador já completou 50% de um curso. E ao progredir podemos registrar logs de ações, que acionam as técnicas de jogos. E assim podemos, por exemplo, criar desafios que são concluídos quando o jogador completar um curso.

#### Try

##### List Folders

GET {{funifier\_server}}/v3/database/folder

##### Response

```

1 [
2   {
3     "_id": "D0MIHOS",
4     "title": "Gamification",
5     "extra": {}
6   }
7 ]

```

Try  
Create Folder  
POST {{funifier\_server}}/v3/folder  
Request Body

```
1  
{  
2  
  "title": "CoreDrives",  
3  
  "parent": "D0MmmNf"  
4  
}
```

Response

```
1  
{  
2  
  "title" : "CoreDrives",  
3  
  "parent" : "D0MmmNf",  
4  
  "extra" : { },  
5  
  "_id" : "D0MmBbT"  
6  
}
```

Try  
Delete Folder  
DELETE {{funifier\_server}}/v3/folder/D0MIHOS

Try  
Breadcrumb  
POST {{funifier\_server}}/v3/folder/breadcrumb  
Request Body

```
1  
{  
2  
  "folder": "CD1"  
3  
}
```

Response

```
1  
[  
2  
  {  
3  
    "title": "Gamification",  
4  
    "extra": {},  
5  
    "_id": "D0MmmNf"  
6  
  },  
7  
  {  
8  
    "parent": "D0MmmNf",  
9  
    "title": "CoreDrives",  
10  
    "extra": {},  
11  
    "_id": "D0MmBbT"  
12  
  },  
13  
  {  
14  
    "parent": "D0MmBbT",  
15  
    "title": "Epic Meaning & Calling",  
16  
    "extra": {},  
17  
    "_id": "CD1"  
18  
  }  
19  
]
```



```
Try
List ContentType
GET {{funifier_server}}/v3/database/folder_content_type
Response
1
2
3
4   "_id": "650dea458325771ffaa987b0",
5   "input": "formulary",
6   "form": [
7     {
8       "name": "title",
9       "type": "string",
10      "title": "Title",
11      "dropdown": {
12        "type": "",
13        "static": [],
14        "dynamic": {}
15      }
16    },
17    {
18      "name": "content",
19      "type": "text",
20      "title": "Content",
21      "dropdown": {
22        "type": "",
23        "static": [],
24        "dynamic": {}
25      }
26    }
27  ]
28 }
```

```
24     }
25   }
26 ],
27   "created": 1695410756428,
28   "title": "Text",
29   "updated": 1695410756428,
30   "entity": "text__c"
31 }
32 ]
```

Try  
Create ContentType  
PUT {{funifier\_server}}/v3/database/folder\_content\_type  
Request Body

```
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
{
  "_id": "text",
  "input": "formulary",
  "form": [
    {
      "name": "title",
      "type": "string",
      "title": "Title",
      "dropdown": {
        "type": "",
        "static": [],
        "dynamic": {}
      }
    },
    {
      "name": "content",
      "type": "text",
      "title": "Content",
      "dropdown": {
        "type": "",
        "static": [],
        "dynamic": {}
      }
    }
  ]
}
```

```
24     }
25   ],
26   "created": 1695410756428,
27   "title": "Text",
28   "updated": 1695410756428,
29   "entity": "text__c"
30 }
```

#### Database

Permite acessar as coleções do banco de dados da gamificação. Cada gamificação tem o seu próprio banco de dados. Deste módulo é possível descobrir quais são as coleções existentes no banco de dados, realizar consultas, alteração e exclusão de dados das coleções.

Try

List Collections

GET {{funifier\_server}}/v3/database/collections

Lista o nome de todas as coleções existentes no banco de dados da gamificação.

