PLAYER ELITE

MOBILE AND WEB CLIENT APPLICATION API
VERSION 1.0

Contents

Overview

The Player Elite application will deliver unique information for each subscribing player, according to the customer site (venue) they are registered to, unique to that player, venue, and loyalty interaction. Data will generally be requested through a SOAP call and received back through an XML data set response.

The client application will deliver information about point balances, earning rules, offers outstanding, offer history, and swipe and win games as a reinvestment strategy. In future versions, geo-fencing, harm minimization, and other features will be embedded in the application, but those items are not delivered in the scope of the current API.

Initial calls are all setup. The API indicates those calls in sequence. Once the user is in the application, then navigation is at the user's discretion, and the API calls are organized based on what is delivered on the screen.

The current location of the services is on testbed.playerelite.com.au, not apps.playerelite.com.au, as shown in the text below. The IP address of that location is 101.0.72.117, for reference. The testbed currently is on port 80 and doesn't require SSL certificate for communication, but can support https: as soon as we are ready.

The App is run for the first time as the result of a directed text message from the central system. The first method called, as a result, is **RegisterNewUser**.

After the application is registered, the first method called every time the application loads is to instruct the system what screen to appear. It returns true or false from the initial call, and the initial call passes the mobile number of the phone running the app as its sole parameter. That method is called **ValidatePhoneRegistered.**

Application Installation and Setup

RegisterNewUser

RegisterNewUser is invoked by the application when it starts for the very first time. When the text message is sent from the back-end to the user's phone, that text message includes a token passed to the download in the embedded URL. When that URL is invoked, a 30 minute installation token is initialized on the server associated with mobile phone number of the user. When the application runs for the first time, it in turn invokes the RegisterNewUser method, passing in the mobile phone number. The user must also provide the pin code the player setup in the MCM at the venue. The method receives the mobile number of the application and the pin code, and returns either true or false if the pin code matches the seleccted pin code. If the pin code does not match on the initial setup, no confidential data should be downloaded to the phone until a matching pin code is entered. After three tries, the service will lock and will return IsLocked = TRUE. The application should then provide a message to the user to come into the venue and choose a new pin number.

Implemented Web Service: YES

Implemented DB Function: YES

Implemented SP Function: NO

Notes: Registration Tries is not a variable stored to the individual user in this documentation. As such I assumed it would be implemented as a local counter on either the server or user's device.

RegisterNewUser Invocation		
Parameter Name	**Type**	**Optional**
mobile	String	No
PinCode	String	No

RegisterNewUser Return		
Data Point Name	**Type**	**Optional**
IsRegistered	String	No

```
POST /PlayerElite/CAPPWS/PECustAppService.asmx HTTP/1.1
Host: apps.playerelite.com.au
Content-Type: text/xml; charset=utf-8
Content-Length: length
SOAPAction: "PECAPP/RegisterNewUser"

<?xml version="1.0" encoding="utf-8"?>
<soap:Envelope xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/">
  <soap:Body>
    < RegisterNewUser xmlns="PECAPP" >
      <mobile>string</mobile>
      <PinCode>string</PinCode>
    < /RegisterNewUser>
  </soap:Body>
```

```
</soap:Envelope>
HTTP/1.1 200 OK
Content-Type: text/xml; charset=utf-8
Content-Length: length

<?xml version="1.0" encoding="utf-8"?>
<soap:Envelope xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/">
  <soap:Body>
    < RegisterNewUserResponse xmlns="PECAPP">
      <RegisterNewUserResult>
        <IsRegistered>Boolean string</IsRegistered>
        <IsLocked> Boolean string</IsLocked>
      </RegisterNewUserResult>
    </ RegisterNewUserResponse >
  </soap:Body>
</soap:Envelope>
```

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Application Launch

ValidatePhoneRegistered

ValidatePhoneRegistered is invoked by the application when it starts. The method receives the mobile number of the application, and returns either true or false for whether the phone is registered or not. If not, the application should go to a screen instructing them to call Player Elite's help desk to register their phone. If so, depending on configuration, the application should either go to the Pin Code entry screen to validate the user's permissions or to the balances screen, depending on configuration.

Implemented Web Service: YES

Implemented DB Function: YES (with the exception of GenerateOneWayHash)

Implemented SP Function: NO

Notes: API does not specify how the one-way hash should be generated as well as how the logic behind whether the user's balances should be shown. These two attributes need to be implemented.

ValidatePhoneRegistered Invocation		
Parameter Name	Type	Optional
Mobile	String	No

ValidatePhoneRegistered Return		
Data Point Name	Type	Optional
IsRegistered	String	No
UserToken	String	No
ShowBalancesNoPin	String	No

```
POST /PlayerElite/CAPPWS/ PECustAppService.asmx HTTP/1.1
Host: apps.playerelite.com.au
Content-Type: text/xml; charset=utf-8
Content-Length: length
SOAPAction: "PECAPP/ValidatePhoneRegistered"

<?xml version="1.0" encoding="utf-8"?>
<soap:Envelope xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/">
  <soap:Body>
    < ValidatePhoneRegistered xmlns="PECAPP" >
      <mobile>string</mobile>
    < /ValidatePhoneRegistered>
  </soap:Body>
</soap:Envelope>
HTTP/1.1 200 OK
Content-Type: text/xml; charset=utf-8
Content-Length: length

<?xml version="1.0" encoding="utf-8"?>
```

```
<soap:Envelope xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/">
  <soap:Body>
    < ValidatePhoneRegisteredResponse xmlns="PECAPP">
      <ValidatePhoneRegisteredResult>
        <IsRegistered>Boolean string</IsRegistered>
        <UserToken>Hex string</UserToken>
        <ShowBalancesNoPin>Boolean string</ShowBalancesNoPin>
      </ValidatePhoneRegisteredResult>
    </ ValidatePhoneRegisteredResponse >
  </soap:Body>
</soap:Envelope>
```

ShowBalancesOnOpeningScreen

Once the mobile device has been validated as a registered device, if the ShowBalances parameter comes back TRUE from the ValidatePhoneRegistered method, the application will show the customer's account balances from one or balance buckets.

Implemented Web Service: YES

Implemented DB Function: YES (with the exception of checkSession)

Implemented SP Function: NO

Notes: For this and all following functions checkSession is not implemented on a database manipulative level.

ShowBalancesOnOpeningScreen Invocation		
Parameter Name	**Type**	**Optional**
Mobile	String	No
UserToken	String	No

ShowBalancesOnOpeningScreen Return		
Data Point Name	**Type**	**Optional**
IsValid	String	No
AccountBalances	{set}	No
Account	{dataset}	No
AccountName	String	No
AccountBalance	String	No

```
POST /PlayerElite/CAPPWS/PECustAppService.asmx HTTP/1.1
Host: apps.playerelite.com.au
Content-Type: text/xml; charset=utf-8
Content-Length: length
SOAPAction: "PECAPP/ShowBalancesOnOpeningScreen"

<?xml version="1.0" encoding="utf-8"?>
<soap:Envelope xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/">
  <soap:Body>
    < ShowBalancesOnOpeningScreen xmlns="PECAPP" >
      <mobile>string</mobile>
      <UserToken>string</UserToken>
    < /ShowBalancesOnOpeningScreen>
  </soap:Body>
</soap:Envelope>

HTTP/1.1 200 OK
Content-Type: text/xml; charset=utf-8
Content-Length: length
```

```xml
<?xml version="1.0" encoding="utf-8"?>
<soap:Envelope xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/">
  <soap:Body>
    < ShowBalancesOnOpeningScreenResponse xmlns="PECAPP">
      <ShowBalancesOnOpeningScreenResult>
        <AccountBalances>
              <Account>
                      <AccountName> string</AccountName>
                      <AccountBalance> string</AccountBalance>
              </Account>
        </AccountBalances>
      </ShowBalancesOnOpeningScreenResult>
    </ ShowBalancesOnOpeningScreenResponse >
  </soap:Body>
</soap:Envelope>
```

ValidateUser

Once the mobile device has been validated as a registered device, ValidateUser is invoked to ensure the user is actually authorized to use the application. It works much like the previous method except the user's pin code is sent along with the mobile number. The invocation then returns either true or false to the using application. It also returns a value called UserToken, which contains a 12 digit hexadecimal number that is used to refer to the user in the current session and expires after 30 minutes. Subsequent invocations of the data methods use the UserToken and Phone Number to validity check every call for data.

UserToken is created by a one-way hash inside the ValidateUser method. If IsValid = FALSE then UserToken = (Empty String).

Implemented Web Service: YES

Implemented DB Function: YES (with the exception of GenerateOneWayHash)

Implemented SP Function: NO

Notes: API does not specify how the one-way hash should be generated as well as how the logic behind whether the user's balances should be shown. These two attributes need to be implemented.

ValidateUser Invocation		
Parameter Name	**Type**	**Optional**
Mobile	String	No
PinNum	String	No

ValidateUser Return		
Data Point Name	**Type**	**Optional**
IsValid	String	No
UserToken	String	No

```
POST /PlayerElite/CAPPWS/PECustAppService.asmx HTTP/1.1
Host: apps.playerelite.com.au
Content-Type: text/xml; charset=utf-8
Content-Length: length
SOAPAction: "PECAPP/ValidateUser"

<?xml version="1.0" encoding="utf-8"?>
<soap:Envelope xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/">
  <soap:Body>
    < ValidateUser xmlns="PECAPP" >
      <mobile>string</mobile>
      <PinNum>string</PinNum>
    < /ValidateUser>
  </soap:Body>
</soap:Envelope>
```

```
HTTP/1.1 200 OK
Content-Type: text/xml; charset=utf-8
Content-Length: length

<?xml version="1.0" encoding="utf-8"?>
<soap:Envelope xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/">
  <soap:Body>
    < ValidateUserResponse xmlns="PECAPP">
      <ValidateUserResult>
        <IsRegistered>Boolean string</IsRegistered>
        <UserToken>Hex string</UserToken>
      </ValidateUserResult>
    </ ValidateUserResponse >
  </soap:Body>
</soap:Envelope>
```

LoadLogo

Once the mobile device and the user have both been validated, before the first dashboard is actually displayed, the system requests the logo file from the server. This invocation should happen only the first time the application is run each month, otherwise the logo should be cached locally.

