

Campus Conquest

Applied Programming Interface

Administrative Calls

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releaseTheKraken	
Status	functional
Call	/admin/:facultyID/:CapturePointID/releaseTheKraken
Description	<p>Spawns a dummy-user with the given faculty exactly at the flag of the given CapturePoint. This can be used to test the capturing of points</p> <p>The dummy carries the name “Kraken” and receives a random value as facebookID, which is printed in the console in case the dummy has to be addressed</p>
Parameters	<p><i>facultyID</i>: Integer in the range of 0 – 4, representing the five faculties</p> <ul style="list-style-type: none"> 0 : Informatics 1 : Chemistry 2 : Maschinenwesen 3 : Physics 4 : Mathematics <p><i>CapturePointID</i>: Integer in the range of 0 – 7, representing the CapturePoint that the Kraken has to take</p>
Returns	
Success	none
Fail	none

goldDust	
Status	functional
Call	/admin/:facebookID/:amount/goldDust
Description	Adds an amount of experience-points to the users Exp, therefore levelling him up
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>amount</i>: an Integer of how many experience-points shall be added to the user. The level caps are: 20, 50, 100, 17ß, 300, 5ßß, 750, 1000, 1500</p>
Returns	
Success	none
Fail	none

sendTheRaven	
Status	functional
Call	/admin/:CapturePointID/sendTheRaven
Description	Sends out Raven to each capture point

	Calculates the distance between the given CapturePoint and every other CapturePoint on the map. This can be used to understand the distances of the game better. All values are scaled by 10^6 so that they resemble the distance-value you would give getPlayersInVicinity
Parameters	<i>CapturePointID</i> : Integer in the range of 0 – 7, representing the CapturePoint that the Kraken has to take
Returns	
Success	JSONArray: id : Integer distance : double
Fail	<i>none</i>

callTheEagles	
Status	functional
Call	/admin/:facebookID/:CapturePointID/callTheEagles
Description	A user calls the eagles, who – as it is known – solve every geolocational issue. The user with the given facebookID directly travels to the flag of the given CapturePoint
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>CapturePointID</i> : Integer in the range of 0 – 7, representing the CapturePoint the user wants to travel to
Returns	
Success	<i>none</i>
Fail	<i>none</i>

forArchadia	
Status	functional
Call	/admin/:facebookID/forArchadia
Description	Spawns three high-level Judge Magisters of the Archadian Empire around the user with the given facebookID They will immediately start attacking. If the method is called again, they will attack 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	<i>none</i>
Fail	<i>none</i>