Response

1

[

2

"achievement",

3

"action",

4

"action\_log",

5

"car\_\_c",

6

"catalog",

7

"catalog\_item",

8

"challenge",

9

"challenge\_progress",

10

"competition",

11

"join\_log",

12

"leader",

13

"leaderboard",

14

"level",

15

"level\_config",

16

"lottery",

17

"lottery\_ticket",

18

"mystery\_box",

19

"mystery\_box\_log",

20

"notification",

21

"player",

22

"player\_status",

23

```
"point_category",
24
"prepared_aggregate",
25
"principal",
26
"question",
27
"req__c",
28
"req_folder__c",
29
"scheduler",
30
"scheduler_log",
31
"security",
32
"studio_filter_log__c",
33
"studio_page",
34
"swap",
35
"team",
36
"team_player",
37
"technique_field",
38
"trigger",
39
"trigger_log",
40
"upload",
41
"widget_log",
42
"widget_v3"
43
]
```

Try

List Data

GET {{funifier\_server}}/v3/database/:collection

Lista os dados da coleção estipulada. O nome da coleção é informado no final da url.

Response

```
1  
2  
3  
4  
5  
6  
7  
8  
9  
10  
11  
12
```

```
[  
  {  
    "_id": "6553e49815865a7a732f5fc7",  
    "year": 2010,  
    "fuel": "gasoline",  
    "price": 50000,  
    "name": "Civic",  
    "description": "Honda Civic",  
    "brand": "honda"  
  }  
]
```

Try

## Create Data

POST {{funifier\_server}}/v3/database/:collection

Cria um novo registro em uma coleção.

## Request Body

1

 $\{$ 

2

```
"year": 2010,
```

3

```
"fuel": "gasoline",
```

4

```
"price": 50000,
```

5

```
"name": "Civic",
```

6

```
"description": "Honda Civic",
```

7

```
"brand": "honda"
```

8

}

Response

1

 $\{$ 

2

```
"year": 2010,
```

3

```
"fuel": "gasoline",
```

4

```
"price": 50000,
```

5

```
"name": "Civic",
```

6

```
"description": "Honda Civic",
```

7

```
"_id": "6553e49815865a7a732f5fc7",
```

8

```
"brand": "honda"
```

9

}



Try  
Update Data  
PUT {{funifier\_server}}/v3/database/:collection  
Request Body

```
1  
{  
2  
  "_id": "6553e49815865a7a732f5fc7",  
3  
  "year": 2010,  
4  
  "fuel": "gasoline",  
5  
  "price": 50000,  
6  
  "name": "Civic",  
7  
  "description": "Honda Civic",  
8  
  "brand": "honda"  
9  
}
```

Response

```
1  
{  
2  
  "year": 2010,  
3  
  "fuel": "gasoline",  
4  
  "price": 50000,  
5  
  "name": "Civic",  
6  
  "description": "Honda Civic",  
7  
  "_id": "6553e49815865a7a732f5fc7",  
8  
  "brand": "honda"  
9  
}
```

Try

Delete Data

DELETE {{funifier\_server}}/v3/database/:collection?q=\_id:'contend\_id'

Permite excluir um ou mais registros de uma coleção no banco de dados. Basta informar na url o parâmetro q com a expressão de pesquisa dos registros que devem ser excluídos.

Response

1  
""

Try

Aggregate Data

POST {{funifier\_server}}/v3/database/:collection/aggregate?strict=true

Permite enviar uma lista de comandos aggregate na sintaxe do mongodb para ser executado no banco de dados. Na url você informa o nome da coleção e no corpo você envia a lista com os comandos aggregate.

Request Body

1  
[  
2  
3  
{"\$match":{ "actionId":"sell", "userId":"jerry", "attributes.price":{"\$gte":10} }},  
4  
{"\$limit": 1}  
5  
]  
6

Response

1  
[  
2  
3  
4  
5  
6  
7  
8  
9  
10  
11

```
{
  "_id": "6509e4e28325771ffaa4506e",
  "actionId": "sell",
  "userId": "jerry",
  "time": {
    "$date": "2023-09-19T18:13:54.712Z"
  },
  "attributes": {
    "product": "bike",
  }
}
```

```
    "price": 1200
  }
}
}
14
]
```

Try

Create Bulk Data

POST {{funifier\_server}}/v3/database/:collection/bulk

Permite inserir vários registros em uma coleção de uma única vez. Ao invés de inserir vários registros um a um, use este endpoint para enviar uma lista com todos os objetos que devem ser inseridos ou atualizados no banco de dados.