The method returns a binary stream corresponding to the image file in PNG format. The method could alternately return a URL to the logo if that's easier.

This method, and all other methods detailed hereafter in the API, returns as its first parameter "ValidToken." If ValidToken is FALSE Logo will be *null* and the application should return to the login screen.

Implemented Web Service: YES

Implemented DB Function: YES

Implemented SP Function: NO

Notes: Currently the web method does not check if the logo has been loaded the previous month and this should be done from the client

LoadLogo Invocation		
Parameter Name	**Type**	**Optional**
Mobile	String	No
UserToken	HexString	No

LoadLogo Return		
Data Point Name	**Type**	**Optional**
ValidToken	String	No
Logo	Binary	No

```
POST /PlayerElite/CAPPWS/PECustAppService.asmx HTTP/1.1
Host: apps.playerelite.com.au
Content-Type: text/xml; charset=utf-8
Content-Length: length
SOAPAction: "PECAPP/LoadLogo"

<?xml version="1.0" encoding="utf-8"?>
<soap:Envelope xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/">
  <soap:Body>
    < LoadLogo xmlns="PECAPP">
      <mobile>string</mobile>
      <UserToken>string</UserToken>
    < /LoadLogo>

  </soap:Body>
</soap:Envelope>
```

```
HTTP/1.1 200 OK
Content-Type: text/xml; charset=utf-8
Content-Length: length

<?xml version="1.0" encoding="utf-8"?>
<soap:Envelope xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/">
  <soap:Body>
    < LoadLogoResponse xmlns="PECAPP">
      <LoadLogoResult>
        <ValidToken>Boolean string</ValidToken>
        <Logo>binary</Logo>
      </LoadLogoResult>
    </ LoadLogoResponse >
  </soap:Body>
</soap:Envelope>
```

Overview Screen
GetPlayerGeneralInfo

The first screen the system accesses is called the Overview screen. All content relating to this screen is served from the PECOverview.asmx service.

The first is GetPlayerGeneralInfo. The client passes mobile and UserToken and receives back data and labels to display in the frame.

Implemented Web Service: YES

Implemented DB Function: NO

Implemented SP Function: NO

Notes:

GetPlayerGeneralInfo Invocation		
Parameter Name	**Type**	**Optional**
Mobile	String	No
UserToken	HexString	No

GetPlayerGeneralInfo Return		
Data Point Name	**Type**	**Optional**
ValidToken	String	No
CallToActionCaption	String	Yes
CallToActionText	String	Yes
CallToActionIsScrolling	Boolean	Yes
CustomerName	String	No
CustomerNumber	String	No
CustomerTierLevelText	String	No
CustomerAspirationalText	String	No
CustomerAwardCaption	String	Yes
CustomerAwardText	String	Yes

```
POST /PlayerElite/CAPPWS/PECOverviewService.asmx HTTP/1.1
Host: apps.playerelite.com.au
Content-Type: text/xml; charset=utf-8
Content-Length: length
SOAPAction: "PECAPP/GetPlayerGeneralInfo"

<?xml version="1.0" encoding="utf-8"?>
<soap:Envelope xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/">
```

```
  <soap:Body>
    < GetPlayerGeneralInfo xmlns="PECAPP">
      <mobile>string</mobile>
      <UserToken>string</UserToken>
    < /GetPlayerGeneralInfo>

  </soap:Body>
</soap:Envelope>

HTTP/1.1 200 OK
Content-Type: text/xml; charset=utf-8
Content-Length: length

<?xml version="1.0" encoding="utf-8"?>
<soap:Envelope xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/">
  <soap:Body>
    < GetPlayerGeneralInfoResponse xmlns="PECAPP">
      <GetPlayerGeneralInfoResult>
        <ValidToken>Boolean string</ValidToken>
        <CallToActionCaption>string</CallToActionCaption >
        <CallToActionText>string</CallToActionText>
        <CallToActionIsScrolling>Boolean string</CallToActionIsScrolling>
        <CustomerName>string</CustomerName>
        <CustomerNumber> string</ CustomerNumber >
        <CustomerTierLevelText>string</CustomerTierLevelText>
        <CustomerAspirationalText>string</ CustomerAspirationalText>
        <CustomerAwardCaption> string</CustomerAwardCaption>
        <CustomerAwardText>string</CustomerAwardText>
      </GetPlayerGeneralInfoResult>
    </ GetPlayerGeneralInfoResponse >
  </soap:Body>
</soap:Envelope>
```

GetPlayerPointBucketDetails

The first screen the system accesses is called the Overview screen. All content relating to this screen is served from the PECOverview.asmx service.

The other method called from this screen is GetPlayerPointBucketDetails. The client passes mobile and UserToken and receives back data and labels to display in the frame.

Implemented Web Service: YES

Implemented DB Function: NO

Implemented SP Function: NO

Notes:

GetPlayerPointBucketDetails Invocation		
Parameter Name	**Type**	**Optional**
Mobile	String	No
UserToken	HexString	No

GetPlayerPointBucketDetails Return		
Data Point Name	**Type**	**Optional**
ValidToken	String	No
CustomerPointBuckets	{set}	No
Bucket	Object	No
BucketCaption	String	No
BucketPointsValue	Integer	No

```
POST /PlayerElite/CAPPWS/PECOverviewService.asmx HTTP/1.1
Host: apps.playerelite.com.au
Content-Type: text/xml; charset=utf-8
Content-Length: length
SOAPAction: "PECAPP/GetPlayerPointBucketDetails"

<?xml version="1.0" encoding="utf-8"?>
<soap:Envelope xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/">
  <soap:Body>
    < GetPlayerPointBucketDetails xmlns="PECAPP">
      <mobile>string</mobile>
      <UserToken>string</UserToken>
    < /GetPlayerPointBucketDetails>

  </soap:Body>
</soap:Envelope>
```

```
HTTP/1.1 200 OK
Content-Type: text/xml; charset=utf-8
Content-Length: length

<?xml version="1.0" encoding="utf-8"?>
<soap:Envelope xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/">
  <soap:Body>
    < GetPlayerPointBucketDetailsResponse xmlns="PECAPP">
      <GetPlayerPointBucketDetailsResult>
        <ValidToken>Boolean string</ValidToken>
          <CustomerPointBuckets>
                <Bucket>
                        <BucketCaption> string</ BucketCaption >
                        <BucketPointsValue> int</ BucketPointsValue >
                </Bucket>
                ...
                <Bucket>
                        <BucketCaption> string</ BucketCaption >
                        <BucketPointsValue> int</ BucketPointsValue >
                </Bucket>
          </CustomerPointBuckets>
      </GetPlayerPointBucketDetailsResult>
    </GetPlayerPointBucketDetailsResponse>
  </soap:Body>
</soap:Envelope>
```

GetPlayerCardImage

The first screen the system accesses is called the Overview screen. All content relating to this screen is served from the PECOverview.asmx service.

The third method called from this screen is GetPlayerCardImage. The client passes mobile and UserToken and receives back data and labels to display in the frame.

Implemented Web Service: YES

Implemented DB Function: NO

Implemented SP Function: NO

Notes:

GetPlayerCardImageDetails Invocation		
Parameter Name	**Type**	**Optional**
Mobile	String	No
UserToken	HexString	No

GetPlayerCardImageDetails Return		
Data Point Name	**Type**	**Optional**
ValidToken	String	No
PlayerCardImageFront	Binary	Yes
PlayerCardImageBack	Binary	Yes

```
POST /PlayerElite/CAPPWS/PECOverviewService.asmx HTTP/1.1
Host: apps.playerelite.com.au
Content-Type: text/xml; charset=utf-8
Content-Length: length
SOAPAction: "PECAPP/GetPlayerCardImageDetails"

<?xml version="1.0" encoding="utf-8"?>
<soap:Envelope xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/">
  <soap:Body>
    < GetPlayerCardImageDetails xmlns="PECAPP">
      <mobile>string</mobile>
      <UserToken>string</UserToken>
    < /GetPlayerCardImageDetails>

  </soap:Body>
</soap:Envelope>

HTTP/1.1 200 OK
Content-Type: text/xml; charset=utf-8
```

```
Content-Length: length

<?xml version="1.0" encoding="utf-8"?>
<soap:Envelope xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/">
  <soap:Body>
    < GetPlayerCardImageDetailsResponse xmlns="PECAPP">
      <GetPlayerCardImageDetailsResult>
        <ValidToken>Boolean string</ValidToken>
        <PlayerCardImageFront> binary </PlayerCardImageFront>
        <PlayerCardImageBack> binary </PlayerCardImageBack>
      </GetPlayerCardImageDetailsResult>
    </GetPlayerCardImageDetailsResponse>
  </soap:Body>
</soap:Envelope>
```

My Games Screen
GetGamesScreenWrapper

The second main frame that application accesses is the games screen. The first method is called GetGamesScreenWrapper. This actually pulls up the screen that is in front of the swipe and win games and lists the available swipe and win games for that player. The methods after this return data about the specific game the customer has chosen to play, assuming the customer chooses one. Client passes mobile and UserToken and receives back data, labels, graphics and type to display in the main frame area.

