

Gaming API integration documentation

1. The game HTML file must expect a query string parameter called “eid” placed in its URL.
2. That query string parameter will contain the encrypted access token that will be further used in authorizing the user who’s accessing the game.
3. The value of the “eid” will be automatically passed from the integrating mobile app but it is required to be passed to the gaming API.
4. The value of the eid token must be captured by JavaScript and passed to the gaming API.

The gaming API Request details

Base URL:

- Stage: <https://api-stage-samsung.pulsellc.com/api/v1/>
- Production: to be published later.

API URL:

- gaming/Updates

Headers:

- Content-Type: application/json
- Authorization: Basic {eid}
 - o Where eid represents the token captured above.

Method:

- POST.

Request Body example:

```
{  
  "GameName": "Test",  
  "Score": "5/10",  
  "EarnedPoints": 50,  
  "QuizResult": "passed 50%"  
}
```

Response details

No response body. Just the following HTTP statuses:

- 2xx OK if the request is successful.
- 4xx Bad request in case of failures.
- 5xx Server-error in case of server errors.