Social Gaming Praktikum

Summersemester 2015

Campus Conquest

Applied Programming Interface

Michael Sailer

Jonas Mayer

Paul Preißner

Jean-Paul Vieira

Benedict Drechsler

Julian Frattini

Praktikum Social Gaming

|  |  |
| --- | --- |
| **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. |

|  |  |
| --- | --- |
| **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* |

|  |  |
| --- | --- |
| **getAllFaculties** | |
| **Status** | implemented |
| **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* |

|  |  |
| --- | --- |
| **enterFacultyIfNone** | |
| **Status** | implemented |
| **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. |

|  |  |
| --- | --- |
| **getFaculty** | |
| **Status** | missing |
| **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** | JSONArray :  facultyID : int (-1 if none) |
| **Fail** | JSON FailureObject  130 missing parameter |

|  |  |
| --- | --- |
| **getPlayerStats** | |
| **Status** | missing |
| **Call** | <To fill from server guyz>/: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** | Statistics statistics:  playtime: Playtime: hours:integer  minutes:integer  score:integer  kills:integer deaths:integer  captures:integer faculty:integer  polygons:integer |
| **Fail** | <To fill from server guyz> |

|  |  |
| --- | --- |
| **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> |

|  |  |
| --- | --- |
| **login** | |
| **Status** | incomplete |
| **Call** |  |
| **Description** |  |
| **Parameters** |  |
| **Returns** |  |
| **Success** |  |
| **Fail** |  |

|  |  |
| --- | --- |
| **getAllFlags** | |
| **Status** | Missing |
| **Call** | <To fill from server guyz>/getAllFlags |
| **Description** | Returns status of all flags (owner/percentages per team) |
| **Parameters** | None |
| **Returns** |  |
| **Success** | flags  ? //an array of sorts holding all flags and per flag a percentage for each faculty (the percentage basically says how many players in the flag's capture zone are of that faculty) |
| **Fail** | <To fill from server guyz> |

Requests:

- send Push message to player on HP loss (perhaps aggregate to increments of e.g. 10, 20 HP)

|  |  |
| --- | --- |
| **Ingnore this plox (for copy and paste****)** | |
| **Status** |  |
| **Call** |  |
| **Description** |  |
| **Parameters** |  |
| **Returns** |  |
| **Success** |  |
| **Fail** |  |