Implemented Web Service: YES

Implemented DB Function: YES

Implemented SP Function: YES

Notes:

GetGamesScreenWrapper Invocation		
Parameter Name	Type	Optional
Mobile	String	No
UserToken	HexString	No

GetGamesScreenWrapper Return		
Data Point Name	Type	Optional
ValidToken	String	No
HeaderCaption	String	No
HeaderData	String	No
Games	{set}	No
Game	Object	No
GameID	Integer	Yes
GameName	String	Yes
GameDescription	String	Yes
GameIcon	String	Yes
ButtonDescription	String	Yes
IsButtonEnabled	String	Yes

```
POST /PlayerElite/CAPPWS/PECGamesFrameService.asmx HTTP/1.1
Host: apps.playerelite.com.au
Content-Type: text/xml; charset=utf-8
Content-Length: length
SOAPAction: "PECAPP/GetGamesScreenWrapper"

<?xml version="1.0" encoding="utf-8"?>
```

```
<soap:Envelope xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/">
  <soap:Body>
    < GetGamesScreenWrapper xmlns="PECAPP">
      <mobile>string</mobile>
      <UserToken>string</UserToken>
    < /GetGamesScreenWrapper>

  </soap:Body>
</soap:Envelope>

HTTP/1.1 200 OK
Content-Type: text/xml; charset=utf-8
Content-Length: length

<?xml version="1.0" encoding="utf-8"?>
<soap:Envelope xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/">
  <soap:Body>
    < GetGamesScreenWrapperResponse xmlns="PECAPP">
      <GetGamesScreenWrapperResult>
        <ValidToken>Boolean string</ValidToken>
        <HeaderCaption>string</HeaderCaption >
        <HeaderData>string</HeaderData >
        <Games>
                <Game>
                        <GameID> string </GameID>
                        <GameName> string </GameName>
                        <GameDescription> string </GameDescription>
                        <GameIcon> binary </GameIcon >
                        <ButtonDescription> string </ButtonDescription>
                        <IsButtonEnabled> Boolean string </IsButtonEnabled>
                </Game>
                ...
                <Game>
                        <GameID> string </GameID>
                        <GameName> string </ GameName >
                        <GameDescription> string </GameDescription>
                        <GameIcon> binary </ GameIcon >
                        <ButtonDescription> string </ButtonDescription>
                        <IsButtonEnabled> Boolean string </IsButtonEnabled>
                </Game>
        </Games>
      </GetGamesScreenWrapperChartResult>
    </ GetGamesScreenWrapperChartResponse>
  </soap:Body>
</soap:Envelope>
```

GetIntervalsAndBackgrounds

The second main frame that application accesses is the games screen. Once the player has actually selected a game to play, there are a series of invocations that occur to deliver the content to the local device. Specifics on how this method works should be discussed with Player Elite technology staff. Client passes mobile, UserToken and GameID, and receives back data, labels, graphics and type to display in the main frame area.

Implemented Web Service: YES

Implemented DB Function: YES

Implemented SP Function: HALF

Notes: Binary Data for Intervals and backgrounds are not currently found in stored procedure.

The web service does not currently look for a variantID and from what I could tell it was necessary so I added it to the parameters. There may be a better work around.

GetIntervalsAndBackgrounds Invocation		
Parameter Name	**Type**	**Optional**
Mobile	String	No
UserToken	HexString	No
GameID	Integer	No

GetIntervalsAndBackgrounds Return		
Data Point Name	**Type**	**Optional**
ValidToken	String	No
Attributes	{set}	No
AttributeInfo	Object	No
GameName	String	No
PageName	String	No
TypeName	String	No
ObjectName	String	No
AttributeName	String	No
AttributeValue	String	Yes
AttributeBinaryValue	Binary	Yes

```
POST /PlayerElite/CAPPWS/PECGamesFrameService.asmx HTTP/1.1
Host: apps.playerelite.com.au
Content-Type: text/xml; charset=utf-8
Content-Length: length
SOAPAction: "PECAPP/GetIntervalsAndBackgrounds"

<?xml version="1.0" encoding="utf-8"?>
```

```
<soap:Envelope xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/">
  <soap:Body>
    < GetIntervalsAndBackgrounds xmlns="PECAPP">
      <mobile>string</mobile>
      <UserToken>string</UserToken>
      <GameID>Integer</GameID>
    < /GetIntervalsAndBackgrounds>
  </soap:Body>
</soap:Envelope>

HTTP/1.1 200 OK
Content-Type: text/xml; charset=utf-8
Content-Length: length

<?xml version="1.0" encoding="utf-8"?>
<soap:Envelope xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/">
  <soap:Body>
    < GetIntervalsAndBackgroundsResponse xmlns="PECAPP">
      <GetIntervalsAndBackgroundsResult>
        <ValidToken>Boolean string</ValidToken>
        <Attributes>
              <AttributeInfo>
                    <GameName> string </GameName>
                    <PageName> string </PageName>
                    <TypeName> string </TypeName>
                    < ObjectName > string </ObjectName>
                    <AttributeName> string </ AttributeName >
                    < AttributeValue > string </AttributeValue>
                    <AttributeBinaryValue> Binary </AttributeBinaryValue>
              </AttributeInfo>
              ...
              <AttributeInfo>
                    <GameName> string </GameName>
                    <PageName> string </PageName>
                    <TypeName> string </TypeName>
                    <ObjectName > string </ObjectName>
                    <AttributeName> string </ AttributeName >
                    <AttributeValue > string </AttributeValue>
                    <AttributeBinaryValue> Binary </AttributeBinaryValue>
              </AttributeInfo >
        </Attributes>
      </GetIntervalsAndBackgroundsResult>
    </ GetIntervalsAndBackgroundsResponse>
  </soap:Body>
</soap:Envelope>
```

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GetPageAttributes

As you will note, the GetIntervalsAndAttributes method passes information about content pages, etc., that reside within the game itself. As the game runs and moves through various pages in its screen, it should invoke the GetPageAttributes method to ensure that it gets all configurable information for that page. Client passes mobile, UserToken, GameID, and PageName receives back data, labels, and type to display in the main game area.

Implemented Web Service: YES

Implemented DB Function: YES

Implemented SP Function: YES (with the exception of the binary data SP)

Notes: Binary Data is not currently found in SP

Web Method has a new parameter, GameID, not listed under this note.

GetPageAttributes Invocation		
Parameter Name	**Type**	**Optional**
Mobile	String	No
UserToken	HexString	No
PageName	String	No

GetPageAttributes Return		
Data Point Name	**Type**	**Optional**
ValidToken	String	No
GameName	String	No
PageName	String	No
Caption	String	No
Attributes	{set}	No
AttributeInfo	Object	No
TypeName	String	Yes
ObjectName	String	Yes
AttributeName	String	Yes
AttributeValue	String	Yes
AttributeValueBinary	Binary	Yes

```
POST /PlayerElite/CAPPWS/PECGamesFrameService.asmx HTTP/1.1
Host: apps.playerelite.com.au
Content-Type: text/xml; charset=utf-8
Content-Length: length
SOAPAction: "PECAPP/GetPageAttributes"

<?xml version="1.0" encoding="utf-8"?>
```

```
<soap:Envelope xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/">
  <soap:Body>
    < GetPageAttributes xmlns="PECAPP">
      <mobile>string</mobile>
      <UserToken>string</UserToken>
      <GameID>Integer</GameID>
      <PageName>string</PageName>
    </GetPageAttributes >

  </soap:Body>
</soap:Envelope>

HTTP/1.1 200 OK
Content-Type: text/xml; charset=utf-8
Content-Length: length

<?xml version="1.0" encoding="utf-8"?>
<soap:Envelope xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/">
  <soap:Body>
    < GetPageAttributesResponse xmlns="PECAPP">
      < GetPageAttributesResult>
        <ValidToken>Boolean string</ValidToken>
        <GameName>string</GameName>
        <PageName>string</PageName>
        <Caption> string</Caption>
        <Attributes>
                <AttributeInfo>
                        <TypeName> string </TypeName>
                        <ObjectName > string </ObjectName>
                        <AttributeName> string </ AttributeName >
                        <AttributeValue > string </AttributeValue>
                        <AttributeBinaryValue> Binary </AttributeBinaryValue>
                </AttributeInfo>
                ...
                <AttributeInfo>
                        <TypeName> string </TypeName>
                        <ObjectName > string </ObjectName>
                        <AttributeName> string </ AttributeName >
                        <AttributeValue > string </AttributeValue>
                        <AttributeBinaryValue> Binary </AttributeBinaryValue>
                </AttributeInfo>
        </Attributes>
      </ GetPageAttributesResult>
    </ GetPageAttributesResponse>
  </soap:Body>
</soap:Envelope>
```

StartGame

The StartGame method initializes the game, associates the player and session with the game, and returns logic to the client device representing the game actions. Client passes mobile, UserToken, and GameID and receives back directions for what to do with the game and a unique game token representing that game play.

Implemented Web Service: YES

Implemented DB Function: YES

Implemented SP Function: YES

Notes:

Added a new parameter, promotionID (not listed below)

StartGame Invocation		
Parameter Name	**Type**	**Optional**
Mobile	String	No
UserToken	HexString	No
GameID	Integer	No

StartGame Return		
Data Point Name	**Type**	**Optional**
ValidToken	String	No
GameToken	String	No
StartGameCaption	String	No
StartGameText	String	No

```
POST /PlayerElite/CAPPWS/PECGamesFrameService.asmx HTTP/1.1
Host: apps.playerelite.com.au
Content-Type: text/xml; charset=utf-8
Content-Length: length
SOAPAction: "PECAPP/StartGame"

<?xml version="1.0" encoding="utf-8"?>
<soap:Envelope xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/">
  <soap:Body>
    < StartGame xmlns="PECAPP">
      <mobile>string</mobile>
      <UserToken>string</UserToken>
      <GameID>Integer</GameID>
    </StartGame >

  </soap:Body>
```

```
</soap:Envelope>

HTTP/1.1 200 OK
Content-Type: text/xml; charset=utf-8
Content-Length: length

<?xml version="1.0" encoding="utf-8"?>
<soap:Envelope xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/">
  <soap:Body>
    < StartGameResponse xmlns="PECAPP">
      < StartGameResult>
        <ValidToken>Boolean string</ValidToken>
        <GameToken> string </GameToken>
        <StartGameCaption> string </ StartGameCaption>
        <StartGameText> string </ StartGameText>
      </ StartGameResult>
    </ StartGameResponse>
  </soap:Body>
</soap:Envelope>
```

GetGameInfoForPromotion

GetGameInfoForPromotion receives all the specific information about the promotion game and what content to load for it. Client passes mobile, UserToken, GameID, and GameToken receives back data, labels, and type to display in the main game area.

