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**Tournament Platform - Technical Integration Guide (Confidential)**

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**Introduction**

This document covers the essential information, processes, and other relevant aspects for technical integration into GoGames tournament platform. This document contains confidential information and is not intended to be viewed by unapproved external parties. All information and processes in the document are subject to edits and changes from GoGames.

**Terminology & Abbreviations**

The following terminologies should be interpreted accordingly:

partner - 3rd party intending to integrate with the GoGames tournament platform

superapp - A partner application through which a partner intends to support gaming tournaments for its users. GGTP - GoGames tournament platform

**1 Technical Integration Aspects**

1.1 HOSTING THE TOURNAMENT IN SUPERAPP

In order to make GoGames tournament platform accessible to its users, the superapp needs to place an icon in the app. On clicking the icon, a predefined url provided by GoGames should be launched within a webview/iframe.The description of the url and relevant parameters are described in the “Technical Contract Details” section below.

1.2 HANDSHAKE

Handshake is the process of handing over user details to the GoGames tournament platform to indicate participation of a user in an active tournament.

1.2.1 SIMPLE HANDSHAKE (MANDATORY)

In its simplest form handshake involves sharing the userid of the user through a url query parameter. The userid passed should be a value that the superapp can relate back to the original user. In the simplest form, no other information is required. However, to give the user a more personalized experience, it is possible to send additional parameters such as display name and avatar with the url.

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1.2.2 USER VALIDATION DURING HANDSHAKE (OPTIONAL)

The concern with the simple handshake described above is that the user’s identity is not validated to check if the user is indeed a user of the superapp’s echo system. If this is required, then the partner should be prepared to make additional implementation in order to support.

There are 2 primary ways to support this. One is based on the partner providing some kind of api to validate the user. The other one is using Goama’s token api to generate a token with user details and passing this token as the userid parameter.

The method to validate the user should be discussed and agreed between the GGTP team & the partner. 1.2.2.1 GOAMA AUTH TOKEN HANDSHAKE(OPTIONAL)

Partners can use Goama’s Auth Token API to generate a token before launching the Goama Platform from their end. Partner provides information about the user when generating this token and then this token gets passed through the url as a query parameter.

| **API URL** | | |
| --- | --- | --- |
| Description | | URL for generating the token for a user. |
| Details | |  |
|  | Format | Staging:  https://api.staging.go-games.gg/api/v2/tournaments/auth/requesttoke n/  Production:  https://api.go-games.gg/api/v2/tournaments/auth/requesttoken/ |
|  | Method  Headers | POST  Key Description  Goama-App The partner application id. Will be provided by Goama. |

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|  | Content Type | application/json |
| --- | --- | --- |
|  | Parameters | Parameter Description  app\_slug (mandatory) The partner application id. Will be provided by GoGames.  userid (mandatory) Unique user id that the partner can use to identify the user in their applications  domain.  name (optional) Name of the user.  profile\_pic\_url (optional) URL of the profile picture of the user  checksum (mandatory) This field will need to be generated using **3DES Encryption**. The string will need to  be constructed in a conditional way to  handle the optional parameters. A  client-secret will be provided by Goama to  the partner to encrypt the payload string.  The pseudocode for generating the string is  given below:  str := ‘{userid}’ // Same as parameter  if name in parameter:  str := str + ‘&{name}’  if profile\_pic\_url in parameter:  str := str + ‘&{profile\_pic\_url}’  checksum := encrypt(str, client\_secret)  Here, encrypt is just a pseudo function to  generate the checksum. |
|  | Response | Parameter Description  token Token to use as the userid query parameter when loading Goama platform  valid\_until A DateTime String denoting the validity of the token. |

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| Example | https://staging.go-games.gg/tournament?app=[app\_slug]&country=SG& userid=[token]  https://go-games.gg/tournament?app=[app\_slug]&country=SG&userid=[ token] |
| --- | --- |
| Example(iframe) | <html>  <head>  <meta name="viewport" content="width=device-width, initial-scale=1, maximum-scale=1, minimum-scale=1, user-scalable=0">  <style>body {margin: 0; width: 100vw; height: 100vh;}</style> </head><body>  <iframe id="goama" width="100%" height="100%" frameborder="0" src="https://go-games.gg/tournament?app=[app\_slug]&country=SG&use rid=[token]"></iframe>  </body>  </html> |

Find a more detailed example about Auth Token Implementation from this link.

