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 |
| Request Body | {  "code": "openId01",  "nickname": "咸鱼",  "gender": "M",  "city": "Shanghai",  "province": "Shanghai",  "country": "China",  "avatarUrl": "dfdfd",  "unionId": "dfdfdfdfd",  "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,  "data": {  userId:10  }  } |
| Error Response |  |

1. ~~User login~~

|  |  |
| --- | --- |
| ~~Http Method~~ | ~~POST~~ |
| ~~Http Url~~ | ~~/user/login~~ |
| ~~Authentication~~ | ~~Basic Authentication~~ |
| ~~Http Request~~ | ~~{~~  ~~"gameId": 1,~~  ~~"userId": 10,~~  ~~"loginTime": "2018-01-28 10:00:00"~~  ~~}~~ |
| ~~Success Response~~ | ~~{~~  ~~"success": true,~~  ~~"data": {~~  ~~"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,~~  ~~"userId": 10,~~  ~~"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 |
| Request Body | {  "gameId": 1,//1-3\*3 2-4\*4  "userId":"userId",  "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,  "globalUserCnt": 1000,  "friendsRank": 10,  "friendsCnt": 1000,  "kingScore":10000  }  } |
| Error Response |  |

1. Game idiom

|  |  |
| --- | --- |
| Http Method | POST |
| Http Url | /game/idiom |
| Authentication | Basic Authentication |
| Request Body |  |
| Success Response | {  "success": true,  "errCode": null,  "errMsg": null,  "data": {  "idioms": [  {  "question": "全军覆没",  "options": [  "烀",  "烂",  "郄",  "烈",  "烘",  "邻",  "傻",  "炼",  "郎",  "像"  ]  },  …  }  } |
| Error Response |  |

1. Idiom picture

|  |  |
| --- | --- |
| Http Method | GET |
| Http Url | /static/img/{idiom}.jpg |
| Authentication | None |
| Request Body |  |
| Success Response |  |
| Error Response |  |

1. Game Score

|  |  |
| --- | --- |
| Http Method | POST |
| Http Url | /game/score |
| Authentication | Basic Authentication |
| Request Body | {  "gameId": 1,//1-3\*3 2-4\*4  "userId":"userId",  "startTime": "2018-01-28 10:00:00",  "endTime": "2018-01-28 10:20:00",  "isFinished": 1, 1-Completed 0-Incompleted  "score": 6  } |
| Success Response | {  "success": true,  "data": {  "globalRank": 100,  "globalUserCnt": 1000,  "friendsRank": 10,  "friendsCnt": 1000,  "kingScore":10000  }  } |
| Error Response |  |