Implemented Web Service: YES

Implemented DB Function: YES

Implemented SP Function: YES

Notes:

GetGameInfoForPromotion Invocation		
Parameter Name	**Type**	**Optional**
Mobile	String	No
UserToken	HexString	No
GameID	Integer	No
GameToken	HexString	No

GetGameInfoForPromotion Return		
Data Point Name	**Type**	**Optional**
ValidToken	String	No
VariantID	Integer	No
GameNameForDisplay	String	No
PlayInstructions	String	No
GameType	String	No
GameObjects	{Set}	No
GameObject	Object	No
ObjectName	String	No
ObjectID	Integer	No
GOAttributeName	String	No
GOAttributeValue	String	Yes
GOAttributeValueBinary	Binary	Yes

```
POST /PlayerElite/CAPPWS/PECGamesFrameService.asmx HTTP/1.1
Host: apps.playerelite.com.au
Content-Type: text/xml; charset=utf-8
Content-Length: length
SOAPAction: "PECAPP/GetGameInfoForPromotion"

<?xml version="1.0" encoding="utf-8"?>
```

```
<soap:Envelope xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/">
  <soap:Body>
    < GetGameInfoForPromotion xmlns="PECAPP">
      <mobile>string</mobile>
      <UserToken>string</UserToken>
      <GameID>Integer</GameID>
      <GameToken>Hex string</GameToken>
    </GetGameInfoForPromotion >

  </soap:Body>
</soap:Envelope>

HTTP/1.1 200 OK
Content-Type: text/xml; charset=utf-8
Content-Length: length

<?xml version="1.0" encoding="utf-8"?>
<soap:Envelope xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/">
  <soap:Body>
    < GetGameInfoForPromotionResponse xmlns="PECAPP">
      < GetGameInfoForPromotionResult>
        <ValidToken>Boolean string</ValidToken>
        <VariantID>integer</VariantID>
        <GameNameForDisplay>string</GameNameForDisplay>
        <PlayInstructions>string</PlayInstructions>
        <GameType> string</GameType>
        <GameObjects>
              <GameObject>
                    <ObjectName > string </ObjectName>
                    <ObjectID>integer </ObjectID>
                    <GOAttributeName> string </ GOAttributeName >
                    <GOAttributeValue > string </GOAttributeValue>
                    <GOAttributeBinaryValue> Binary </GOAttributeBinaryValue>
              </GameObject>
              ...
              <GameObject>
                    <ObjectName > string </ObjectName>
                    <ObjectID>integer </ObjectID>
                    <GOAttributeName> string </ GOAttributeName >
                    <GOAttributeValue > string </GOAttributeValue>
                    <GOAttributeBinaryValue> Binary </GOAttributeBinaryValue>
              </GameObject>
        </GameObjects>
      </ GetGameInfoForPromotionResult>
    </ GetGameInfoForPromotionResponse>
  </soap:Body>
</soap:Envelope>
```

API Note: Various games will have additional methods, but the first game contemplated is solely a scratch and win, so real-time determination is made by the guest, not by the RNG. Only the objects that the game is populated with are determined by the RNG.

SaveWinInfo

If the user selects a winning hand, the system calls SaveWinInfo. The method passes back the usual identifiers, the GameToken, and a concatenated string of the object IDs for all objects selected (in the form 1;5;9;15;). The method returns a closing caption and a description of where / how to claim the prize.

Implemented Web Service: YES

Implemented DB Function: YES

Implemented SP Function: NO

Notes:

SaveWinInfo Invocation		
Parameter Name	**Type**	**Optional**
Mobile	String	No
UserToken	HexString	No
GameID	Integer	No
GameToken	HexString	No
ObjectsSelected	ConcatenatedString	No

SaveWinInfo Return		
Data Point Name	**Type**	**Optional**
ValidToken	String	No
GameNameForDisplay	String	No
ClosingCaption	String	No
PrizePickUpDescription	String	No
CallToActionCaption	String	Yes
CallToActionText	String	Yes
CallToActionScrolling	String	Yes

```
POST /PlayerElite/CAPPWS/PECGamesFrameService.asmx HTTP/1.1
Host: apps.playerelite.com.au
Content-Type: text/xml; charset=utf-8
Content-Length: length
SOAPAction: "PECAPP/SaveWinInfo"

<?xml version="1.0" encoding="utf-8"?>
<soap:Envelope xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/">
  <soap:Body>
    < SaveWinInfo xmlns="PECAPP">
      <mobile>string</mobile>
      <UserToken>string</UserToken>
```

```
          <GameID>Integer</GameID>
          <GameToken>Hex string</GameToken>
          <ObjectsSelected> string</ObjectsSelected>
       </SaveWinInfo >

    </soap:Body>
</soap:Envelope>

HTTP/1.1 200 OK
Content-Type: text/xml; charset=utf-8
Content-Length: length

<?xml version="1.0" encoding="utf-8"?>
<soap:Envelope xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/">
  <soap:Body>
    < SaveWinInfoResponse xmlns="PECAPP">
      < SaveWinInfoResult>
        <ValidToken>Boolean string</ValidToken>
        <GameNameForDisplay>string</GameNameForDisplay>
        <ClosingCaption>string</ClosingCaption>
        <PrizePickUpDescription> string</ PrizePickUpDescription >
        <CallToActionCaption>string</CallToActionCaption>
        <CallToActionText>string</CallToActionText>
        <CallToActionIsScrolling> Boolean string</ CallToActionIsScrolling >
      </ SaveWinInfoResult>
    </ SaveWinInfoResponse>
  </soap:Body>
</soap:Envelope>
```

SaveLoseInfo

If the user selects a losing hand, the system calls SaveLoseInfo. The method passes back the usual identifiers, the GameToken, and a concatenated string of the object IDs for all objects selected (in the form 1;5;9;15;). The method returns a closing caption and when to play again and a call to action.

Implemented Web Service: YES

Implemented DB Function: YES

Implemented SP Function: NO

Notes:

SaveLoseInfo Invocation		
Parameter Name	**Type**	**Optional**
Mobile	String	No
UserToken	HexString	No
GameID	Integer	No
GameToken	HexString	No
ObjectsSelected	ConcatenatedString	No

SaveLoseInfo Return		
Data Point Name	**Type**	**Optional**
ValidToken	String	No
GameNameForDisplay	String	No
ClosingCaption	String	No
ClosingText	String	No
CallToActionCaption	String	Yes
CallToActionText	String	Yes
CallToActionScrolling	String	Yes

```
POST /PlayerElite/CAPPWS/PECGamesFrameService.asmx HTTP/1.1
Host: apps.playerelite.com.au
Content-Type: text/xml; charset=utf-8
Content-Length: length
SOAPAction: "PECAPP/SaveLoseInfo"

<?xml version="1.0" encoding="utf-8"?>
<soap:Envelope xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/">
  <soap:Body>
    < SaveLoseInfo xmlns="PECAPP">
      <mobile>string</mobile>
      <UserToken>string</UserToken>
```

```
      <GameID>Integer</GameID>
      <GameToken>Hex string</GameToken>
      <ObjectsSelected> string</ObjectsSelected>
    </SaveLoseInfo >

  </soap:Body>
</soap:Envelope>

HTTP/1.1 200 OK
Content-Type: text/xml; charset=utf-8
Content-Length: length

<?xml version="1.0" encoding="utf-8"?>
<soap:Envelope xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/">
  <soap:Body>
    < SaveLoseInfoResponse xmlns="PECAPP">
      < SaveLoseInfoResult>
        <ValidToken>Boolean string</ValidToken>
        <GameNameForDisplay>string</GameNameForDisplay>
        <ClosingCaption>string</ClosingCaption>
        <ClosingText> string</ ClosingText >
        <CallToActionCaption>string</CallToActionCaption>
        <CallToActionText>string</CallToActionText>
        <CallToActionIsScrolling> Boolean string</ CallToActionIsScrolling >
      </ SaveLoseInfoResult>
    </ SaveLoseInfoResponse>
  </soap:Body>
</soap:Envelope>
```

My Promotions Screen

GetPromotionsScreenWrapper

The next screen that is visible from the client / mobile application is the My Promotions screen. This screen lists promotions of different type defined within the system – from virtual barrel draws, to raffles and similar promotions, to pyramid / incremental win / jackpotting promotions.

The first is GetPromotionsScreenWrapper. The client passes mobile and UserToken and receives back data and labels to display at the head of the dash.

GetPromotionsScreenWrapper Invocation		
Parameter Name	Type	Optional
Mobile	String	No
UserToken	HexString	No

GetPromotionsScreenWrapper Return		
Data Point Name	Type	Optional
ValidToken	String	No
Line1Caption	String	No
Line1Data	String	No
Line2Caption	String	Yes
Line2Data	String	Yes
Buttons	{set}	No
Button	Object	No
ButtonCaption	String	No
ButtonOrdPos	Integer	No

Implemented Web Service: YES

Implemented DB Function: YES

Implemented SP Function: YES

Notes:

```
POST /PlayerElite/CAPPWS/PECPromosFrameService.asmx HTTP/1.1
Host: apps.playerelite.com.au
Content-Type: text/xml; charset=utf-8
Content-Length: length
SOAPAction: "PECAPP/GetPromotionsScreenWrapper"

<?xml version="1.0" encoding="utf-8"?>
<soap:Envelope xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/">
  <soap:Body>
```

```
    < GetPromotionsScreenWrapper xmlns="PECAPP">
      <mobile>string</mobile>
      <UserToken>string</UserToken>
    < /GetPromotionsScreenWrapper>

  </soap:Body>
</soap:Envelope>

HTTP/1.1 200 OK
Content-Type: text/xml; charset=utf-8
Content-Length: length

<?xml version="1.0" encoding="utf-8"?>
<soap:Envelope xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/">
  <soap:Body>
    < GetPromotionsScreenWrapperResponse xmlns="PECAPP">
      <GetPromotionsScreenWrapperResult>
        <ValidToken>Boolean string</ValidToken>
        <Line1Caption>string</Line1Caption>
        <Line1Data>string</Line1Data>
        <Line2Caption>string</Line2Caption>
        <Line2Data>string</Line2Data>
        <Buttons>
                <Button>
                        <ButtonCaption> string</ButtonCaption>
                        <ButtonOrdPos> int</ButtonOrdPos>
                </Button>
                ...
                <Button>
                        <ButtonCaption> string</ButtonCaption>
                        <ButtonOrdPos> int</ButtonOrdPos>
                </Button>
        </Buttons>
      </GetPromotionsScreenWrapperResult>
    </ GetPromotionsScreenWrapperResponse >
  </soap:Body>
</soap:Envelope>
```

GetPromotionList

Once the basic screen wrapper is in place, it becomes necessary to obtain the list of possible promotions available to that particular mobile app user at the current moment.