Request Body

```
1
[
2
  {
3
    "_id": "6553e49815865a7a732f5fc7",
4
    "year": 2010,
5
    "fuel": "gasoline",
6
    "price": 60000,
7
    "name": "Honda Civic",
8
    "description": "Honda Civic",
9
    "brand": "honda"
10
  },
11
  {
12
    "_id": "6553e49815865a7a732f5fc8",
13
    "year": 2012,
14
    "fuel": "gasoline",
15
    "price": 70000,
16
    "name": "Toyota Corola",
17
    "description": "Toyota Corola",
18
```

"brand": "toyota"

19

}

20

]

Response

1

{

2

"total": 2

3

}

Try

List Index

GET {{funifier\_server}}/v3/database/:collection/index

Lista os índices de uma determinada coleção.

Response

1

[

2

{

3

"v": 2,

4

"key": {

5

"\_id": 1

6

},

7

"name": "\_id\_"

8

}

9

]

Try

Create Index

POST {{funifier\_server}}/v3/database/:collection/index

Cria um novo índice em uma determinada coleção.

Request Body

1

```
{ "fuel": 1 }
```

Response

1

[

2

{

3

"v": 2,

4

"key": {

5

"\_id": 1

6

},

7

"name": "\_id\_"

8

},

9

{

10

"v": 2,

11

"key": {

12

"fuel": 1

13

},

14

"name": "fuel\_1"

15

}

16

]

Try

Delete Index

DELETE {{funifier\_server}}/v3/database/:collection/index/:index\_name

Exclui um índice de uma determinada coleção.

Response

```
1  
2  
3  
4  
5  
6  
7  
8  
9  
10  
11  
12  
13  
14  
15  
16  
17  
18  
19  
20  
21  
22  
23  
24  
25  
26  
27  
28  
29  
30  
31  
32  
33  
34  
35  
36  
37  
38  
39  
40  
41  
42  
43  
44  
45  
46  
47  
48  
49  
50  
51  
52  
53  
54  
55  
56  
57  
58  
59  
60  
61  
62  
63  
64  
65  
66  
67  
68  
69  
70  
71  
72  
73  
74  
75  
76  
77  
78  
79  
80  
81  
82  
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84  
85  
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93  
94  
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96  
97  
98  
99  
100  
101  
102  
103  
104  
105  
106  
107  
108  
109  
110  
111  
112  
113  
114  
115  
116  
117  
118  
119  
120  
121  
122  
123  
124  
125  
126  
127  
128  
129  
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152  
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159  
160  
161  
162  
163  
164  
165  
166  
167  
168  
169  
170  
171  
172  
173  
174  
175  
176  
177  
178  
179  
180  
181  
182  
183  
184  
185  
186  
187  
188  
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```

Try

**POST** {{funifier\_server}}/v3/database/:collection/aggregate?strict=true

```
"$match"    "actionId" "sell"  "userId" "jerry"  
            "attributes.price" "$gte" 10  
  
"$limit"    1
```

Upload

O recurso Upload permite o envio de arquivos, como imagens e documentos, diretamente para o servidor da gamificação. A API aceita envio via FormData e permite definir o nome do arquivo e incluir metadados adicionais por meio do campo extra. Essa funcionalidade é útil para armazenar elementos visuais utilizados na interface do jogador, como avatares, banners e outros recursos personalizados.

**Try**

**POST** {{funifier\_server}}/v3/upload/file



```
"uploads"
```

```
"url" "https://cdn.funifier.com/uploads/images/abc123/profile-pic.jpg"
```

**Try**

**POST** {{funifier\_server}}/v3/upload/image

Try

**DELETE** {{funifier\_server}}/v3/upload/image

Try

**GET** {{funifier\_server}}/v3/upload

## Public

O recurso Public permite a criação de endpoints públicos personalizados diretamente pela interface do Studio, acessando studio/public. Esses endpoints podem receber requisições externas, como webhooks do Circle, Zapier, Typeform e outros serviços, sem a necessidade de um token de autenticação no cabeçalho. A autenticação é feita por meio da apikey incluída na URL do endpoint, no formato: /v3/pub/{apikey}/{slug} Como os endpoints são públicos, qualquer pessoa que conheça a URL pode acessá-los. É recomendável utilizá-los com cuidado e avaliar os dados recebidos.

Try

