Social Gaming Praktikum

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Campus Conquest

Applied Programming Interface

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Praktikum Social Gaming

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| **getAllFaculties** | |
| **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** | *none* |
| **Returns** |  |
| **Success** | faculties: Faculty[]  Faculty:  id: Integer  name: String  description: String  imageURL: String |
| **Fail** | *none* |

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| **update** | |
| **Status** | implemented |
| **Call** | /positions/:facebookId/:longitude/:latitude/update |
| **Description** | Updates the players position in the map, should be called regularily.  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.  An active player will receive updates from the server via GCM about the game world and state. |
| **Parameters** | *facebookId*: a mixed String of fixed length gotten through the facebook login, returned by the login function and to be saved locally for future use  *longitude*: a double with a valid range of values 0.0d - 1.0d gotten from openstreet maps by the device and necessary to move the player on the map. see openstreetmap for definition of values, should have a precision of 15meters.  *latitude*: 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: logitude out of bounds.  103: latitude out of bounds.  104: Missing parameter, None of the parameter may be null. |

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| **getPlayerCount** | |
| **Status** | implemented |
| **Call** | /game/getPlayerCount |
| **Description** | returns a data structure containing all registered users organized by their faculty. |
| **Parameters** | *none* |
| **Returns** |  |
| **Success** | playerCount: PlayerCount  faculties:  id: Integer  name: String  playerCount: Integer  players:  name: String  facebookID: String |
| **Fail** | *none* |

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| **enterFacultyIfNone** | |
| **Status** | verified |
| **Call** | /users/:facebookID/:faculty/enterFacultyIfNone |
| **Description** | Signs up the user tot he given faculty if he hasn’t chosen one yet |
| **Parameters** | *facebookId*: a mixed String of fixed length gotten through the facebook login, returned by the login function and to be saved locally for future use  *faculty*: positive integer of a existing faculty (see getAllFaculties) |
| **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** | *facebookId*: 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 |

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| **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** | *name*: a string which is used to represent the player in the game  *facebookId*: a mixed String of fixed length gotten through the facebook login, returned by the login function and to be saved locally for future use  *longitude*: a double with a valid range of values 0.0d - 1.0d gotten from openstreet maps by the device and necessary to move the player on the map. see openstreetmap for definition of values, should have a precision of 15meters.  *latitude*: see longitude |
| **Returns** |  |
| **Success** | *none* |
| **Fail** | JSON FailureObject  102: logitude out of bounds |

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| **getTeamScoreboard** | |
| **Status** | Missing |
| **Call** | <To fill from server guyz>/getFacultyStats |
| **Description** | Returns all Information needed in the Statistics Fragment |
| **Parameters** | None |
| **Returns** |  |
| **Success** | faculties  Faculty:  id:Integer  score:integer  players\_registered: integer  players\_active: integer  players\_dead: integer  topPlayers: Players[10]  facebookID:String  name:String |
| **Fail** | <To fill from server guyz> |

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| **getPlayerStats** | |
| **Status** | verified |
| **Call** | /users/:facebookID/getPlayerStats |
| **Description** | Returns all Information needed in the Statistics Fragment |
| **Parameters** | *facebookId*: 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. |

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

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

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| **getPlayersInVicinity** | |
| **Status** | verified |
| **Call** | /game/:facebookID/:distance/getPlayersInVicinity |
| **Description** | Returns an array of all the players close to the user of the given facebookID |
| **Parameters** | *facebookId*: a mixed String of fixed length gotten through the facebook login, returned by the login function and to be saved locally for future use  *distance:* long-value, determines how far the player can see other players |
| **Returns** |  |
| **Success** | JSONArray:  facebookID : String  name : String  facultyID : int  status : String (ACTIVE, INACTIVE, DEAD)  position :  longitude : double  latitude : double |
| **Fail** | JSON FailureObject  100: facebookId not found, please register first. |

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

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| **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** | *none* |
| **Returns** |  |
| **Success** | JSONArray:  id : int  Subclasses : JSONArray:  id2 : int  name : String |
| **Fail** | *none* |

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

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| **getAllData** | |
| **Status** | implemented |
| **Call** | /users/:facebookID/getAllData |
| **Description** | Returns all Data for the Player-Overview |
| **Parameters** | *facebookId*: 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  Statistics :  score : integer  kills : integer  deaths : integer  captures : integer  faculty : integer  polygons : integer  Attributes :  life : integer  strength : integer  intelligence : integer  dominance : integer  sight : integer |
| **Fail** | JSON FailureObject  100: facebookId not found, please register first. |