Implemented Web Service: YES

Implemented DB Function: YES (Currently the table read as "" and not a specific column)

Implemented SP Function: YES

Notes:

GetPromotionList Invocation		
Parameter Name	**Type**	**Optional**
Mobile	String	No
UserToken	HexString	No

GetPromotionList Return		
Data Point Name	**Type**	**Optional**
ValidToken	String	No
Promotions	{set}	No
Promotion	Object	No
PromotionID	Int	No
PromoVersionID	Int	No
GameID	Int	No
PromotionName	String	No
StartDate	String	No
EndDate	String	No
Enrolled	Boolean String	No
CouponsAvailable	Boolean String	No
NextDrawingDate	String	No
CheckInAvailable	Boolean String	No
FreeEntryAvailable	Boolean String	No
RemoteEntryAvailable	Boolean String	No
PointsToDate	Int	No
EntriesToDate	Int	No
PointsPerEntry	Int	No
TodaysPoint	Int	No
DailyEntryLimit	Int	No
ThresholdType	String	No
ThresholdPoints	Int	No
PrizeName	String	No
ThresholdReached	Boolean String	No

GetPromotionList Return		
PrizeClaimed	Boolean String	No
GameAvailable	Boolean String	No
CheckInStatusMessage	String	No
RaffleAvailable	Boolean String	No
RaffleTickets	{set}	Yes
RaffleTicket	String	Yes
PromotionImage	Binary	No

```
POST /PlayerElite/CAPPWS/PECPromosFrameService.asmx HTTP/1.1
Host: apps.playerelite.com.au
Content-Type: text/xml; charset=utf-8
Content-Length: length
SOAPAction: "PECAPP/GetPromotionList"

<?xml version="1.0" encoding="utf-8"?>
<soap:Envelope xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/">
  <soap:Body>
    < GetPromotionList xmlns="PECAPP">
      <mobile>string</mobile>
      <UserToken>string</UserToken>
    < /GetPromotionList>
  </soap:Body>
</soap:Envelope>


HTTP/1.1 200 OK
Content-Type: text/xml; charset=utf-8
Content-Length: length
<?xml version="1.0" encoding="utf-8"?>
<soap:Envelope xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/">
  <soap:Body>
    < GetPromotionListResponse xmlns="PECAPP">
      <GetPromotionListResult>
        <ValidToken>Boolean string</ValidToken>
        <Promotions>
            <Promotion>
                <PromotionID>int</PromotionID>
                <PromoVersionID>int</PromoVersionID>
                <GameID>int</GameID>
                <PromotionName>String</PromotionName>
                <StartDate>String</StartDate>
                <EndDate>String</EndDate>
                <Enrolled>Boolean string</Enrolled>
                <CouponsAvailable>Boolean string</CouponsAvailable>
                <NextDrawingDate> String</NextDrawingDate>
                <CheckInAvailable>Boolean string</CheckInAvailable>
                <FreeEntryAvailable>Boolean string</FreeEntryAvailable>
```

```
                <RemoteEntryAvailable>Boolean string</RemoteEntryAvailable>
                <PointsToDate> int</PointsToDate>
                <EntriesToDate> int</PointsToDate>
                <PointsPerEntry> int</PointsPerEntry>
                <TodaysPoints> int</TodaysPoints>
                <DailyEntryLimit> int</DailyEntryLimit>
                <ThresholdType>String</ThresholdType>
                <ThresholdPoints> int</ThresholdPoints>
                <PrizeName>String</PrizeName>
                <ThresholdReached>Boolean string</ThresholdReached>
                <PrizeClaimed>Boolean string</PrizeClaimed>
                <GameAvailable>Boolean string</GameAvailable>
                <CheckInStatusMessage>String</CheckInStatusMessage>
                <RaffleAvailable>Boolean string</RaffleAvailable>
                <RaffleTickets>
                   <RaffleTicket> String</RaffleTicket>
                </RaffleTickets>
                <PromotionImage>Binary</PromotionImage>
            </Promotion>
         </Promotions>
      </GetPromotionListResult>
    </ GetPromotionListResponse>
  </soap:Body>
</soap:Envelope>
```

EnterRemoteEntry

The list of promotions, and the type of promotion that the user selects, drives which options get invoked next by the user. If the promotion selected is a drawing promotion, one of the available entries is EnterRemoteEntry. Client passes mobile and UserToken and PromotionID, and receives an updated count of entries in return. The button should only be enabled if RemoteEntryAvailable is true *for the selected promotion*.

Implemented Web Service: YES

Implemented DB Function: YES

Implemented SP Function: NO

Notes:

EnterRemoteEntry Invocation		
Parameter Name	**Type**	**Optional**
Mobile	String	No
UserToken	HexString	No
PromotionID	Int	No

EnterRemoteEntry Return		
Data Point Name	**Type**	**Optional**
ValidToken	String	No
PromotionID	Int	No
UpdateEntryCount	Int	No
RemoteEntryAvailable	Boolean String	No

```
POST /PlayerElite/CAPPWS/PECPromosFrameService.asmx HTTP/1.1
Host: apps.playerelite.com.au
Content-Type: text/xml; charset=utf-8
Content-Length: length
SOAPAction: "PECAPP/EnterRemoteEntry"

<?xml version="1.0" encoding="utf-8"?>
<soap:Envelope xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/">
  <soap:Body>
    < EnterRemoteEntry xmlns="PECAPP">
      <mobile>string</mobile>
      <UserToken>string</UserToken>
      <PromotionID>Int</PromotionID>
    < /EnterRemoteEntry>
  </soap:Body>
</soap:Envelope>
```

```
HTTP/1.1 200 OK
Content-Type: text/xml; charset=utf-8
Content-Length: length

<?xml version="1.0" encoding="utf-8"?>
<soap:Envelope xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/">
  <soap:Body>
    < EnterRemoteEntryResponse xmlns="PECAPP">
      <EnterRemoteEntryResult>
        <ValidToken>Boolean string</ValidToken>
        <PromotionID>Int</PromotionID>
        <UpdateEntryCount>string</UpdateEntryCount>
        <RemoteEntryAvailable> Boolean string</RemoteEntryAvailable>
      </EnterRemoteEntryResult>
    </ EnterRemoteEntryResponse>
  </soap:Body>
</soap:Envelope>
```

ClaimBonusCoupons

Often, within a promotion, there will be bonus coupons. These may be items that turn into offers and appear on the My Offers screen, they may be items that turn into entries into promotions, or they may be a free swipe and win game or a similar opportunity. Client passes mobile, UserToken and PromotionID and receives back an update.

Implemented Web Service: YES

Implemented DB Function: YES (Currently the table read as "" and not a specific column)

Implemented SP Function: NO

Notes:

ClaimBonusCoupons Invocation		
Parameter Name	**Type**	**Optional**
Mobile	String	No
UserToken	HexString	No
PromotionID	Integer	No

ClaimBonusCoupons Return		
Data Point Name	**Type**	**Optional**
ValidToken	String	No
PromotionID	Integer	No
ResultDescriptions	{set}	No
ResultDescription	{object}	No
ResultCaption	String	No
ResultUpdatedElement	String	No
ResultImage	Binary	No
ClaimButtonRemainsVisible	Boolean String	No
ClaimButtonRemainsActive	Boolean String	No
ClaimButtonNewCaption	String	Yes
ClaimButtonNewImage	Binary	Yes

```
POST /PlayerElite/CAPPWS/PECPromosFrameService.asmx HTTP/1.1
Host: apps.playerelite.com.au
Content-Type: text/xml; charset=utf-8
Content-Length: length
SOAPAction: "PECAPP/ClaimBonusCoupons"

<?xml version="1.0" encoding="utf-8"?>
<soap:Envelope xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/">
```

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```
   <soap:Body>
     < ClaimBonusCoupons xmlns="PECAPP">
        <mobile>string</mobile>
        <UserToken>string</UserToken>
        <PromotionID>integer</PromotionID>
     < /ClaimBonusCoupons>
   </soap:Body>
</soap:Envelope>

HTTP/1.1 200 OK
Content-Type: text/xml; charset=utf-8
Content-Length: length

<?xml version="1.0" encoding="utf-8"?>
<soap:Envelope xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/">
   <soap:Body>
     < ClaimBonusCouponsResponse xmlns="PECAPP">
       <ClaimBonusCouponsResult>
         <ValidToken>Boolean string</ValidToken>
         <PromotionID>Integer</PromotionID>
         <ResultDescriptions>
               <ResultDescription>
                       <ResultCaption> string </ResultCaption>
                       <ResultUpdatedElement> string </ResultUpdatedElement>
                       <ResultImage> Binary</ResultImage>
               </ResultDescription >
               ...
               <DataPoint>
                       <DataPointCaption> string </DataPointCaption>
                       <DataPointData> string </DataPointData>
               </DataPoint>
       </ChartData>
       <ClaimButtonRemainsVisible>Boolean string</ClaimButtonRemainsVisible>
       <ClaimButtonRemainsActive> Boolean string</ClaimButtonRemainsActive >
       <ClaimButtonNewCaption>string</ ClaimButtonNewCaption >
       <ClaimButtonNewImage>Binary</ClaimButtonNewImage>
     </ClaimBonusCouponsResult>
   </ ClaimBonusCouponsResponse>
   </soap:Body>
</soap:Envelope>
```

ListEntriesInNextDraw

From some promotions, and for some customers, they will want to support listing not only the number of entries that a customer has in the next draw, but actual numbers corresponding to the tickets in that draw. This method returns the count of entries, date and time of the next draw, if entries have been populated to the drum yet, and if so, the list of entry numbers. Finally, if there is a special caption or call to action on the promotion, that can be displayed as well.

Implemented Web Service: YES

Implemented DB Function: YES

Implemented SP Function: NO

Notes:

ListEntriesInNextDraw Invocation		
Parameter Name	**Type**	**Optional**
Mobile	String	No
UserToken	HexString	No
PromotionID	Int	No

ListEntriesInNextDraw Return		
Data Point Name	**Type**	**Optional**
ValidToken	String	No
PromotionID	Int	No
NextDrawDate	Date	No
NextDrawTime	Time	No
EntriesForNextDraw	Integer	No
IsDrumPopulated	Boolean String	No
EntryNumbers	{set}	Yes
EntryNumber	String	Yes
SpecialMessage	String	Yes