```
GET {{funifier_server}}/v3/database/public_endpoint
```

```
null
```

```
"_id" "recebe_email"

"title" "Recebe Email"

"description" "Recebe email e registra na colecao email__c"

"active" true

"method" "POST"

"script" "public Object handle(Object payload) {\n  \tpayload._id =\n  payload.email;\n  \tmanager.getJongoConnection().getCollection(\"email__c\").save(payload);\n  \n  \n  \tMap<String, Object> response = new HashMap<>();\n  response.put(\"email\", payload.email);\n  return response;\n}"

"sample" "{\n  \"email\": \"user@email.com\"\n}"

"updated" 1752619431356

"extra"
```

Try

**POST** {{funifier\_server}}/v3/public

"title" "Recebe Email"

"description" "Recebe email e registra na colecao email\_\_c"

"active" true

"method" "POST"

```
"script" "public Object handle(Object payload) {\n  \tpayload._id =\n  payload.email;\n  \tmanager.getJongoConnection().getCollection(\"email__c\").save(payload);\n  \n  \n  \tMap<String, Object> response = new HashMap<>();\n  response.put(\"email\", payload.email);\n  return response;\n}"
```

"sample" "{\n \"email\": \"user@email.com\"\n}"

"extra"

"\_id" "recebe\_email"

"title" "Recebe Email"

"description" "Recebe email e registra na colecao email\_\_c"

"active" true

"method" "POST"

```
"script" "public Object handle(Object payload) {\n    \tpayload._id =\n    payload.email;\n    \tmanager.getJongoConnection().getCollection(\"email__c\").save(payload);\n    \n    \tMap<String, Object> response = new HashMap<>();\n    \n    \tresponse.put(\"email\", payload.email);\n    \n    \treturn response;\n}"
```

"sample" "{\n \"email\": \"user@email.com\"\n}"

"updated" 1752621472504

"extra"

"\_id" "recebe\_email"

Try

**POST** {{funifier\_server}}/v3/pub/{apikey}/{slug}

```
"email"  "user@email.com"
```

```
"email" "user@email.com"
```

Try

```
GET {{funifier_server}}/v3/pub/{apikey}/{slug}
```

```
"email" "user@email.com"
```



Trigger

description

Try

**POST** {{funifier\_server}}/v3/trigger

```
"name" "Make the player's name uppcase"
```

```
"description" "Before creating the player, change the letters of the  
name to uppercase"
```

```
"entity" "player"
```

```
"event" "before_create"
```

```
"script" "void trigger(event, entity, player, database){\n\tentity.  
= name.toUpperCase();\n}"
```

```
"creation" 1688757252712
```

```
"updated" 1688757252712
```

```
"_id"      "DTv7uHc"
```

```
"name"    "Convert Name and Email, Give XP, Send Welcome Email"
```

```
"description" "This trigger converts the player's name to uppercase
email to lowercase before creating the player. If the player is from
Brazil, it gives 10 XP points as a reward. It also sends a welcome e
to the player."
```

"entity" "player"

```
"event"  "before_create"
```

```
"script" "void trigger(event, entity, player, database){\n\tentity.  
= entity.name.toUpperCase();\n\tentity.email =  
entity.email.toLowerCase();\n\tif(entity.extra.country == 'brasil')  
{\n\t\tAchievement xp = new Achievement();\n\t\ttxp.player =  
player;\n\t\ttxp.total = 10;\n\t\ttxp.type =  
Achievement.TYPE_POINT;\n\t\ttxp.item = 'xp';\n\t\ttxp.time = new  
Date();\n\t\tmanager.getAchievementManager().addAchievement(xp);\n\t\tEmail email = EmailBuilder\n\t\t\t.startingBlank()\n\t\t\t.from("Compar  
\nyour@company.com")\n\t\t\t.to(entity.getName(),  
entity.email)\n\t\t\t.withSubject("Welcome!")\n\t\t\t.withPlainText("me \" + entity.name + \" to our  
game!\")\n\t\t.buildEmail();\n\tMailerBuilder.withSMTPServer("host"
```

