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Bitel Aventuras
Game Client Architecture

Content

Revisions

Version	Date	Author	Description
1.0	14-12-2020	Diego Castarés	Initial version

1. Introduction

The purpose of this document is to have a written specification on how the games are consuming Bitel Services on the client side. New versions of this document will be created if the architecture of the client is modified to meet future requirements.

1.1. Audience

This document is aimed to be used for Bitel personnel as well as partners that might require an inside on how the applications are consuming Bitel Services.

2. Scope

The scope of this document covers the logic and service communication between **Bitel Aventuras Native App** and **Bitel Aventuras Web** and **Bitel Gaming Services**.

2.1. Out of Scope

The following topics are not in the scope of this document:

- Specific game logic not related with lives, prizes or other properties not managed by the services.
- Logic on the server side that belongs to the services' backend implementation.

3. Bitel Aventuras Native App

3.1. Service interaction

Both versions of the app, native and web are using the services in a similar way, but with slightly different calls and implementations.

On the native app, all the calls are being pointed directly to Bitel Services from the client as is shown in the following diagram.
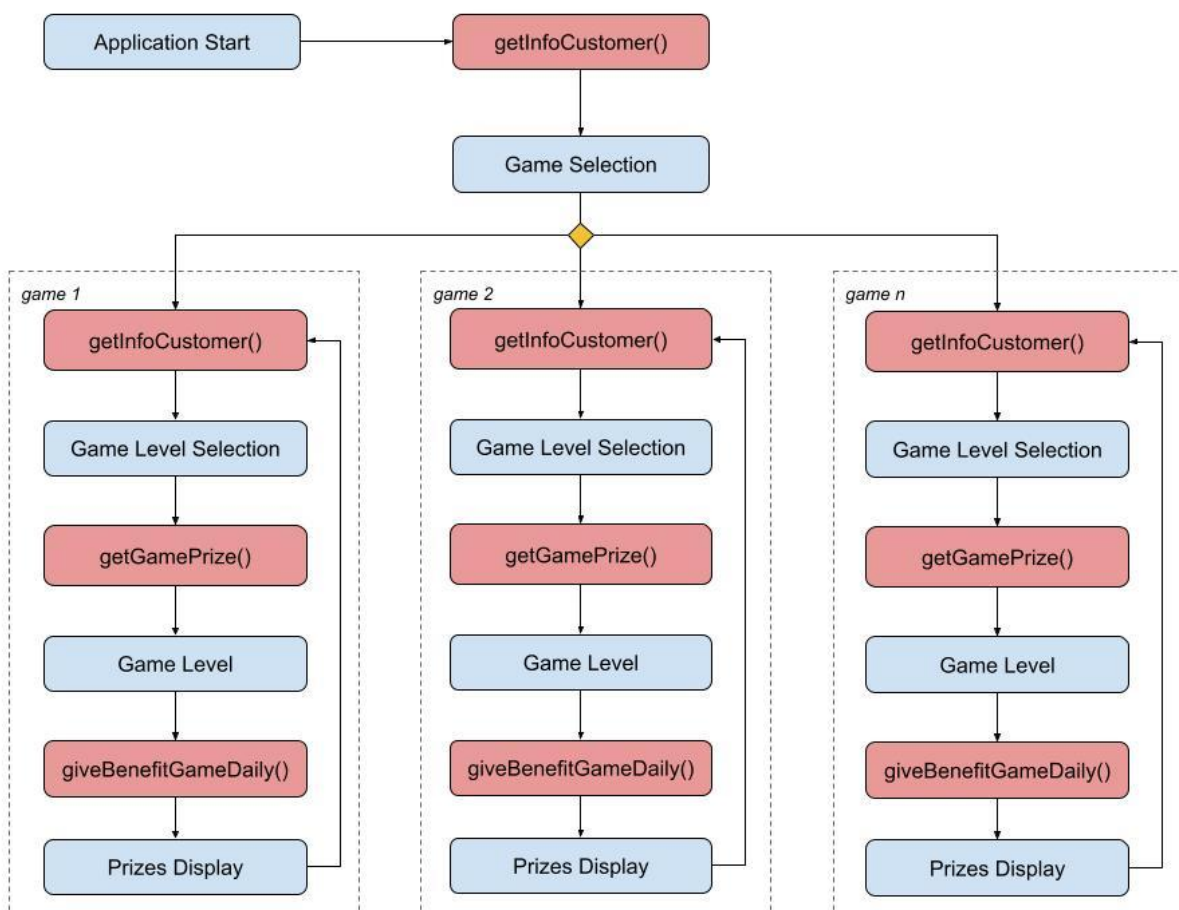
cuyJump/getInfoCustomer