```
POST /PlayerElite/CAPPWS/PECPromosFrameService.asmx HTTP/1.1
Host: apps.playerelite.com.au
Content-Type: text/xml; charset=utf-8
Content-Length: length
SOAPAction: "PECAPP/ListEntriesInNextDraw"

<?xml version="1.0" encoding="utf-8"?>
<soap:Envelope xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/">
  <soap:Body>
```

Commercial in Confidence *April 4, 2016*

```
    < ListEntriesInNextDraw xmlns="PECAPP">
      <mobile>string</mobile>
      <UserToken>string</UserToken>
      <PromotionID>Integer</PromotionID>
    < /ListEntriesInNextDraw>
  </soap:Body>
</soap:Envelope>

HTTP/1.1 200 OK
Content-Type: text/xml; charset=utf-8
Content-Length: length

<?xml version="1.0" encoding="utf-8"?>
<soap:Envelope xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/">
  <soap:Body>
    < ListEntriesInNextDrawResponse xmlns="PECAPP">
      <ListEntriesInNextDrawResult>
        <ValidToken>Boolean string</ValidToken>
        <PromotionID>Integer</PromotionID>
        <NextDrawDate>string</NextDrawDate>
        <NextDrawTime> string</NextDrawTime>
        <EntriesForNextDraw>Integer</EntriesForNextDraw>
        <IsDrumPopulated> Boolean string</IsDrumPopulated>
        <EntryNumbers>
            <EntryNumber>string</EntryNumber>
            ...
            <EntryNumber>string</EntryNumber>
        </EntryNumbers>
        <SpecialMessage>string</SpecialMessage>
      </ListEntriesInNextDrawResult>
    </ ListEntriesInNextDrawResponse>
  </soap:Body>
</soap:Envelope>
```

My Offers Screen
GetOffersScreenWrapper

The next screen available to the end-user is the list of offers. This screen displays a list of offers available to the user and gives them the option to redeem or otherwise engage with the offer.

The first is GetOffersScreenWrapper. The client passes mobile and UserToken and receives back data and labels to display on the screen.

GetOffersScreenWrapper Invocation		
Parameter Name	**Type**	**Optional**
Mobile	String	No
UserToken	HexString	No

GetOffersScreenWrapper Return		
Data Point Name	**Type**	**Optional**
ValidToken	String	No
Line1Caption	String	No
Line1Data	String	No
Line2Caption	String	Yes
Line2Data	String	Yes
Buttons	{set}	Yes
Button	Object	Yes
ButtonCaption	String	Yes
ButtonOrdPos	Integer	Yes
ButtonOfferID	Integer	Yes
ButtonImage	Binary	Yes

Implemented Web Service: YES

Implemented DB Function: YES (Currently the table read as "" and not a specific column)

Implemented SP Function: NO

Notes:

```
POST /PlayerElite/CAPPWS/PECOffersFrameService.asmx HTTP/1.1
Host: apps.playerelite.com.au
Content-Type: text/xml; charset=utf-8
Content-Length: length
SOAPAction: "PECAPP/GetOffersScreenWrapper"

<?xml version="1.0" encoding="utf-8"?>
<soap:Envelope xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/">
```

```xml
  <soap:Body>
    < GetOffersScreenWrapper xmlns="PECAPP">
      <mobile>string</mobile>
      <UserToken>string</UserToken>
    < /GetOffersScreenWrapper>

  </soap:Body>
</soap:Envelope>

HTTP/1.1 200 OK
Content-Type: text/xml; charset=utf-8
Content-Length: length

<?xml version="1.0" encoding="utf-8"?>
<soap:Envelope xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/">
  <soap:Body>
    < GetOffersScreenWrapperResponse xmlns="PECAPP">
      <GetOffersScreenWrapperResult>
        <ValidToken>Boolean string</ValidToken>
        <Line1Caption>string</Line1Caption>
        <Line1Data>string</Line1Data>
        <Line2Caption>string</Line2Caption>
        <Line2Data>string</Line2Data>
        <Buttons>
              <Button>
                      <ButtonCaption> string</ButtonCaption>
                      <ButtonOrdPos> int</ButtonOrdPos>
                      <ButtonOfferID> int</ButtonOfferID>
                      <ButtonImage> Binary</ButtonImage>
              </Button>
              ...
              <Button>
                      <ButtonCaption> string</ButtonCaption>
                      <ButtonOrdPos> int</ButtonOrdPos>
                      <ButtonOfferID> int</ButtonOfferID>
                      <ButtonImage> Binary</ButtonImage>
              </Button>
        </Buttons>
      </GetOffersScreenWrapperResult>
    < /GetOffersScreenWrapperResponse >
  </soap:Body>
</soap:Envelope>
```

GetOfferDetails

The next method then gets invoked once and offer is selected, letting the user drill through into the specifics of the offer. Client passes mobile, usertoken, and offerID, and gets back detailed information about the offer including options for redemption, etc. Initially, the only redemption options are either a displayed barcode for scanning into the F&B system, or a points offer electronic redemption.

Implemented Web Service: YES

Implemented DB Function: YES (Currently the table read as "" and not a specific column)

Implemented SP Function: NO

Notes:

GetOfferDetails Invocation		
Parameter Name	**Type**	**Optional**
Mobile	String	No
UserToken	HexString	No
OfferID	Integer	No

GetOfferDetails Return		
Data Point Name	**Type**	**Optional**
ValidToken	String	No
OfferID	Integer	No
HeaderCaptionLine1	String	No
HeaderCaptionLine2	String	No
OfferLargeImage	Binary	No
OfferCaption	String	No
OfferBarcodeDisplayed	Boolean String	No
OfferBarcode	Binary	No
DisplayOptions	Boolean String	No
OfferOptions	{set}	Yes
Option	Object	Yes
OptionCaption	String	Yes
OptionImage	Binary	Yes
OptionExecutable	Boolean String	Yes
OptionReferenceID	Integer	Yes
FooterCaptionLine1	String	Yes
FooterCaptionLine2	String	Yes

```
POST /PlayerElite/CAPPWS/PECOffersFrameService.asmx HTTP/1.1
Host: apps.playerelite.com.au
Content-Type: text/xml; charset=utf-8
```

```
Content-Length: length
SOAPAction: "PECAPP/GetOfferDetails"

<?xml version="1.0" encoding="utf-8"?>
<soap:Envelope xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/">
  <soap:Body>
    < GetOfferDetails xmlns="PECAPP">
      <mobile>string</mobile>
      <UserToken>string</UserToken>
      <OfferID>string</OfferID>
    < /GetOfferDetails>

  </soap:Body>
</soap:Envelope>

HTTP/1.1 200 OK
Content-Type: text/xml; charset=utf-8
Content-Length: length

<?xml version="1.0" encoding="utf-8"?>
<soap:Envelope xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/">
  <soap:Body>
    < GetOfferDetailsResponse xmlns="PECAPP">
      <GetOfferDetailsResult>
        <ValidToken>Boolean string</ValidToken>
        <OfferID>Integer</OfferID>
        <HeaderCaptionLine1>string</HeaderCaptionLine2 >
        <HeaderCaptionLine2>string</HeaderCaptionLine2 >
        <OfferLargeImage>Binary</OfferLargeImage>
        <OfferCaption> string</OfferCaption>
        <OfferBarcodeDisplayed>Boolean string</OfferBarcodeDisplayed>
        <OfferBarcode>Binary</OfferBarcode>
        <DisplayOptions> string</DisplayOptions>
        <OfferOptions>
              <Option>
                    <OptionCaption> string </OptionCaption>
                    <OptionImage> Binary</OptionData>
                    <OptionExecutable> Boolean string </OptionExecutable>
                    <OptionReferenceID> Integer</OptionReferenceID>
              </Option>
              ...
              <Option>
                    <OptionCaption> string </OptionCaption>
                    <OptionImage> Binary</OptionData>
                    <OptionExecutable> Boolean string </OptionExecutable>
                    <OptionReferenceID> Integer</OptionReferenceID>
              </Option>
        </OfferOptions>
        <FooterCaptionLine1>string</FooterCaptionLine1 >
        <FooterCaptionLine2>string</FooterCaptionLine2 >
      </GetOfferDetailsResult>
    </ GetOfferDetailsResponse>
  </soap:Body>
```

```
</soap:Envelope>
```

ExecuteRedemptionOption

The next method is the execute redemption option method. This is a bit genericized as the nature of redemption is not known at design time, and the expectation is that the calling method will pass the offerID and the OptionReferenceID and the back-end will then determine how to respond and pass back data and images.

ExecuteRedemptionOption Invocation		
Parameter Name	**Type**	**Optional**
Mobile	String	No
UserToken	HexString	No
OfferID	Integer	No
OptionReferenceID	Integer	No

ExecuteRedemptionOption Return		
Data Point Name	**Type**	**Optional**
ValidToken	String	No
OfferID	Integer	No
OptionReferenceID	Integer	No
RedemptionExecutionSuccess	Boolean String	No
HeaderCaptionLine1	String	No
HeaderCaptionLine2	String	No
BodyCaptionLine1	String	No
BodyCaptionLine2	String	No
BodyImage1	Binary	No
BodyImage2	Binary	No
FooterCaptionLine1	String	Yes
FooterCaptionLine2	String	Yes

Implemented Web Service: YES

Implemented DB Function: YES (Currently the table read as "" and not a specific column)

Implemented SP Function: NO

Notes:

```
POST /PlayerElite/CAPPWS/PECOffersFrameService.asmx HTTP/1.1
Host: apps.playerelite.com.au
Content-Type: text/xml; charset=utf-8
Content-Length: length
SOAPAction: "PECAPP/ExecuteRedemptionOption"

<?xml version="1.0" encoding="utf-8"?>
```

```
<soap:Envelope xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/">
  <soap:Body>
    < ExecuteRedemptionOption xmlns="PECAPP">
      <mobile>string</mobile>
      <UserToken>string</UserToken>
      <OfferID>Integer</OfferID>
      <OptionReferenceID>Integer</OptionReferenceID>
    < /ExecuteRedemptionOption>
  </soap:Body>
</soap:Envelope>

