

GameRamp API documentation

Overview

This document covers how to share click-stream events to GameRamp, and receive predictions and in-app configs via API.

APIs

APIs needed to transfer data to GameRamp:

- Login (`auth/login`)
- Refresh Token(`auth/refresh`)
- Logout (`auth/logout`)
- Events (`v1/events`)

APIs that return predictions and in-game actions:

- Player Predictions (`v1/player/status`)
- Store Configs (`v1/player/store_configs`)

Login

- Obtain API Key and Secret (provided by us)
- Save API secret and key securely in client
- Client generates a signed request using the Secret
- Authentication service validates the signature and issues a JWT token
- Client uses the JWT token for subsequent API calls
- **Response now include all player configs**
- Auth End Point
 - POST `https://api.gameramp.com/auth/login`

```
{
  "apiKey": "<api_key>", # API Key
  "deviceId": "<unique_device_id>", # Unique device id(from client)
  "timestamp": "2025-07-15T19:43:41Z", # Current UTC timestamp in ISO 8
601 format (YYYY-MM-DDThh:mm:ssZ)
  "signature": "<signature>" # HMAC-SHA256 signature encoded in Base6
4
}
```

- Generating signature
 - The signature is generated using HMAC-SHA256 with API Secret . The payload to sign is a pipe-delimited string of three values
 - `apiKey|deviceId|timestamp`
 - e.g - `test_tenant_4Dqms3ygG9FVC|device-123|2025-07-15T19:43:41Z`
 - The resulting HMAC-SHA256 digest must be Base64-encoded to create the signature.
 - **Security Requirements**
 - API Secret and key should be saved securely in client
 - Timestamps must be within 5 minutes of the server time
- Response
 - Success

```
{
  "accessToken": "eyJhbGciOiJSUzI1NiIsInR5cCI6IkpXVCJ9...",
  "refreshToken": "eyJhbGciOiJSUzI1NiIsInR5cCI6IkpXVCJ9...",
  "tokenType": "Bearer",
  "expiresIn": 3600,
  "playerConfig": {
    ....
  }
}
```

- Error
 - 401 Unauthorized
 - 400 Bad request(Request timestamp is outside the acceptable time window.)
- Using auth token
 - After successful authentication, use the provided JWT access token in subsequent API requests by including it in the Authorization header:
 - `Authorization: Bearer eyJhbGciOiJSUzI1NiIsInR5cCI6IkpXVCJ9...`
 - The access token will expire after the duration specified in `expiresIn` (in seconds). Use the refresh token to obtain a new access token when needed.
- Dev Keys
 - API Key - `test_tenant_4Dqms3ygG9FVC`
 - API Secret - `b815ebac-9744-43db-b5e6-89f90620297e-Wjl8qlWrJn2r4OEB7UXJ_L8iYOLTR8p10t83-Wi_79Q`

```
curl -X POST 'http://api.gameramp.com/auth/login' \
-H 'Content-Type: application/json' \
-d '{"apiKey": "test_tenant_4Dqms3ygG9FVC", "deviceId": "device-123", "timestamp": "2025-07-15T19:44:26Z", "signature": "/Sn9msNKK4ifTEYrGC/GKpRptolLlyWi4jsfdn5S4q8="}'
```

Response:

```
{
  "accessToken": "eyJraWQiOiI1Zjk5ZmRjMy1hMTdlLTg3ZGYtOWI4YS1jM2Vm
N2Y3M2FiMmQiLCJhbGciOiJSUzI1NiJ9.eyJ0ZW5hbGciOiJIJ0ZlN0X3Rlb
mFudF8xNzUyNTIzNDIxliwiZGV2aWNIX2lkljoidGVzdC1kZXZpY2UtNDU2liwiZ2
FtZV9pZCI6ImRlZmF1bHRfZ2FtZSI6bnN1Yil6ImRlc3QtZGV2aWNILTQ1Ni8yMGY
2Y2FiMlslImIhdCI6MTc1NDQ4NTYyNSwiZXhwIjoxNzU0NDg2NTI1fQ.LcKpK5A
GpJoxbZn2iPOBDx-IGcOTL6odTPUjXo_YW1rHZJYR2Mf42MjMDJO98Paq0d6
AFHAIpTSitzOp6lh8qrMsfngmB0a_W3sNVEL4XBTw0rLDK7YSFOqD6MKIGQq
```

```

9VPP00kOWSYLgTuTAkzSVTuVMiqWjBsxuQOb-KknhVrDgMy6bVaHeK8fcqQ
P36iHW6Xy47dleEf60z7cLmBT4MRjb7cy3RUcDuOvN5c9LfVmSCjBALLG7MS
JZbvAUv3JO5mit6soCQOnxL_klkoRO75aor5w9MAAhjRFD1sdJRRMC-feDxXzF
OgeP_CMjPNvBfGI02MdVuLAsu8wqiBmCZA",
  "refreshToken": "2b78c91e-5e14-4d75-a558-a45880d03233",
  "tokenType": "Bearer",
  "expiresIn": 900000,
  "userId": "test-device-456_20f6cab2",
  "deviceId": "test-device-456",
  "gameId": "default_game",
  "tenantId": "test_tenant_1752523421",
  "playerConfig": {
    "playerStatus": {
      "isPayer": {
        "value": true,
        "defaultValue": false,
        "expiredAt": null
      }
    }
  },
  "storeConfig": {
    "activeSkus": [
      {
        "skuld": "starter_pack",
        "name": "Starter Pack",
        "description": "Perfect for new players",
        "actualPrice": 0.99,
        "offerPrice": 0.99,
        "currency": "USD",
        "assets": [],
        "active": true
      },
      {
        "skuld": "remove_ads",
        "name": "Remove Ads",
        "description": "Removes all advertisements",
        "actualPrice": 2.99,