This service will provide all the information about the player in the games like number of coins and lives, as well as the maximum level reached in each of the games. Is call when the app is open, and each time one of the games is opening the level map screen, this way lives and the last level unlocked are always updated and in sync with the backend.

Request:

```json
{
  "token": "4493223dBYzxI?Z+KHAlYVIm06K",
  "userId": "4493223",
  "msisdn": "918923248",
  "appInfo": {
    "os": 1,
    "versionApp": "0.0",
    "versionOs": "0"
  }
}
```

Response:

```json
{
  "responseCode": 0,
  "responseMessage": "success",
  "responseError": [],
  "jumpCuyCustomer": {
    "id": 3741185,
    "clientId": 4493223,
    "life": 880,
    "coin": 1195,
    "lastShareTime": null,
    "lastPlayTime": "22/09/2022",
    "isWinMainPrice": 0,
    "isInternalCus": 0,
    "currentLevel": 1,
    "createDatetime": "08/04/2022",
    "updateDatetime": null,
    "listKey": null,
    "lastWinRappiTime": null,
    "isWinGiftCard": 0,
    "isAddLifeFirstTime": 1,
    "levelJellyCrush": 7,
    "levelHoverShift": 2,
    "levelMoonPlanet": 7,
    "levelCandyWeb": 2,
    "levelDefenseWeb": 2,
    "winStreak": null,
    "winStreakJellyCrush": null,
    "winStreakHovershift": null,
    "totalKey": 86,
    "levelBubbleGame": 10,
    "levelEarthGame": 12,
    "levelRobotDefense": 31,
    "levelJetPack": 10,
    "levelColorJump": 17,
```

```
    "levelBlockPuzzle": 6,
    "levelTempleEscape": 3,
    "levelFruitPlanet": 4,
    "levelColorsPlanet": 17,
    "levelMatchPlanet": null,
    "expireVip": 1659025020000
  },
  "maxLevel": 17,
  "maxLevelWeb": 50,
  "coinPerTicket": 40,
  "vip": false
}
```

services/getGamePrize

This service is being called once the user accesses the game and selects the level number, and based on this information, the service provides what prizes will be available during the gameplay.

Please notice that the array **gameConfigPrizes** in the root of the json contains all the prizes that are assigned to the level, but in order to be shown in the level, the property **gamePrize** inside the object should not be null. In the following example, a 25mb prize is assigned, and is available for the player at the time of the call. If **gamePrize** is null, would mean that the user already picked up that prize or it is not available at the time for some other reason.

As the original jump game is not working anymore, all the games in the app are being called with the property **type** set to **ROUTE** in the request.

