Gameflex Generic Integration (GGI)
Getting Started

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Change History

Version	Date	Author	Summary of Changes
1.0	10th April 2016	Alan Wignall	First release.
1.1	18th May 2016	Alan Wignall	Section 4 – Game Launch Simulation changed to use providered GameProviderID
1.2	9th June 2016	Alan Wignall	All sections – Added use of the Gameflex Test Web Page to generate the Game Launch SessionToken as an option instead of the Web API.
1.3	27th July 2016	Craig Osborne	Improve documentation around the difference between Launch Session Token and Session Token.

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1   Overview

This document is intended to guide a Game Provider through the process of accessing and performing preliminary calls to the Iforium Gameflex Generic Integration (GGI) API in order that the Game Provider can fully develop their own solution.

For full details of the GGI please see the document "Gameflex Generic Integration (GGI) API".

In order to make successful calls into the GGI, the Game Provider will first need to simulate a Game Launch and generate a Launch Session Token. This can be performed manually using the Iforium Gameflex Test Web Page or can be automated by making two calls into the Iforium Web API. Both methods are detailed in this document. Once the Game Launch mechanism is completed and the GGI has been fully integrated, sumulating the Game Launch will be redundant.

1.1   Required Parameters and Settings

The following information will be required to construct the calls to the GGI.

PlatformKey	s009
GameProviderID	Provided by Iforium
Test Accounts	Provided by Iforium
Game list	Provided by Iforium. These are a reflection of the games supplied by you the provider but will include a unique IforiumGameID required during the Game Launch Simulation.
InstanceReference	Game Provider defined. See GGI API.
Gameflex Test Page Username and Password	Provided by Iforium.
AccountReference for the Web API	Provided by Iforium as part of the list of test accounts.

WARNING: The PlatformKey will change between our development and operator production platforms. The Instance Reference is defined by you.

1.2   URLs

Gameflex Test Page: http://gameflex.s009.iforium.com/gamelaunch/v1/testPage.html

Web API: http://webapi.s009.iforium.com

GGI: http://staging.api.iforium.com/gameflexgenericintegration

We will require the ip address(es) from which you will be accessing the above urls.
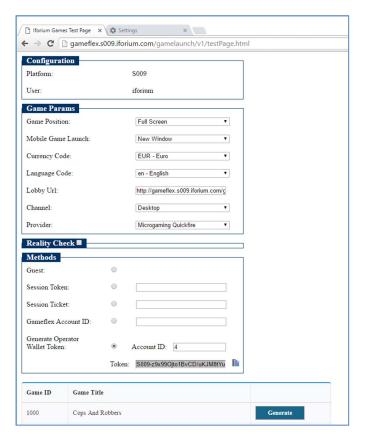
1.3   Game Launch Simulation

To use the Iforium GGI you will need to simulate the Game Launch process by using either the Iforium Gameflex Test Web Page or the Iforium Web API. Both metods result in a Launch Session Token as required by GGI.

1.3.1   Gameflex Test Web Page

1. Browse to http://gameflex.s009.iforium.com/gamelaunch/v1/testPage.html

2. Login with the Username and Password provided by Iforium

3. Under "Game Params" select the Channel and Provider. The page should list all available games for the selection.

4. Under "Methods" enter one of the test AccountID's provider by Iforium and click the Generate button next to the required game. The page will populate the Token which can then be copied.

5. The Token can now be used as the Launch Session Token in the GGI calls in section 1.4 below.

1.3.2   Iforium Web API

The Iforium Web API is simlar in architecture to the GGI in that it is a lightweight REST style web service. We have an example SoapUI 5.2 project called "WebApi-Game-Session-S009" that will allow you to manually make calls to the Web API or you can automate the calls to support automated testing, etc.

Using the SoapUI 5.2 project "WebApi-Game-Session-S009" make the following calls to generate the SessionToken required by the GGI. You will need to set the parameters as listed below:

1. CreateLogonSession:

accountid	<AccountID> from list of test accounts supplied by Iforium
sessionid	Enter a unique logon sessionid. This value will be required in the CreateGameSessionToken call below.

2. CreateGameSessionToken:

GameProviderID	<GameProviderID> supplied by Iforium
sessionid	Enter the value used in the CreateLogonSession above.
iforiumgameid	See the Game List from Iforium.

3. Copy the SessionToken from the returned JSON for use in the GGI calls in section 1.4 below.

1.4   GGI Test Calls

The Launch Session Token obtained from Gameflex Test page must be redeemed by the Redeem Session Token Method. This returns a multi-use Session Token which is required by GGI GetAccountBalance, PlaceBet, AwardWinnings, EndGameRound, VoidBet, RollbackBet or QueryGameRoundTransaction calls can be used. You can use the SoapUI 5.2 project "GGI Test Project" to test these calls.

1. RedeemSessionToken:

LaunchSessionToken	Taken from the result of the section 1.3 above
GameCode	The Game Provider s game code, see the Game List from Iforium.

The SessionToken returned inside the JSON must be used in subsequent GGI calls to GetAccountBalance, PlaceBet, AwardWinnings, EndGameRound, etc.

2. GetAccountBalance, PlaceBet, AwardWinnings, EndGameRound, VoidBet, RollbackBet or QueryGameRoundTransaction:

See the document "Gameflex Generic Integration (GGI) API" for information on these call.

SessionToken	Taken from the result of the RedeemSessionToken call above