```
587, \"login\",  
\"password\")\n\t\t.buildMailer()\n\t\t.sendMail(email);\n}"
```

```
"creation"    1695651087460  
  
"updated"     1695651087460  
  
"_id"         "D02Fj2e"  
  
"name"        "Convert player name to uppercase and lowercase email, add X  
points if country is Brazil, and send welcome email"  
  
"description"  "This trigger converts the name of the player to  
uppercase, the email to lowercase, gives 10 XP points as a reward if  
player has the country field equal to Brazil, and sends a welcome email  
to the player."  
  
"entity"       "player"  
  
"event"        "before_create"  
  
"script"       "// 'event': 'before_create', 'entity': 'player'\nvoid  
trigger(event, entity, player, database){\n  entity.name =  
entity.name.toUpperCase();\n  entity.email =  
entity.email.toLowerCase();\n\n  if(entity.extra.country.equals('brasil')){\n    Achievement xp = new  
Achievement();\n    xp.player = entity._id;\n    xp.total = 10;\n    xp.type = 0;\n    xp.item = 'xp';\n    xp.time = new Date();\n    xp.  
Guid.newShortGuid();\n\nmanager.getAchievementManager().addAchievement(xp);\n  }\n  Email er  
EmailBuilder\n    .startingBlank()\n    .from('Company',  
'your@company.com')\n    .to(entity.name, entity.email)\n}
```

```
.withSubject('Welcome!')\n    .withPlainText('Welcome ' + entity.name\n    ', we are glad to have you on board!')\n    .buildEmail();\nMailerBuilder\n    .withSMTPServer('host', 587, 'login', 'password')\n    .buildMailer()\n    .sendMail(email);\n}"
```

```
"creation" 1695587712383
```

```
"updated" 1695587729821
```

```
"_id" "D0Wnphz"
```

```
"name" "Give XP for Selling"
```

```
"description" "Gives 1 XP point to the player when they perform the\naction of selling, but only if the player's extra.country field is s\nBrazil."
```

```
"entity" "action"
```

```
"event" "after_win"
```

```
"script" "// \\"event\\": \\"after_win\\", \\"entity\\": \\"action\\"\\nvoid\ntrigger(event, entity, player, database) {\n    if\n    (entity.actionId.equals(\\"sell\\")) {\n        Player currentPlayer =\n        manager.getPlayerManager().findById(player);\n        if\n        (currentPlayer.extra.country.equals(\\"brazil\\")) {\n            Achievement\n            = new Achievement();\n            xp.player = player;\n            xp.total = 1;\n            xp.type = 0;\n            xp.item = \\"xp\\";\n            xp.time = new Date();\n            xp.id = Guid.newShortGuid();\n            manager.getAchievementManager().addAchievement(xp);\n        }\n    }\n}"
```

"creation" 1695573007282

"updated" 1695577466693

"\_id" "D0YnHOx"

"name" "IT Multiplier"

"description" "Duplicate points earned for it players"

"entity" "achievement"

"event" "before\_create"

```
"script" "void trigger(event, entity, player,
database){\n\tif(entity.type == Achievement.TYPE_POINT) {\n\t\tPla
= manager.getPlayerManager().findById(player);\n
if(\"IT\".equals(p.extra.department)) {\n\t\t\tentity.total =
entity.total * 2;\n\t\t\t}\n\t\t}\n}"
```

"creation" 1688590174047

"updated" 1688765945334

"\_id" "DTkOrT1"

```
"name" "Empty"
```

```
"description" "Do nothing!"
```

```
"entity" "action"
```

```
"event" "after_win"
```

```
"script" "void trigger(event, entity, player, database){\n}"
```

```
"creation" 1688756480483
```

```
"updated" 1688756503575
```

```
"_id" "DTv4fNT"
```

```
"name" "Make the player's name uppcase"
```

```
"description" "Before creating the player, change the letters of the  
name to uppercase"
```