Request:

```
{
  "token": "4493223dBYzxI?Z+KHAlYVIm06K",
  "userId": "4493223",
  "msisdn": "918923248",
  "appInfo": {
    "os": 1,
    "versionApp": "0.0",
    "versionOs": "0"
  },
  "type": "ROUTE",
  "codeGame": "COLOR_JUMP",
  "level": 17
}
```
Response:

```
{
  "responseCode": 0,
  "responseMessage": "",
  "responseError": [],
  "gameConfigPrizes": [
    {
      "id": 5834,
      "gameLevel": 17,
      "prizeCode": "25_MB_BG_ROUTE",
```

```
    "codeGame": "BITEL_GAME",
    "prizeType": 2,
    "value": null,
    "thresholdPoint": null,
    "configDate": null,
    "totalQuantity": null,
    "remainQuantity": null,
    "status": 1,
    "winTime": null,
    "priority": 17,
    "createDatetime": 1652191331000,
    "updateDatetime": null,
    "type": "ROUTE",
    "planType": "POS",
    "prizeTypeVip": null,
    "subLevel": null,
    "gamePrize": {
      "id": 33,
      "codePrize": "25_MB_BG_ROUTE",
      "name": "25 MB",
      "type": 2,
      "value": "CHARGING_MOD_GPRS_FEE_PRE;ADD_MB=26214400;MSISDN={MSISDN};ACCT_REST_ID=35;ADD_DAYS=3",
      "description": null,
      "priority": 2,
      "imgUrl": "https://mi.bitel.com.pe/mibitel_v2/resources/image/Jump_Game/MB.png",
      "createDatetime": null
    }
  }
 ]
}
```

services/giveBenefitGameDaily

This service is called once the user finishes the level, specifying if the level was won, and what prizes (if any) were obtained in the process. In the response we get how many coins and/or keys are given to the user.

Request:

```
{
  "token": "4493223dBYzxI?Z+KHAlYVIm06K",
  "userId": "4493223",
  "msisdn": "918923248",
  "appInfo": {
    "os": 1,
    "versionApp": "0.0",
    "versionOs": "0"
  },
  "winLevel": 1,
  "codeGame": "COLOR_JUMP",
  "gameLevel": 17,
  "gameConfigPrizeId": [
    5834
  ],
  "newValue": "dfe6e2fa616e3bbc5c48b5e28849cac3c6899247"
```

```
}
```

Response:

```
{
  "responseCode": 0,
  "responseMessage": "",
  "responseError": [],
  "numberCoin": 15,
  "key": 1,
  "bonusPrize": null
}
```

4. Bitel Aventuras Web

4.1. Service interaction

The games in the web version of the suite are built using a WebGL component running in a canvas element in the browser.