HTTP/1.1 200 OK
Content-Type: text/xml; charset=utf-8
Content-Length: length

<?xml version="1.0" encoding="utf-8"?>
<soap:Envelope xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/">
  <soap:Body>
    < ExecuteRedemptionOptionResponse xmlns="PECAPP">
      <ExecuteRedemptionOptionResult>
        <ValidToken>Boolean string</ValidToken>
        <OfferID>integer</OfferID>
        <OptionReferenceID>integer</OptionReferenceID>
        <HeaderCaptionLine1>string</HeaderCaptionLine1 >
        <HeaderCaptionLine2>string</HeaderCaptionLine2>
        <BodyCaptionLine1> string</ BodyCaptionLine1>
        <BodyCaptionLine2>string</BodyCaptionLine2>
        <BodyImage1>Binary</BodyImage1>
        <BodyImage2> Binary</BodyImage2>
        <FooterCaptionLine1>string</FooterCaptionLine1>
        <FooterCaptionLine2>string</FooterCaptionLine2>
      </ExecuteRedemptionOptionResult>
    </ ExecuteRedemptionOptionResponse>
  </soap:Body>
</soap:Envelope>
```

ViewOfferRedemptionHistory

The last method is the ViewOfferRedemptionHistory Method. This method, effectively, returns a list of data that describes all the offers the customer has redeemed. The method as written just returns all but could easily be modified to return 25 at a time or some such number as needed.

ViewOfferRedemptionHistory Invocation		
Parameter Name	**Type**	**Optional**
Mobile	String	No
UserToken	HexString	No

ViewOfferRedemptionHistory Return		
Data Point Name	**Type**	**Optional**
ValidToken	String	No
HeaderCaptionLine1	String	No
HeaderCaptionLine2	String	No
OfferHistoryExists	Boolean String	No
OfferHistory	{set}	Yes
Offer	{Object}	Yes
Description	String	Yes
Value	String	Yes
ExpiresDate	String	Yes
IssuedDate	String	Yes
PrizeType	String	Yes
IsExpired	Boolean String	Yes
IsRedeemed	Boolean String	Yes
HasBarcode	Boolean String	Yes
Barcode	Image	Yes
FooterCaptionLine1	String	No
FooterCaptionLine2	String	No

Implemented Web Service: YES

Implemented DB Function: YES (Currently the table read as "" and not a specific column)

Implemented SP Function: NO

Notes:

```
POST /PlayerElite/CAPPWS/PECOffersFrameService.asmx HTTP/1.1
Host: apps.playerelite.com.au
Content-Type: text/xml; charset=utf-8
Content-Length: length
SOAPAction: "PECAPP/ViewOfferRedemptionHistory"
```

```xml
<?xml version="1.0" encoding="utf-8"?>
<soap:Envelope xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/">
  <soap:Body>
    < ViewOfferRedemptionHistory xmlns="PECAPP">
      <mobile>string</mobile>
      <UserToken>string</UserToken>
    < /ViewOfferRedemptionHistory>

  </soap:Body>
</soap:Envelope>

HTTP/1.1 200 OK
Content-Type: text/xml; charset=utf-8
Content-Length: length

<?xml version="1.0" encoding="utf-8"?>
<soap:Envelope xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/">
  <soap:Body>
    < ViewOfferRedemptionHistoryResponse xmlns="PECAPP">
      <ViewOfferRedemptionHistoryResult>
        <ValidToken>Boolean string</ValidToken>
        <HeaderCaptionLine1>string</HeaderCaptionLine1 >
        <HeaderCaptionLine2>string</HeaderCaptionLine2>
        <OfferHistoryExists> Boolean string</OfferHistoryExists>
        <OfferHistory>
              <Offer>
                      <Description> string </Description>
                      <Value> string </Value>
                      <ExpiresDate> Date</ExpiresDate>
                      <IssuedDate> Date </IssuedDate>
                      <PrizeType> string </PrizeType>
                      <IsExpired> Boolean string </IsExpired>
                      <IsRedeemed> Boolean string </IsRedeemed>
                      <HasBarcode> Boolean string </HasBarcode>
                      <Barcode> Image </Barcode>
              </Offer>
              ...
              <Offer>
                      <Description> string </Description>
                      <Value> string </Value>
                      <ExpiresDate> Date</ExpiresDate>
                      <IssuedDate> Date </IssuedDate>
                      <PrizeType> string </PrizeType>
                      <IsExpired> Boolean string </IsExpired>
                      <IsRedeemed> Boolean string </IsRedeemed>
                      <HasBarcode> Boolean string </HasBarcode>
                      <Barcode> Image </Barcode>
              </Offer>
        </OfferHistory>
        <FooterCaptionLine1>string</FooterCaptionLine1 >
        <FooterCaptionLine2>string</FooterCaptionLine2>
      </ViewOfferRedemptionHistoryResult>
    </ ViewOfferRedemptionHistoryResponse>
```

```
    </soap:Body>
</soap:Envelope>
```

My Events Screen

GetEventsScreenWrapper

The next screen available to the end-user is the list of events. This screen displays a list of events available to the user and gives them the option to redeem or otherwise engage with the offer.

The first is GetEventsScreenWrapper. The client passes mobile and UserToken and receives back data and labels to display on the screen.

Implemented Web Service: YES

Implemented DB Function: YES (Currently the table read as "" and not a specific column)

Implemented SP Function: NO

Notes:

GetEventsScreenWrapper Invocation		
Parameter Name	**Type**	**Optional**
Mobile	String	No
UserToken	HexString	No

GetEventsScreenWrapper Return		
Data Point Name	**Type**	**Optional**
ValidToken	String	No
Line1Caption	String	No
Line1Data	String	No
Line2Caption	String	Yes
Line2Data	String	Yes
Buttons	{set}	Yes
Button	Object	Yes
ButtonCaption	String	Yes
ButtonOrdPos	Integer	Yes
ButtonEventID	Integer	Yes
ButtonImage	Binary	Yes

```
POST /PlayerElite/CAPPWS/PECEventsFrameService.asmx HTTP/1.1
Host: apps.playerelite.com.au
Content-Type: text/xml; charset=utf-8
Content-Length: length
SOAPAction: "PECAPP/GetEventsScreenWrapper"

<?xml version="1.0" encoding="utf-8"?>
```

```
<soap:Envelope xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/">
  <soap:Body>
    < GetEventsScreenWrapper xmlns="PECAPP">
      <mobile>string</mobile>
      <UserToken>string</UserToken>
    < /GetEventsScreenWrapper>

  </soap:Body>
</soap:Envelope>

HTTP/1.1 200 OK
Content-Type: text/xml; charset=utf-8
Content-Length: length

<?xml version="1.0" encoding="utf-8"?>
<soap:Envelope xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/">
  <soap:Body>
    < GetEventsScreenWrapperResponse xmlns="PECAPP">
      <GetEventsScreenWrapperResult>
        <ValidToken>Boolean string</ValidToken>
        <Line1Caption>string</Line1Caption>
        <Line1Data>string</Line1Data>
        <Line2Caption>string</Line2Caption>
        <Line2Data>string</Line2Data>
        <Buttons>
              <Button>
                    <ButtonCaption> string</ButtonCaption>
                    <ButtonOrdPos> int</ButtonOrdPos>
                    <ButtonEventID> int</ButtonEventID>
                    <ButtonImage> Binary</ButtonImage>
              </Button>
              ...
              <Button>
                    <ButtonCaption> string</ButtonCaption>
                    <ButtonOrdPos> int</ButtonOrdPos>
                    <ButtonEventID> int</ButtonEventID>
                    <ButtonImage> Binary</ButtonImage>
              </Button>
        </Buttons>
      </GetEventsScreenWrapperResult>
    </ GetEventsScreenWrapperResponse >
  </soap:Body>
</soap:Envelope>
```

GetEventDetails

Selecting an event from the list on the main page will open up the event specific frame. This frame contains details about the event, a larger image about the event, and the various options that are available to the user on this event – for instance, there might be an RSVP button, there might be a Request Tickets button, there might be a Buy Tickets with Points button, or some combination of all three.

Implemented Web Service: YES

Implemented DB Function: YES (Currently the table read as "" and not a specific column)

Implemented SP Function: NO

Notes:

GetEventDetails Invocation		
Parameter Name	**Type**	**Optional**
Mobile	String	No
UserToken	HexString	No
EventID	Integer	No

GetEventDetails Return		
Data Point Name	**Type**	**Optional**
ValidToken	String	No
EventID	Integer	No
HeaderCaptionLine1	String	No
HeaderCaptionLine2	String	No
EventLargeImage	Binary	No
EventCaption	String	No
EventStartDate	Date	No
EventStartTime	Time	No
EventEndDate	Date	No
EventEndTime	Time	No
DisplayOptions	Boolean String	No
EventOptions	{set}	Yes
Option	Object	Yes
OptionCaption	String	Yes
OptionImage	Binary	Yes
OptionExecutable	Boolean String	Yes
OptionReferenceID	Integer	Yes
FooterCaptionLine1	String	Yes
FooterCaptionLine2	String	Yes

```
POST /PlayerElite/CAPPWS/PECEventsFrameService.asmx HTTP/1.1
Host: apps.playerelite.com.au
Content-Type: text/xml; charset=utf-8
```

```
Content-Length: length
SOAPAction: "PECAPP/GetEventDetails"

<?xml version="1.0" encoding="utf-8"?>
<soap:Envelope xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/">
  <soap:Body>
    < GetEventDetails xmlns="PECAPP">
      <mobile>string</mobile>
      <UserToken>string</UserToken>
      <EventID>Integer</EventID>
    < /GetEventDetails>
  </soap:Body>
</soap:Envelope>

