API doc for ZQDN

V 1.0

\* When in production, all the http requests need to change to https requests.

## User info API

1. Register new user

|  |  |
| --- | --- |
| Http Method | POST |
| Http URL | /user/register |
| Authentication | Basic Authentication |
| Http Request | {  "openId": "openId01",  "nickname": "咸鱼",  "gender": "M",  "city": "Shanghai",  "province": "Shanghai",  "country": "China",  "avatarUrl": "dfdfd",  "unionId": "dfdfdfdfd",  "gameId": 1,//1-华容道 2-一眼识人  "channel": 1,//1-Recommend 2-Other  "rcmndOpenId": "openId02",  "authUserInfo": 1,//1-enable 0-disable  "authUserLocation": 0,  "authAddress": 0,  "authInvoiceTitle": 0,  "authWeRun": 0,  "authRecord": 0,  "authWritePhotosAlbum": 0,  "authCamera":0  } |
| Success Response | {"success": true} |
| Error Response |  |

1. User login

|  |  |
| --- | --- |
| Http Method | POST |
| Http Url | /user/login |
| Authentication | Basic Authentication |
| Http Request | {  "gameId": 1,  "openId": "openId01",  "loginTime": "2018-01-28 10:00:00"  } |
| Success Response | {  "success": true,  "data": {  "OPEN\_ID": "openId01",  "GAME\_ID": 1,  "CHANNEL": 1,  "RCMND\_OPEN\_ID": "abcedef",  "AUTH\_USER\_INFO": 1,  "AUTH\_USER\_LOCATION": 0,  "AUTH\_ADDRESS": 0,  "AUTH\_INVOICE\_TITLE": 0,  "AUTH\_WE\_RUN": 0,  "AUTH\_RECORD": 0,  "AUTH\_WRITE\_PHOTOS\_ALBUM": 0,  "AUTH\_CAMERA": 0,  "MAX\_SCORE": 90,  "NICKNAME": "scif",  "GENDER": "M",  "CITY": "Suzhou",  "PROVINCE": "Jiangsu",  "COUNTRY": "China",  "AVATAR\_URL": "dfdfdsfsfds",  "UNION\_ID": "sfdfds"  }  } |
| Error Response |  |

1. User logout

|  |  |
| --- | --- |
| Http Method | POST |
| Http Url | /user/logout |
| Authentication | Basic Authentication |
| Http Request | {  "gameId": 1,  "openId": "openId01",  "loginTime": "2018-01-28 10:00:00",  "logoutTime": "2018-01-28 10:20:00"  } |
| Success Response | {"success": true} |
| Error Response |  |

## Game info API

1. Game running record

|  |  |
| --- | --- |
| Http Method | POST |
| Http Url | /game/record |
| Authentication | Basic Authentication |
| Http Request | {  "gameId": 1,  "openId": "openId01",  "startTime": "2018-01-28 10:00:00",  "endTime": "2018-01-28 10:20:00",  "isFinished": 1, 1-Completed 0-Incompleted  "score": 60,  } |
| Success Response | {  "success": true,  "data": {  "globalRank": 100,  "friendsRank": 10  }  } |
| Error Response |  |