**Please refer to our “Technical Integration Guide Supplement” to learn more about these.** 1.3 SOCIAL SHARING (OPTIONAL)

Social sharing via WhatsApp & Telegram can be supported at no additional implementation at partner’s end. However, if a partner wishes the tournament platform link to be shared in these messages, then they must provide a deep link to the platform.

In order to provide a more engaging social sharing experience, the partner must provide additional javascript hooks to the launching webview that can be used to trigger the native social sharing dialogs for the platform.

1.4 PAYMENT INTEGRATION (OPTIONAL)

Payment integration with a partner’s preferred payment channel is possible. Payment integration is compulsory when a partner wants to host paid tournaments through the GoGames Tournament Platform. Payment integration requires prior agreement on timeline and is dependent on the integration complexity of the partner’s preferred payment channel. Just in case, if a partner does not have a payment apis integrated on their platform they can refer to this doc for creating their own payment apis that Goama will be able to interact with to make transactions.

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1.5 SOCIAL LOGIN IFRAME (OPTIONAL)

For enabling social login in Goama Platform inside an iframe the site needs to be integrated like below:

<script>

// The below src url value will need to be set accordingly to load the iframe properly

let src = "https://dev.go-games.gg/tournament?app=thePartnerAppSlug&country=BD";

function removeGarbage(string){

if(string.startsWith("?")) string = string.substring(1)

return string;

}

function srcBuilderWithParams(params){

if(!params || params == "") return src;

params = removeGarbage(params);

let source = src + "&" + params;

return source

}

(

function(){

const queryParams = window.location.search;

let iframe = document.getElementById("goama");

if(iframe == null){

console.log("Set iframe with an ID 'goama'");

}

iframe.src = srcBuilderWithParams(queryParams);

})();

</script>

**2 Technical Contract Details**

The following section contains various technical contracts.

2.1 HANDSHAKE

GGTP PROVIDES

| **Launch URL** |
| --- |

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| Description | | Url that should be used when launching the games tournament iFrame from native app |
| --- | --- | --- |
| Details | |  |
|  | Format | Staging:  https://staging.go-games.gg/tournament?app=[partner\_app\_code]&coun try=[country\_code]&userid=[userid]&name=[user\_name]&profile\_pic=[p rofile\_pic\_url]  Production:  https://go-games.gg/tournament?app=[partner\_app\_code]&country=[co untry\_code]&userid=[userid]&name=[user\_name]&profile\_pic=[profile\_p ic\_url] |
|  | Parameters | Parameter Description  app (mandatory) The partner application id. Will be provided by GoGames.  country (mandatory) 2 letter iso country code (ISO 3166 Alpha-2). For example: sg for (Singapore).  userid (mandatory) Unique user id that the partner can use to identify the user in their applications  domain.  name (optional) An optional display name for the user. If the name property is missing - then a display  name with random characters will be auto  generated for the user.  Whether the partner wants to use this  property needs to be agreed upon. By  default, it is turned off.  profile\_pic (optional) Url encoded url for the user’s profile picture. If not provided, the tournament  platform will auto assign one of predefined  avatars for the user. The user can change  this to another predefined avatar of his/her  choice.  Whether the partner wants to use this  property needs to be agreed upon. By  default, it is turned off. |

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|  |  |  |
| --- | --- | --- |
| Example | | https://staging.go-games.gg/tournament?app=partner1&country=bd&us erid=abcxyz  https://staging.go-games.gg/tournament?app=partner1&country=bd&us erid=abcxyz&name=Ramon%20Zarate&profile\_pic=https%3A%2F%2Fi. pravatar.cc%2F150%3Fimg%3D37 |