Due CORS restrictions, the code cannot call a service outside the domain where the website is hosted, so in order to communicate with the services, a middle layer of services was implemented using php, so the game in the browser reach the services in the server-side and from there the calls to Bitel services are being handled.
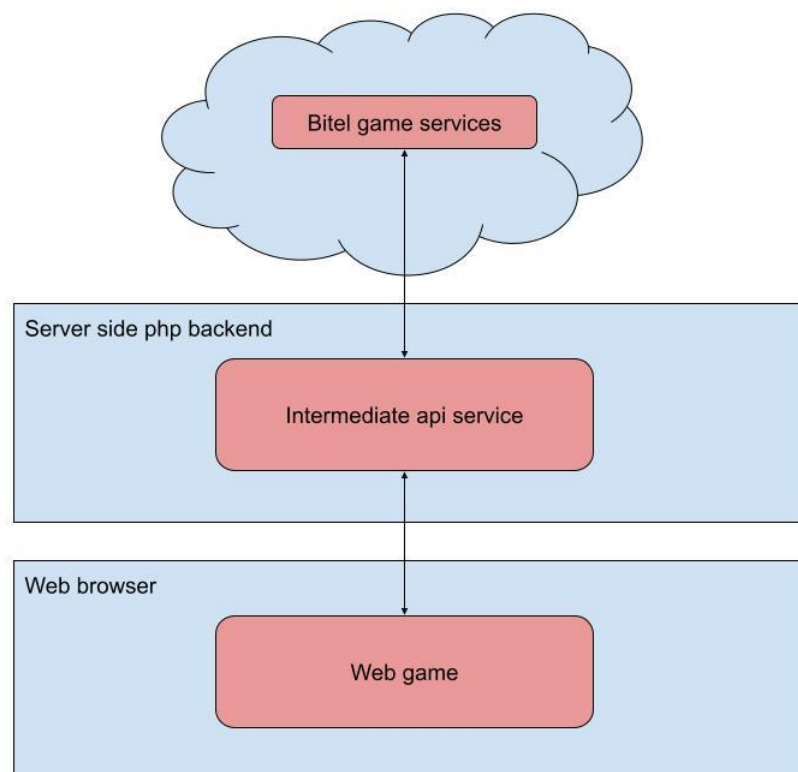
And the services are being called within the app flow in a similar way that the app is doing it.
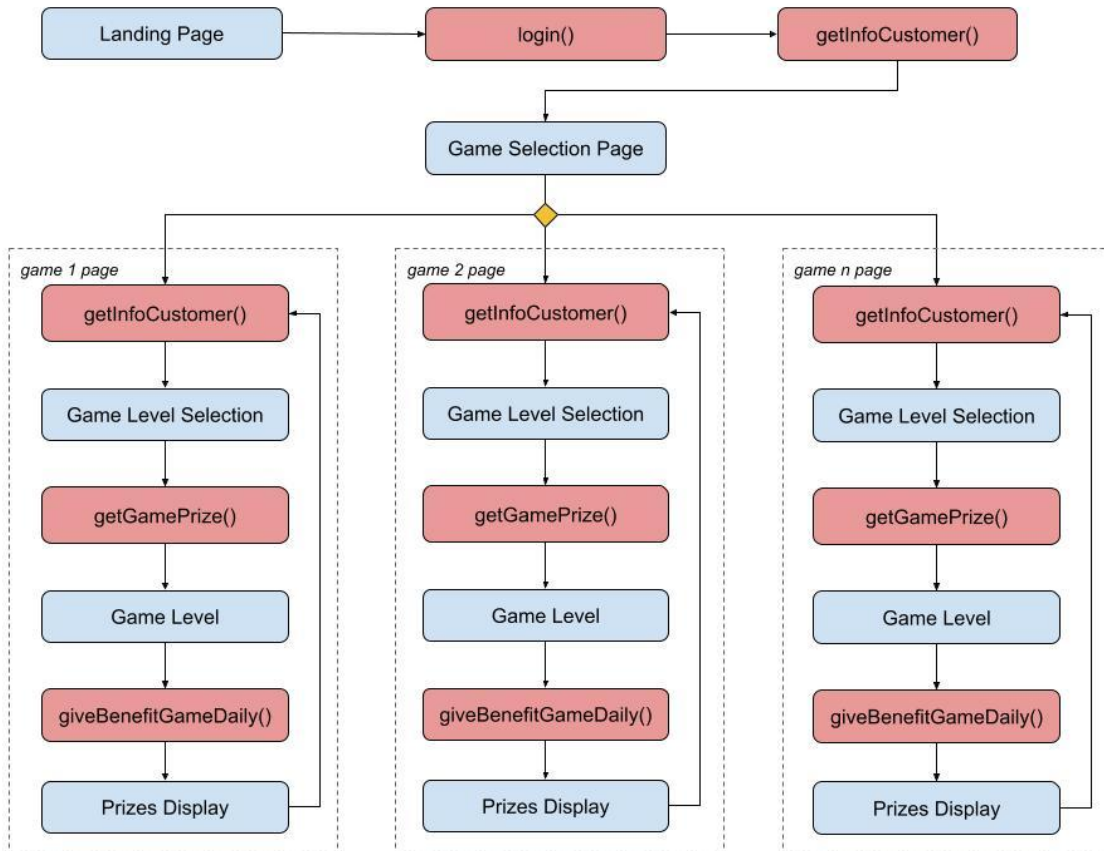
cuyJump/getInfoCustomer

This service is the same used by the app, and in the same way it will provide all the information about the player in the games like number of coins and lives, as well as the maximum level reached in each of the games. Is being called when the user accesses the game selection page, and each time one of the games is opening the level map screen, this way lives and the last level unlocked are always updated and in sync with the backend.

