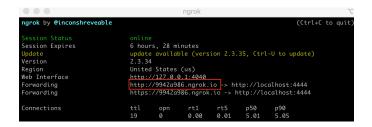
# **Slack API Integration Setup**

## Prerequisites:

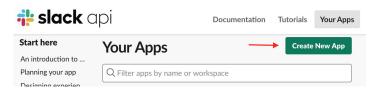
1. Have the underlying bot application up and running with a valid endpoint ready to verify a *challenge* token for which Slack will send a **POST** request to. The app needs to be able to discern the *challenge* payload and simply response with the same token. Refer to sample snippet below. This needs to be functioning to complete **Step 9** below.

```
const caseHandleChallenge = (ctx: any, requestCtx: RequestContext): void => {
    // send back Slack 'challenge' token for endpoint verification
    const { challenge } = ctx.request.body;
    if (challenge) {
        Object.assign(requestCtx, { type: RequestType.Verify, challenge });
     }
}
```

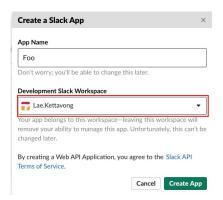
2. For local development, in order to have Slack reach your local application instance, you will need to use a tunneling/reverse proxy tool to expose your localhost application to the web. One popular free tool is **ngrok** available at <a href="https://ngrok.com">https://ngrok.com</a>. Once installed, run the <a href="http">http</a> command and supply the port number of your local app. For instance, an app running on **localhost:4444**, executing ./ngrok <a href="http">http</a> 4444 will generate a public URL that can be used anywhere to access port 4444 on your localhost. Use the generated URL as captured below for **Step 9**.



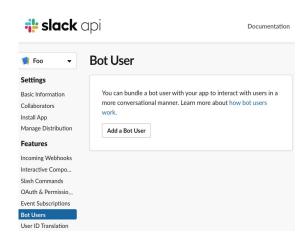
1. Create a new app, navigate to <a href="https://api.slack.com/apps?new\_app=1">https://api.slack.com/apps?new\_app=1</a>, click on **Create New App** button.



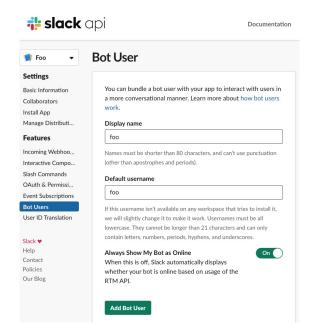
2. Specify app name and select the desired workspace for your bot.



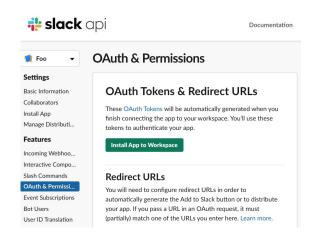
3. Upon creation, click on the app name and drill down to Bot Users, and click on Add A Bot User.



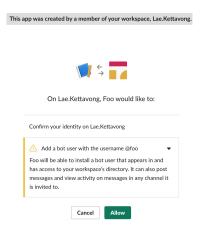
4. Enter Display name and Default username, turn on Always Show Bot as Online then Add Bot User, followed by Save Changes.



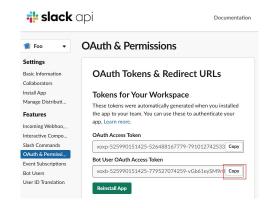
5. Navigate to Oauth & Permissions, and click on Install App to Workspace.



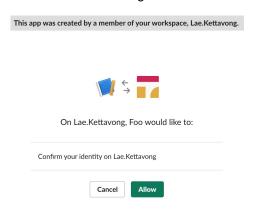
6. Click Allow



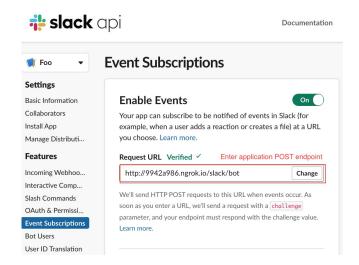
7. In the subsequent screen, copy the *Bot User oAuth Access Token*. This authentication token will be used for making POST requests back to Slack from within the bot application code. In the **CNC** (project) repo, create a **.env** file in the root directory and assign the token to **SLACK\_BOT\_USER\_OAUTH\_TOKEN**. Click on *Reinstall App* to move on.