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PARTNER TO PROVIDE (OPTIONAL)

| **User validation endpoint** | | |
| --- | --- | --- |
| Description | | Super app to provide an api that can be called by GGTP to validate the username supplied from GoGames back end service. In case of successful validation, the api should send back relevant user details. |
|  | Format | To be provided by partner |
|  | Parameters | user – unique user id that was passed on to the GoGames iFrame. |
|  | Other  requirements | Partner to provide any authentication requirements in order to call the api. GoGames will implement accordingly. |
|  | Response | Json structure for successful validation.  {  status: “success”,  userDetails: {  name: Display name of the user,  userid: unique username in superapps domain  profilePic: url of profile picture  }  }  Json structure for failed validation  {  “status”: “failed”  } |
| Other comments | | For profilePic – if the user does not have a profile picture, in order to keep the same look & feel, the partner should provide the url of the default profile picture that is used in the app for users who do not have a profile picture assigned. |

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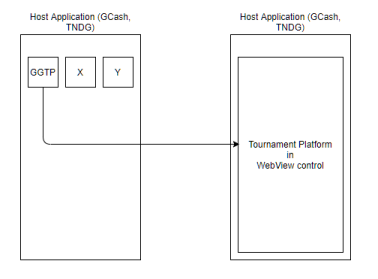
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**3 Integration with Mini Programs**

While integrating Goama Tournament Platform with mini programs such as GCash, TNG Digital etc, the partner does not have to do any integration on their part. The Goama team will create a mini program that integrates with the tournament platform with the correct parameters.

In order to simplify the integration, the tournament platform is launched within a **webview** component with predefined application id & country code. For the userid parameter, user’s auth code is used. There are 2 parts to the integration - handshake & payment integration.



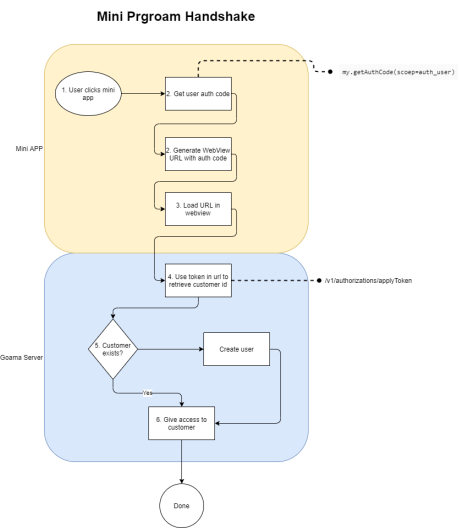
3.1 HANDSHAKE

When the user clicks the Goama Tournament Platform mini program icon, the mini programs makes a JS api request to collect the user's auth\_code with auth\_base scope using **my.getAuthCode({scopes: "auth\_base"})**. This returns an auth code with basic scopes. This auth code is then used as userid in the tournament url and sent to the server side. Server retrieves the user’s customer id by making a call to **/v1/authorizations/applyToken** api. Once the customer id is retrieved, the tournament platform either finds the user from the database if exists or creates a new user account and provides access to the user to participate in the tournaments. The diagram below shows the flow:

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3.2 PAYMENT INTEGRATION

For payment integration, the tournament platform sends a payment request to the Goama backend using internal api, which in turn initializes a payment with the mini program payment channel using the **/v1/payments/pay** api. The initialization parameters are then sent over to the front end which then using the JS API **my.tradePay** confirms

& collects payment from the user. The tournament platform polls the status of the payment and if successfully completed, provides user access to the paid tournament.

The UI flow looks as follows:

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The diagram below shows the technical flow:

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**4 Integrating with an Iframe**

Partners can embed Goama games into their platform by including the url in section 2.1 within an iframe in their website. Partners will be provided with their app parameter prior to the integration. If the partner wishes to incorporate the authentication system provided by Goama they can omit the userid parameter from the iframes links query parameter.