Request:

```
{
  "token": "4493223dBYzxI?Z+KHAlYVIm06K",
  "userId": "4493223",
  "msisdn": "918923248",
  "appInfo": {
    "os": 1,
    "versionApp": "0.0",
    "versionOs": "0"
  }
```

```
}
```

Response:

```
{
  "responseCode": 0,
  "responseMessage": "success",
  "responseError": [],
  "jumpCuyCustomer": {
    "id": 3741185,
    "clientId": 4493223,
    "life": 880,
    "coin": 1195,
    "lastShareTime": null,
    "lastPlayTime": "22/09/2022",
    "isWinMainPrice": 0,
    "isInternalCus": 0,
    "currentLevel": 1,
    "createDatetime": "08/04/2022",
    "updateDatetime": null,
    "listKey": null,
    "lastWinRappiTime": null,
    "isWinGiftCard": 0,
    "isAddLifeFirstTime": 1,
    "levelJellyCrush": 7,
    "levelHoverShift": 2,
    "levelMoonPlanet": 7,
    "levelCandyWeb": 2,
    "levelDefenseWeb": 2,
    "winStreak": null,
    "winStreakJellyCrush": null,
    "winStreakHovershift": null,
    "totalKey": 86,
    "levelBubbleGame": 10,
    "levelEarthGame": 12,
    "levelRobotDefense": 31,
    "levelJetPack": 10,
    "levelColorJump": 17,
    "levelBlockPuzzle": 6,
    "levelTempleEscape": 3,
    "levelFruitPlanet": 4,
    "levelColorsPlanet": 17,
    "levelMatchPlanet": null,
    "expireVip": 1659025020000
  },
  "maxLevel": 17,
  "maxLevelWeb": 50,
  "coinPerTicket": 40,
  "vip": false
}
```

services/getGamePrizeWeb

Same way as the non web version, this service is being called once the user accesses the game and selects the level number, and based on this information, the service provides what prizes will be available during the gameplay.

Please notice again that the array **gameConfigPrizes** in the root of the json contains all the prizes that are assigned to the level, but in order to be shown in the level, the property **gamePrize** inside the object should not be null. In the following example, a 25mb prize is assigned, and is available for the player at the time of the call. If **gamePrize** is null, would mean that the user already picked up that prize or it is not available at the time for some other reason.

Request:

```
{
  "token": "4493223N3U?=ArjRWVFBPl0k5mqw",
  "clienteId": "4493223",
  "msisdn": "918923248",
  "os": 2,
  "versionApp": "",
  "versionOs": "",
  "codeGame": "MOON_PLANET",
  "level": 7
}
```

Response:

```
{
  "responseCode": 0,
  "responseMessage": "",
  "responseError": [],
  "gameConfigPrizes": [
    {
      "id": 6964,
      "gameLevel": 7,
      "prizeCode": "10_MB_BG_ROUTE",
      "codeGame": "MOON_PLANET",
      "prizeType": 2,
      "value": null,
      "thresholdPoint": null,
      "configDate": null,
      "totalQuantity": null,
      "remainQuantity": null,
      "status": 1,
      "winTime": null,
      "priority": 7,
      "createDatetime": 1653600964000,
      "updateDatetime": null,
      "type": "ROUTE",
      "planType": "POS",
      "prizeTypeVip": null,
```

```
      "subLevel": null,
      "gamePrize": null
   }
 ]
}
```

services/giveBenefitGameDailyWeb

Same as the app version, this service is called once the user finishes the level, specifying if the level was won, and what prizes (if any) were obtained in the process. In the response we get how many coins and/or keys are given to the user.

Request:

```
{
  "token": "4493223dBYzxI?Z+KHAlYVIm06K",
  "userId": "4493223",
  "msisdn": "918923248",
  "appInfo": {
    "os": 1,
    "versionApp": "0.0",
    "versionOs": "0"
  },
  "winLevel": 1,
  "codeGame": "COLOR_JUMP",
  "gameLevel": 17,
  "gameConfigPrizeId": [
    5834
  ],
  "newValue": "dfe6e2fa616e3bbc5c48b5e28849cac3c6899247"
}
```

Response:

```
{
  "responseCode": 0,
  "responseMessage": "",
  "responseError": [],
  "numberCoin": 5,
  "key": null,
  "bonusPrize": null
}
```