

Social Gaming Praktikum

Sommersemester 2015

Campus Conquest

Applied Programming Interface

Michael Sailer

Jonas Mayer

Paul Preißner

Jean-Paul Vieira

Benedict Drechsler

Julian Frattini

Praktikum Social Gaming

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UserHandler

Login	
Status	verified
Call	/users/:name/:facebookID/:longitude/:latitude/login
Description	Logs the user onto the server. If he does not exist, a new account is created
Parameters	<p><i>name</i>: a string which is used to represent the player in the game</p> <p><i>facebookId</i>: a mixed String of fixed length gotten through the facebook login, returned by the login function and to be saved locally for future use</p> <p><i>longitude</i>: a double representing the respective value given by Google Maps</p> <p><i>latitude</i>: see longitude</p>
Returns	
Success	none
Fail	JSON FailureObject 102: longitude out of bounds

enterFacultyIfNone	
Status	verified
Call	/users/:facebookID/:faculty/enterFacultyIfNone
Description	Signs up the user to the given faculty if he hasn't chosen one yet
Parameters	<p><i>facebookId</i>: a mixed String of fixed length gotten through the facebook login, returned by the login function and to be saved locally for future use</p> <p><i>faculty</i>: positive integer of an existing faculty (see getAllFaculties)</p>
Returns	
Success	HTTP 200 OK
Fail	JSON FailureObject 120 missing parameter 121 facebookID not found, please register first. 122 faculty not found, please provide a valid facultyId.

	123 user already belongs to a faculty, can't change faculty.
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getFaculty	
Status	verified
Call	/users/:facebookID/getFaculty
Description	Returns the current faculty of the player
Parameters	<i>facebookId</i> : a mixed String of fixed length gotten through the facebook login, returned by the login function and to be saved locally for future use
Returns	
Success	facultyID : int (-1 if none)
Fail	JSON FailureObject 130 missing parameter

getPlayerStats	
Status	verified
Call	/users/:facebookID/getPlayerStats
Description	Returns all Information needed in the Statistics Fragment
Parameters	<i>facebookId</i> : a mixed String of fixed length gotten through the facebook login, returned by the login function and to be saved locally for future use
Returns	
Success	Playtime : Hours : integer Minutes : integer Seconds : integer score : integer kills : integer deaths : integer captures : integer faculty : integer polygons : integer
Fail	JSON FailureObject 100: facebookId not found, please register first.

setClasses	
Status	verified
Call	/users/:facebookID/:class1/:class2/setClasses

Description	Sets the two base-classes of the user with the given facebookID
Parameters	<i>facebookId</i> : a mixed String of fixed length gotten through the facebook login, returned by the login function and to be saved locally for future use <i>class1/class2</i> : an integer-value between 0 and 4, representing the corresponding base-class
Returns	
Success	<i>none</i>
Fail	JSON FailureObject 100: facebookId not found, please register first.

getAllData	
Status	verified
Call	/users/:facebookID/getAllData
Description	Returns all Data for the Player-Overview
Parameters	<i>facebookId</i> : a mixed String of fixed length gotten through the facebook login, returned by the login function and to be saved locally for future use
Returns	
Success	Class : class1 : integer class2 : integer superclass: String cooldown1 : integer cooldown2 : integer Attributes : life : integer strength : integer intelligence : integer dominance : integer sight : integer strengthBuffed : boolean sightBuffed : boolean invisible : boolean Status : hp : integer maxhp : integer ExP : integer ExPToNext : integer level : integer status : String (ACTIVE, INACTIVE, DEAD)

Fail	JSON FailureObject 100: facebookId not found, please register first.
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updatePositions	
Status	verified
Call	/users/:facebookId/:longitude/:latitude/updatePosition
Description	Updates the players position in the map, should be called regularly. A call of this method will put the user in an active state serverside for one minute unless the user performs a successful logout of some sort.
Parameters	<i>facebookId</i> : a mixed String of fixed length gotten through the facebook login, returned by the login function and to be saved locally for future use <i>longitude</i> : a double representing the respective value given by Google Maps <i>latitude</i> : see longitude
Returns	
Success	HTTP 200 OK
Fail	JSON FailureObject 100: facebookId not found, please register first. 101: facebookId already active with another device, please logout one device. 102: longitude out of bounds. 103: latitude out of bounds. 104: Missing parameter, None of the parameter may be null.

attack	
Status	verified
Call	/users/:facebookId/attack
Description	tba
Parameters	<i>facebookId</i> : a mixed String of fixed length gotten through the facebook login, returned by the login function and to be saved locally for future use
Returns	
Success	tba
Fail	tba

passive	
Status	implemented (not used)
Call	/users/:facebookId/passive
Description	tba
Parameters	<i>facebookId</i> : a mixed String of fixed length gotten through the facebook login, returned by the login function and to be saved locally for future use
Returns	
Success	tba
Fail	tba

pullUpdate	
Status	verified
Call	/users/:facebookId/pullUpdate
Description	This method gives a client all information needed after a simulation step: - Attack Meshes that exist - User's health and energy
Parameters	<i>facebookId</i> : a mixed String of fixed length gotten through the facebook login, returned by the login function and to be saved locally for future use
Returns	
Success	hp : integer energy : integer allMeshes : facultyID : integer meshes : meshx : (x = 1, 2, 3, ...) pointx : (x = 1, 2, 3, ...) facebookID : String x : double y : double
Fail	none

getPlayersInVicinity	
Status	verified
Call	/users/:facebookID/ /getPlayersInVicinity
Description	Returns an array of all the players close to the user of the given facebookID
Parameters	<i>facebookId</i> : a mixed String of fixed length gotten through the facebook login, returned by the login function and to be saved locally for future use