**Launch URL**

| Description | | Url that should be used when launching the games tournament iFrame from Desktop |
| --- | --- | --- |
| Details | |  |
|  | Format | Staging:  https://staging.go-games.gg/tournament?app=[partner\_app\_code]&country =[country\_code]  Production:  https://go-games.gg/tournament?app=[partner\_app\_code]&country=[count ry\_code] |
|  | Parameters | Parameter Description  app (mandatory) The partner application id. Will be provided by Goama.  country (mandatory) 2 letter iso country code (ISO 3166 Alpha-2). For example: sg for (Singapore).  userid (optional) Unique user id that the partner can use to identify the user in their applications domain.  name (optional) An optional display name for the user. If the name property is missing - then a display  name with random characters will be auto  generated for the user.  Whether the partner wants to use this  property needs to be agreed upon. By  default, it is turned off. |

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|  |  | profile\_pic (optional) Url encoded url for the user’s profile picture. If not provided, the tournament platform will  auto assign one of predefined avatars for the  user. The user can change this to another  predefined avatar of his/her choice.  Whether the partner wants to use this  property needs to be agreed upon. By  default, it is turned off. |
| --- | --- | --- |

Example https://staging.go-games.gg/tournament?app=partner1&country=bd

https://staging.go-games.gg/tournament?app=partner1&country=bd&userid

=abcxyz&name=Ramon%20Zarate&profile\_pic=https%3A%2F%2Fi.pravatar.c

c%2F150%3Fimg%3D37

**5 Integrating with Partner Digital Payment System**

Partners can have their own digital currency like coins or points which they might want to integrate with the Goama Platform. They can easily communicate with Goama frontend through Webview or iframe depending on where the Goama platform is being loaded.

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5.1 THROUGH IFRAME

In case of iframe integration of Goama platform. We follow some data structure in case of sending and receiving messages. All messages are sent and received from the platform through the standard iframe postMessage API and in JSON data format.

5.1.1 QUERY DIGITAL BALANCE

To query digital currency balance we send a message to the parent of the iframe with a type of GOAMA\_QUERY\_DIGITAL\_BALANCE.

Example: {“event\_type”: “GOAMA\_QUERY\_DIGITAL\_BALANCE”}

5.1.2 QUERY PAYMENT STATUS

To query the payment status we send a message to the parent of the iframe with a type of GOAMA\_QUERY\_PAYMENT\_STATUS.

Example: {“event\_type”: “GOAMA\_QUERY\_PAYMENT\_STATUS”, “payload”: {“reference”: [goama-ref], “amount”: 99, “timestamp”: "1/1/2021, 4:38:43 PM", “type”: “digital”, “userMessage”: “An optional message to show the user” }}

5.1.3 RECEIVE DIGITAL BALANCE

To receive the digital currency balance we expect a message from the parent of the iframe with a type of GOAMA\_RECEIVE\_DIGITAL\_BALANCE.

Example: {“event\_type”: “GOAMA\_RECEIVE\_DIGITAL\_BALANCE”, “payload”: {“balance”: 999 }}

5.1.4 RECEIVE PAYMENT STATUS

To query digital currency we send a message to the parent of the iframe with a type of

GOAMA\_RECEIVE\_PAYMENT\_STATUS.

Example: {“event\_type”: “GOAMA\_RECEIVE\_PAYMENT\_STATUS”, “payload”: {“partnerReference”: [partner-ref], “amount”: 99, “status”: “success” }}

**6 Accessing Goama APIs**

Partners can access Goama APIs to access data from Goama server to showcase the data on their website, apps or other purposes.

6.1 GOAMA HEROES API

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When the user plays on the Goama platform they earn tickets by playing games and accomplishing other tasks on the platform. Partners can access this API to get the daily, weekly and monthly ranking of the users in goama platform.

**Launch URL**

| Description | | Url of the API the partner will call to get the heroes |
| --- | --- | --- |
| Details | |  |
|  | Format | Staging:  https://api.staging.go-games.gg/api/v2/statuspoints/heroes/[partner\_app\_c ode]/[country\_code]/[number\_of\_heroes\_to\_fetch]/  Production:  https://api.go-games.gg/api/v2/statuspoints/heroes/[partner\_app\_code]/[co untry\_code]/[number\_of\_heroes\_to\_fetch]/ |
| Parameters  Example | | Parameter Description  partner\_app\_code  The partner application id. Will be provided  (mandatory)  by Goama.  country\_code  2 letter iso country code (ISO 3166 Alpha-2).  (mandatory)  For example: sg for (Singapore).  number\_of\_heroes\_to\_fe  Number of heroes the partner wants to fetch  tch (optional)  with the API request.  https://api.staging.go-games.gg/api/v2/statuspoints/heroes/partner1/SG/50 / |

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