```

```

    "offerPrice": 2.99,
    "currency": "USD",
    "assets": [],
    "active": true
  },
  {
    "skuld": "premium_currency_small",
    "name": "Premium Currency (Small)",
    "description": "100 premium coins",
    "actualPrice": 4.99,
    "offerPrice": 4.99,
    "currency": "USD",
    "assets": [],
    "active": true
  }
],
"lastUpdatedTimestamp": 0,
"userSpecificPromold": null,
"fallbackConfig": null
}
}
}

```

Refresh Access Token

- Endpoint: POST `auth/refresh`
- Refreshes an expired access token using a valid refresh token. Use this endpoint when your access token has expired but you have a valid refresh token to obtain a new set of tokens without requiring the user to re-authenticate.
- Body

```
{
  "refreshToken": "string" // Required: The refresh token obtained from previous login or refresh
}
```

```
{
  "accessToken": "string", // JWT access token
  "refreshToken": "string", // Refresh token for future token renewal
  "tokenType": "Bearer", // Type of token (always "Bearer")
  "expiresIn": 3600 // Access token validity period in seconds
}
```

```
curl -X POST \
  https://api.gameramp.com/auth/refresh \
  -H 'Content-Type: application/json' \
  -d '{
    "refreshToken": "734539f4-19ad-4b78-836e-a4c61e5911bc"
  }'
{
  "accessToken": "eyJraWQiOiJhZTMwOWE2Yy1mMGVILTRIYmYtYjIzNi1hMGQ3ZDk0ODg1ZTQiLCJhbGciOiJSUzI1NiJ9.eyJ0ZW5hbnRfaWQiOiJ0ZXN0X3RlbmFudF8xNzUyNTIzNDIxliwiZGV2aWNIX2IkljoiZGV2aWNILTEyMyIsImdhbWVfaWQiOiJkZWZhdWx0X2dhbWUiLCJzdWIiOiJkZXZpY2UtMTIzXzVjODUwNzE0liwiaWF0IjoxNzUyNzIyOTg1LCJleHAiOiJlbnRlc3NTI3Mjc4ODV9.Dz9npGt6jrTavM2oFchFi4Lw7tloePd0TFsBxmx7f-yfxYwilBMiXfL_A0SMpTnINXvQkZrux16L_ExtZtEy2dfgO79ywac1TyYyuR_UPwrmuKR5jbNbXm5e9P8WY2z1KJOOQ7XVjvrZfkUrasyz-ZhDUmMIhAcwrLz9bDy3ih4I2rhCWvadM8my0tEBQ1vLTFt5uvJKQdt2L30zz5H2jOiV7JIWzFDhPW8eZZqFky259RU7WPMAY1Z6pf4tYcNAf5zXtVuX0Wx_d5K0vqKoYf4YH1kb-tHBkh88jPCCLwY3liMHbCKO9mzqHbv7zirP6u6glgcSy7TNX-ESKt5A",
  "refreshToken": "eebd9f2b-c421-4dda-a9ae-05ea08c6db6b",
  "tokenType": "Bearer",
  "expiresIn": 900000,
  "userId": "device-123_5c850714",
}
```

```
"deviceId":"device-123",
"gameId":"default_game",
"tenantId":"test_tenant_1752523421"
}
```

Error Responses:

- **Status Code:** 401 Unauthorized
 - When the refresh token is expired, invalid, revoked or not found
- **Status Code:** 500 Internal Server Error
 - When an unexpected server error occurs during token refresh

Logout Device

- Endpoint: POST `auth/logout`
- Logs out a device by invalidating its active tokens. This endpoint requires authentication with a valid JWT token.
- Body

```
{
  "deviceId": "string" // Required: The device identifier to logout
}
```

- Headers
 - `Content-Type: application/json`
 - `Authorization: Bearer <accessToken>`

Events

- Endpoint- POST `/v1/events`

- Event ingestion API - Track events to Gameramp from client devices using Api calls / S2S
- Used to track player related events captured by API
- The body schema will be mostly same but what is to be tracked is TBD
- **Headers**

```
- Authorization: Bearer <JWT_TOKEN>`
- Content-Type: application/json`
- X-Tenant-ID: <Tenant_ID>`
```