```
"entity" "player"
```

```
"event" "before_create"
```

```
"script" "void trigger(event, entity, player, database){\n\tentity.  
= name.toUpperCase();\n}"
```

"creation" 1688757252712

"updated" 1688757252712

"\_id" "DTv7uHc"

"name" "Welcome Email"

"entity" "player"

"event" "after\_create"

```
"script" "void trigger(event, entity, player, database){\n\tlong total =\n\tmanager.getPlayerManager().findTotal();\n\t\n\tEmail email =\n\tEmailBuilder\n\t\t.startingBlank()\n\t\t.from(\"Support\", \"support@funifier.com\")\n\t\t.to(entity.getName(), entity.getEmail())\n\t\t.withSubject(\"Welcome!\")\n\t\t.withPlainText(\"Welcome \" + entity.getName() + \", you are member number \" + total + \" of this community.\")\n\t\t.buildEmail();\n\t\n\tMailerBuilder.withSMTPServer(\"host\", 587, \"login\", \"password\")\n\t\t.buildMailer()\n\t\t.sendMail(email);\n}
```

"creation" 1688771191980

"updated" 1688771320405

"\_id" "DTx3WV6"



```
"name"  "When a player earn 100+ points, all friends will also receive  
extra point"  
  
"entity"  "achievement"  
  
"event"  "after_create"  
  
"script"  "void trigger(event, entity, player,  
database){\n\tif(entity.type == Achievement.TYPE_POINT && entity.total >= 100) {\n\t\tPlayer p = manager.getPlayerManager().findById(player.getId());\n\t\tfor(String friend : p.friends) {\n\t\t\tAchievement a = new Achievement();\n\t\t\ta.player = friend;\n\t\t\ta.total = 1;\n\t\t\ta.type = 0;\n\t\t\ta.time = new Date();\n\t\t\ta.item = entity.item;\n\t\t\tmanager.getAchievementManager().addAchievement(a);\n\t\t}\n\t}\n}"  
  
"creation"  1688770098437  
  
"updated"  1688770098437  
  
"_id"  "DTxZosj"
```

## Scheduler

description

Try

**POST** {{funifier\_server}}/v3/scheduler

```
"name"  "Sent Report With Total Players Every Monday at Noon"
```

```
"cron"  "0 0 12 ? * MON"
```

```
"script" "void execute(scheduler){ \n  long total =
manager.getPlayerManager().findTotal();\n\t\t\norg.simplejavamail.email.Email email =
org.simplejavamail.email.EmailBuilder\n  .startingBlank()\n  .from(\"Support\", \"support@funifier.com\")\n  .to(\"Ricardo\", \"ricardo@funifier.com\")\n  .withSubject(\"Total players so far!\")\n  .withPlainText(\"So far we have \" + total + \" players\")\n  .buildEmail();\n\norg.simplejavamail.mailer.MailerBuilder.withSMTPServer(\"server\", \"
\"user\", \"password\").buildMailer().sendMail(email);\n}"
```

```
"creation"  1688593473227
```

"active" false

"timezone" "America/New\_York"

"extra"

"updated" 1688593591941

"techniques"

"\_id" "64a5e441d8dcca49bcf82363"

"name" "Sent Report With Total Players Every Monday at Noon"

"cron" "0 0 12 ? \* MON"

```
"script" "void execute(scheduler){ \n  long total =
manager.getPlayerManager().findTotal();\n\t\t\norg.simplejavamail.email.Email email =
org.simplejavamail.email.EmailBuilder\n  .startingBlank()\n  .from(\"Support\", \"support@funifier.com\")\n  .to(\"Ricardo\", \"ricardo@funifier.com\")\n  .withSubject(\"Total players so far!\")\n  .withPlainText(\"So far we have \" + total + \" players\")\n  .buildEmail();\n\norg.simplejavamail.mailer.MailerBuilder.withSMTPServer(\"server\", \"
\"user\", \"password\").buildMailer().sendMail(email);\n}"
```

"creation" 1688593473227

"active" false

"timezone" "America/New\_York"

"extra"

"updated" 1688593591941

"techniques"

"\_id" "64a5e441d8dcca49bcf82363"