Returns	
Success	JSONArray: facebookID : String classname : String name : String facultyID : int status : String (ACTIVE, INACTIVE, DEAD) isInvisible : boolean position : longitude : double latitude : double
Fail	JSON FailureObject 100: facebookId not found, please register first.

callAbility	
Status	verified
Call	/users/:facebookID/:number/callAbility
Description	Triggers an ability of the user. The Server takes care of level, cooldown, class, etc.
Parameters	<i>facebookId</i> : a mixed String of fixed length gotten through the facebook login, returned by the login function and to be saved locally for future use <i>number</i> : as each character has one ability per class and two classes overall, this number must be 1 if the ability of class 1 shall be fired and 2 if otherwise
Returns	
Success	cooldown1 : Integer cooldown2 : Integer fired : boolean
Fail	JSON FailureObject 100: user does not exist 101: user has not yet chosen a class 102: wrong number-parameter input

setActive	
Status	verified
Call	/users/:facebookID/setActive
Description	The Users state is set to ACTIVE. This means he actively participates in the game.

Parameters	<i>facebookId</i> : a mixed String of fixed length gotten through the facebook login, returned by the login function and to be saved locally for future use
Returns	
Success	HTTP 200 OK
Fail	JSON FailureObject 141 : Player not found

setInactive	
Status	verified
Call	/users/:facebookID/setInactive
Description	The Users state is set to INACTIVE. This means he does not participate in the game, is not visible on the radar and simply irrelevant for the game until he sets his status back to ACTIVE again
Parameters	<i>facebookId</i> : a mixed String of fixed length gotten through the facebook login, returned by the login function and to be saved locally for future use
Returns	
Success	HTTP 200 OK
Fail	JSON FailureObject 141 : Player not found

DataHandler

faculties	
Status	verified
Call	/data/faculties
Description	returns a datastructure containing all faculties with a name and. Contains an id for further calls like become a member of faculty X.
Parameters	<i>none</i>
Returns	
Success	faculties: Faculty[] Faculty: id: Integer name: String description: String
Fail	<i>none</i>

getCapturePoints	
Status	verified
Call	/data/getCapturePoints
Description	Returns all Information needed to construct the CapturePoints in the Client
Parameters	<i>none</i>
Returns	
Success	nCapturePoints : int CapturePoints: letter : String name : String id : int flag : x : int y : int zone : JSONArray: x : int y : int
Fail	<i>none</i>

getBaseClasses	
Status	verified
Call	/data/getBaseClasses
Description	Returns an array of the five basic classes, which a player can chose from
Parameters	<i>none</i>
Returns	
Success	JSONArray: id : int name : String description : String
Fail	<i>none</i>

getSuperClasses	
Status	verified
Call	/data/getSuperClasses
Description	Returns an array of the super-classes, which are a combination of two of the base-classes
Parameters	<i>none</i>
Returns	
Success	JSONArray: id : int Subclasses : JSONArray: id2 : integer name : String
Fail	<i>none</i>

getAbilities	
Status	verified
Call	/data/getAbilities
Description	Returns an array of the abilities, which can be unlocked during the game. Each class provides one distinctive ability.
Parameters	<i>none</i>
Returns	
Success	JSONArray: classID : integer name : String description : String cooldown : String
Fail	<i>none</i>

GameHandler

getPlayerCount	
Status	implemented (not used)
Call	/game/getPlayerCount
Description	returns a data structure containing all registered users organized by their faculty.
Parameters	<i>none</i>
Returns	
Success	playerCount: PlayerCount faculties: id: Integer name: String playerCount: Integer players: name: String facebookID: String
Fail	<i>none</i>

getCaptureStats	
Status	verified
Call	/game/getCaptureStats
Description	Returns all Information needed to correctly display, which faculty holds or conquers a CapturePoint on the map
Parameters	<i>none</i>
Returns	
Success	nCapturePoints : int JSONArray: id : int dominatingFaculty : int captured : boolean progress : double
Fail	<i>none</i>

getTeamScoreboard	
Status	verified
Call	/game/getTeamScoreboard
Description	Returns all Information needed in the Statistics Fragment
Parameters	None
Returns	
Success	Faculties : id:Integer score:integer players_registered: integer players_active: integer players_dead: integer TopPlayers : numberOfTopPlayers : integer (max 10) scoreboard : name : String position : integer facultyID : integer score : integer
Fail	none