- **Body**

- Events are batched, body contains array of events
- There are some common properties with every event as well as event related properties also
 - Event Type - `eventType` - mandatory (string type, like `click`, `impression`, `purchase` etc(TBD))
 - Event Timestamp - `eventTimestamp` - Mandatory
 - Session Id - `sessionId` - Mandatory
 - Player Id - `playerId`
 - Platform - `platform`
 - SDK version - `sdkVersion`
 - App version - `appVersion`
 - Event Properties - `properties`
 - Custom event properties
 - This is an object may varies with event types

```
{
  [
    {
```



```

    "eventType": "session_start",
    "timestamp": "2025-07-23T10:13:56.000Z", // yyyy-MM-dd'T'HH:mm:ss.SSSXXX
    "payload": {
        // Any payload key/value pair
    },
    "metadata": {
        // Any metadata key/value pair
    }
    },
    ....
]
}

```

```

curl --location 'https://api.gameramp.com/v1/events' \
--header 'Content-Type: application/json' \
--header 'X-Tenant-ID: test_tenant_1752523421' \
--data '[
{
    "eventType": "Ad_Impression",
    "timestamp": "2025-07-23T10:13:56.000Z",
    "payload": {
        "userId": "66317bbb_23057fc5",
        "sessionId": "4824583f-067b-4a33-b5f4-4c540487b79a",
        "adId": "demo_ad_001",
        "campaignId": "demo_campaign_001"
    },
    "metadata": {
        "deviceType": "Pixel 8",
        "osName": "Android",
        "osVersion": "14"
    }
},
{
    "eventType": "Ad_Impression",

```

```

"timestamp": "2025-07-23T10:13:56.000Z",
"payload": {
  "userId": "66317bbb_23057fc5",
  "sessionId": "4824583f-067b-4a33-b5f4-4c540487b79a",
  "adId": "demo_ad_001",
  "campaignId": "demo_campaign_001"
},
"metadata": {
  "deviceType": "Pixel 8",
  "osName": "Android",
  "osVersion": "14"
}
}
]'

```

Configs

- Get Player status

- GET `v1/player/status`
- Header

```

- Authorization: Bearer <JWT_TOKEN>
- Content-Type: application/json
- X-Tenant-ID: <Tenant_ID>
- X-Game-Id: <Game Id>
- X-Player-Id: <Player ID>

```

Note: Pass Tenant ID, Game ID and Player Id in header for now

- Response

```
{
  "isPayer": {
    "value": true,
    "defaultValue": false,
    "expiredAt": null
  }
}
```

- Curl

```
curl -X GET "http://api.gameramp.com/v1/player/status" \
-H "Authorization: Bearer <JWT_TOKEN>" \
-H "X-Tenant-Id: Tenant ID" \
-H "X-Game-Id: Game Id" \
-H "X-Player-Id: Player "

{"isPayer":{"value":true,"defaultValue":false,"expiredAt":null}}
```

- Get store config

- GET `v1/player/store_configs`

- Header

```
- Authorization: Bearer <JWT_TOKEN>
- Content-Type: application/json
- X-Tenant-ID: <Tenant_ID>
- X-Game-Id: <Game Id>
- X-Player-Id: <Player ID>
```

Note: Pass Tenant ID, Game ID and Player Id in header for now

- Sample Response

```

{
  "activeSkus": [
    {
      "skuld": "starter_pack",
      "name": "Starter Pack",
      "description": "Perfect for new players",
      "actualPrice": 0.99,
      "offerPrice": 0.99,
      "currency": "USD",
      "assets": [],
      "active": true
    },
    {
      "skuld": "remove_ads",
      "name": "Remove Ads",
      "description": "Removes all advertisements",
      "actualPrice": 2.99,
      "offerPrice": 2.99,
      "currency": "USD",
      "assets": [],
      "active": true
    },
    {
      "skuld": "premium_currency_small",
      "name": "Premium Currency (Small)",
      "description": "100 premium coins",
      "actualPrice": 4.99,
      "offerPrice": 4.99,
      "currency": "USD",
      "assets": [],
      "active": true
    }
  ],
  "lastUpdatedTimestamp": 0,
  "userSpecificPromold": null,

```

```
"fallbackConfig": null
}
```

- Curl

```
url -X GET "http://api.gameramp.com/v1/player/store_configs" \
-H "Authorization: Bearer <JWT_TOKEN>" \
-H "X-Tenant-Id: your-studio-id" \
-H "X-Game-Id: your-game-id" \
-H "X-Player-Id: your-player-id"

{"activeSkus":[{"skuld":"starter_pack","name":"Starter Pack","description":"Perfect for new players","actualPrice":0.99,"offerPrice":0.99,"currency":"USD","assets":[],"active":true},{"skuld":"remove_ads","name":"Remove Ads","description":"Removes all advertisements","actualPrice":2.99,"offerPrice":2.99,"currency":"USD","assets":[],"active":true},{"skuld":"premium_currency_small","name":"Premium Currency (Small)","description":"100 premium coins","actualPrice":4.99,"offerPrice":4.99,"currency":"USD","assets":[],"active":true}], "lastUpdatedTimestamp":0, "userSpecificPromold":null, "fallbackConfig":null}
```