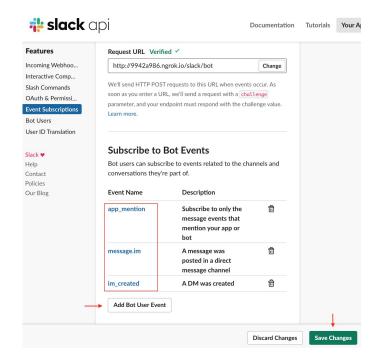
8. Click Allow in following screen.



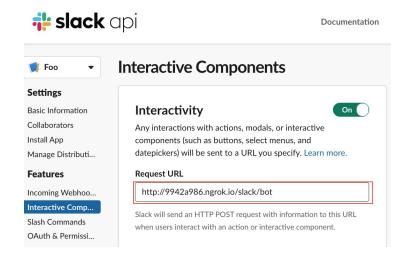
9. Navigate to **Event Subscriptions**, turn on the *Enable Events* switch. In the *Request URL* text field, enter the target endpoint for which Slack will send POST requests to the application during user interactions with the interactive components. Be sure to enter full path to the POST handler. Upon which, Slack will ping that endpoint with a *challenge* token. Endpoint verification is complete once the bot app sends back the same *challenge* token. Refer to the *Prerequisites* section above to generate your localhost public domain.



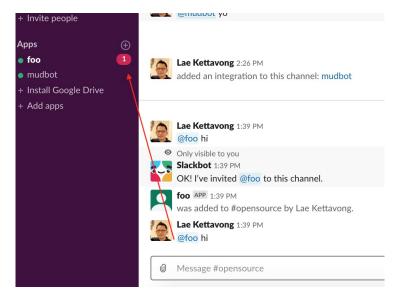
10. In the same flow under the *Subscribe to Bot Events*, click *Add Bot User Event* button. You will now define the list of Slack events that will trigger the POST requests to the bot app. From the drop down, add the app\_mention, message.im, and im\_created events to start off with. Feel free to add more events to suit your needs. Press *Save Changes*. At this point, you will have to reinstall your app again.



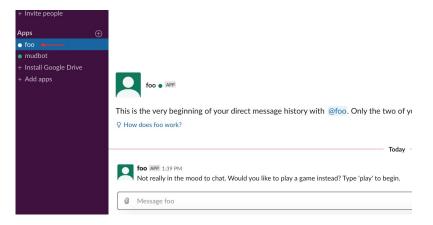
11. Navigate to the *Interactive Components* flow, turn on the *Interactivity* switch then enter the same endpoint as above in the *Request URL* field. Be sure to click on *Save Changes*.



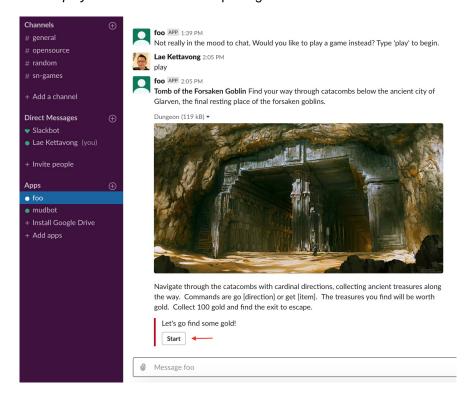
12. You are now ready to "chat" with the bot. In Slack, from within any public channel (or you can direct message the bot), send a pleasantry message to the bot as follows. At which point, the bot should direct message you.



13. You should now see the DM from the bot. In the case of the POC application, you will get a laconic response as follows.



### 14. Enter play as instructed will fire up the game.



#### The Obliterated Cavern

You enter a cavern, or something that once was a cavern. Giant stalagmites rise up from the ground, but most of the stalactites have fallen to the cave floor and broken into pieces.



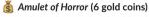
Make	your	next r	nove
s	e	w	

#### The Restless Tomb

You enter a small room with three tombs. If you listen closely you can hear a faint knocking and scratching coming from the tombs.



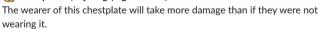
Items up for grabs





A simple leather cord with a blood red stone attached. Wear at your own risk.

Chestplate of Injuring (0 gold coins)





Make your next move
n s e



#### The Obliterated Cavern

You enter a cavern, or something that once was a cavern. Giant stalagmites rise up from the ground, but most of the stalactites have fallen to the cave floor and broken into pieces.



# Make your next move



### Current inventory

**S** Amulet of Horror (x6 gold coins): A simple leather cord with a blood red stone attached. Wear at your own risk.

**Solution** Chestplate of Injuring (x0 gold coins): The wearer of this chestplate will take more damage than if they were not wearing it.



Let's continue playing!

Resume