HTTP/1.1 200 OK
Content-Type: text/xml; charset=utf-8
Content-Length: length

<?xml version="1.0" encoding="utf-8"?>
<soap:Envelope xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/">
  <soap:Body>
    < GetEventDetailsResponse xmlns="PECAPP">
      <GetEventDetailsResult>
        <ValidToken>Boolean string</ValidToken>
        <EventID>Integer</EventID>
        <HeaderCaptionLine1>string</HeaderCaptionLine2 >
        <HeaderCaptionLine2>string</HeaderCaptionLine2 >
        <EventLargeImage>Binary</EventLargeImage>
       <EventCaption> string</EventCaption>
        <EventStartDate>Date</EventStartDate>
        <EventStartTime>Time</EventStartTime>
        <EventEndDate>Date</EventEndDate>
        <EventEndTime>Time</EventEndTime>
        <DisplayOptions> Boolean string</DisplayOptions>
        <EventOptions>
              <Option>
                      <OptionCaption> string </OptionCaption>
                      <OptionImage> Binary</OptionData>
                      <OptionExecutable> Boolean string </OptionExecutable>
                      <OptionReferenceID> Integer</OptionReferenceID>
              </Option>
              ...
              <Option>
                      <OptionCaption> string </OptionCaption>
                      <OptionImage> Binary</OptionData>
                      <OptionExecutable> Boolean string </OptionExecutable>
                      <OptionReferenceID> Integer</OptionReferenceID>
              </Option>
        </EventOptions>
        <FooterCaptionLine1>string</FooterCaptionLine1 >
        <FooterCaptionLine2>string</FooterCaptionLine2 >
      </GetEventDetailsResult>
    </ GetEventDetailsResponse>
```

```
    </soap:Body>
</soap:Envelope>
```

EnrollGuestInEvent

Depending on the event, and the options available for the event, one option available to the end user would be to RSVP to the event.

Implemented Web Service: YES

Implemented DB Function: YES (Currently the table read as "" and not a specific column)

Implemented SP Function: NO

Notes:

EnrollGuestInEvent Invocation		
Parameter Name	**Type**	**Optional**
Mobile	String	No
UserToken	HexString	No
EventID	Integer	No
OptionReferenceID	Integer	No

EnrollGuestInEvent Return		
Data Point Name	**Type**	**Optional**
ValidToken	String	No
EventID	Integer	No
OptionReferenceID	Integer	No
HeaderCaptionLine1	String	No
HeaderCaptionLine2	String	No
IsEnrolled	Boolean String	No
ConfirmationNumber	String	No
BodyImage1	Binary	No
BodyImage2	Binary	No
FooterCaptionLine1	String	Yes
FooterCaptionLine2	String	Yes

```
POST /PlayerElite/CAPPWS/PECEventsFrameService.asmx HTTP/1.1
Host: apps.playerelite.com.au
Content-Type: text/xml; charset=utf-8
Content-Length: length
SOAPAction: "PECAPP/EnrollGuestInEvent"

<?xml version="1.0" encoding="utf-8"?>
```

```
<soap:Envelope xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/">
  <soap:Body>
    < EnrollGuestInEvent xmlns="PECAPP">
      <mobile>string</mobile>
      <UserToken>string</UserToken>
      <EventID>Integer</EventID>
      <OptionReferenceID>Integer</EventID>
    < /EnrollGuestInEvent>
  </soap:Body>
</soap:Envelope>

HTTP/1.1 200 OK
Content-Type: text/xml; charset=utf-8
Content-Length: length

<?xml version="1.0" encoding="utf-8"?>
<soap:Envelope xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/">
  <soap:Body>
    < EnrollGuestInEventResponse xmlns="PECAPP">
      <EnrollGuestInEventResult>
        <ValidToken>Boolean string</ValidToken>
        <EventID>Integer</EventID>
        <OptionReferenceID>Integer</EventID>
        <HeaderCaptionLine1>string</HeaderCaptionLine1 >
        <HeaderCaptionLine2>string</HeaderCaptionLine2 >
        <IsEnrolled> Boolean string</IsEnrolled>
        <ConfirmationNumber>String</ConfirmationNumber>
        <BodyImage1>Binary</BodyImage1>
        <BodyImage2>Binary</BodyImage2>
        <FooterCaptionLine1>string</FooterCaptionLine1 >
        <FooterCaptionLine2>string</FooterCaptionLine2 >
      </EnrollGuestInEventResult>
    </ EnrollGuestInEventResponse>
  </soap:Body>
</soap:Envelope>
```

RequestTicketsToEvent

Depending on the event, and the options available for the event, one option available to the end user would be to Request Tickets to the event.

RequestTicketsToEvent Invocation		
Parameter Name	**Type**	**Optional**
Mobile	String	No
UserToken	HexString	No
EventID	Integer	No
OptionReferenceID	Integer	No
TicketCountRequested	Integer	No

RequestTicketsToEvent Return		
Data Point Name	**Type**	**Optional**
ValidToken	String	No
EventID	Integer	No
OptionReferenceID	Integer	No
HeaderCaptionLine1	String	No
HeaderCaptionLine2	String	No
IsEnrolled	Boolean String	No
ConfirmationNumber	String	No
TicketCountAwarded	Integer	No
IsOnWaitList	Boolean String	No
ExpectedResponseInterval	String	No
BodyImage1	Binary	No
BodyImage2	Binary	No
FooterCaptionLine1	String	Yes
FooterCaptionLine2	String	Yes

Implemented Web Service: YES

Implemented DB Function: YES (Currently the table read as "" and not a specific column)

Implemented SP Function: NO

Notes:

```
POST /PlayerElite/CAPPWS/PECEventsFrameService.asmx HTTP/1.1
Host: apps.playerelite.com.au
Content-Type: text/xml; charset=utf-8
Content-Length: length
SOAPAction: "PECAPP/RequestTicketsToEvent"

<?xml version="1.0" encoding="utf-8"?>
```

```
<soap:Envelope xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/">
  <soap:Body>
    < RequestTicketsToEvent xmlns="PECAPP">
      <mobile>string</mobile>
      <UserToken>string</UserToken>
      <EventID>Integer</EventID>
      <OptionReferenceID>Integer</EventID>
    < /RequestTicketsToEvent>
  </soap:Body>
</soap:Envelope>

HTTP/1.1 200 OK
Content-Type: text/xml; charset=utf-8
Content-Length: length

<?xml version="1.0" encoding="utf-8"?>
<soap:Envelope xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/">
  <soap:Body>
    < RequestTicketsToEventResponse xmlns="PECAPP">
      <RequestTicketsToEventResult>
        <ValidToken>Boolean string</ValidToken>
        <EventID>Integer</EventID>
        <OptionReferenceID>Integer</EventID>
        <HeaderCaptionLine1>string</HeaderCaptionLine1 >
        <HeaderCaptionLine2>string</HeaderCaptionLine2 >
        <IsEnrolled> Boolean string</IsEnrolled>
        <ConfirmationNumber>String</ConfirmationNumber>
        <TicketCountAwarded>Integer</TicketCountAwarded>
        <IsOnWaitList> Boolean string</IsOnWaitList>
        <ExpectedResponseInterval>String</ExpectedResponseInterval>
        <BodyImage1>Binary</BodyImage1>
        <BodyImage2>Binary</BodyImage2>
        <FooterCaptionLine1>string</FooterCaptionLine1 >
        <FooterCaptionLine2>string</FooterCaptionLine2 >
      </RequestTicketsToEventResult>
    </ RequestTicketsToEventResponse>
  </soap:Body>
</soap:Envelope>
```

PurchaseTicketsToEventWithPoints

Depending on the event, and the options available for the event, one option available to the end user would be to Purchase Tickets to the event using their point balance.

PurchaseTicketsToEventWithPoints Invocation		
Parameter Name	**Type**	**Optional**
Mobile	String	No
UserToken	HexString	No
EventID	Integer	No
OptionReferenceID	Integer	No
TicketCountRequested	Integer	No

PurchaseTicketsToEventWithPoints Return		
Data Point Name	**Type**	**Optional**
ValidToken	String	No
EventID	Integer	No
OptionReferenceID	Integer	No
HeaderCaptionLine1	String	No
HeaderCaptionLine2	String	No
IsPurchaseSuccessful	Boolean String	No
NewPointBalance	Float	No
IsEnrolled	Boolean String	No
ConfirmationNumber	String	No
TicketCountAwarded	Integer	No
IsOnWaitList	Boolean String	No
ExpectedResponseInterval	String	No
BodyImage1	Binary	No
BodyImage2	Binary	No
FooterCaptionLine1	String	Yes
FooterCaptionLine2	String	Yes

Implemented Web Service: YES

Implemented DB Function: YES (Currently the table read as "" and not a specific column)

Implemented SP Function: NO

Notes:

```
POST /PlayerElite/CAPPWS/PECEventsFrameService.asmx HTTP/1.1
Host: apps.playerelite.com.au
Content-Type: text/xml; charset=utf-8
Content-Length: length
```

```
SOAPAction: "PECAPP/PurchaseTicketsToEventWithPoints"

<?xml version="1.0" encoding="utf-8"?>
<soap:Envelope xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/">
  <soap:Body>
    < PurchaseTicketsToEventWithPoints xmlns="PECAPP">
      <mobile>string</mobile>
      <UserToken>string</UserToken>
      <EventID>Integer</EventID>
      <OptionReferenceID>Integer</EventID>
    < /PurchaseTicketsToEventWithPoints>
  </soap:Body>
</soap:Envelope>

HTTP/1.1 200 OK
Content-Type: text/xml; charset=utf-8
Content-Length: length

<?xml version="1.0" encoding="utf-8"?>
<soap:Envelope xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/">
  <soap:Body>
    < PurchaseTicketsToEventWithPointsResponse xmlns="PECAPP">
      <PurchaseTicketsToEventWithPointsResult>
        <ValidToken>Boolean string</ValidToken>
        <EventID>Integer</EventID>
        <OptionReferenceID>Integer</EventID>
        <HeaderCaptionLine1>string</HeaderCaptionLine1 >
        <HeaderCaptionLine2>string</HeaderCaptionLine2 >
        <IsPurchaseSuccessful> Boolean string</IsPurchaseSuccessful>
        <NewPointBalance>Float</NewPointBalance>
        <IsEnrolled> Boolean string</IsEnrolled>
        <ConfirmationNumber>String</ConfirmationNumber>
        <TicketCountAwarded>Integer</TicketCountAwarded>
        <IsOnWaitList> Boolean string</IsOnWaitList>
        <ExpectedResponseInterval>String</ExpectedResponseInterval>
        <BodyImage1>Binary</BodyImage1>
        <BodyImage2>Binary</BodyImage2>
        <FooterCaptionLine1>string</FooterCaptionLine1 >
        <FooterCaptionLine2>string</FooterCaptionLine2 >
      </PurchaseTicketsToEventWithPointsResult>
    </ PurchaseTicketsToEventWithPointsResponse>
  </soap:Body>
</soap:Envelope>
```