**ZINGPLAY INDO PORTAL**

**ZingPlay Service for Game Integration**

**Version: 1.1**

Revision History

|  |  |  |  |
| --- | --- | --- | --- |
| **Version** | **Date** | **Changes** | **Author** |
| 1.0 | Nov-11-2014 | - Game Integration | HieuPT |
| 1.1 | Oct-18-2016 | * Detail APIs | HieuPT |
|  |  |  |  |

## I.Introduction

## II.API

1. **URL**

**-** Private: http://118.102.3.28:456

- Public: <http://54.255.149.210:443>

<https://login.zingplay.com>

1. **Account system**
2. **Register**

|  |  |
| --- | --- |
| Request | |
| [URL]/?service\_name=zacc\_register&gameId=&username=&password= “password” is md5(user\_password) |  |

|  |  |
| --- | --- |
| Response | |
| {  "status" : [int] error code, “3” is success  "data": [String] json, include:   * Username: * zpid: id user * avatar: * acs: account status * sid: access token   } |  |

1. **Login**

|  |  |
| --- | --- |
| Request | |
| [URL]/?service\_name=zacc\_login&gameId=&username=&password=  “password” is md5(user\_password) |  |

|  |  |
| --- | --- |
| Response | |
| {  "status" : [int] error code, “3” is success  "data": [String] json, include:   * zpid: id user * avatar: * acs: account status * sid: access token   } |  |

1. **Change password**

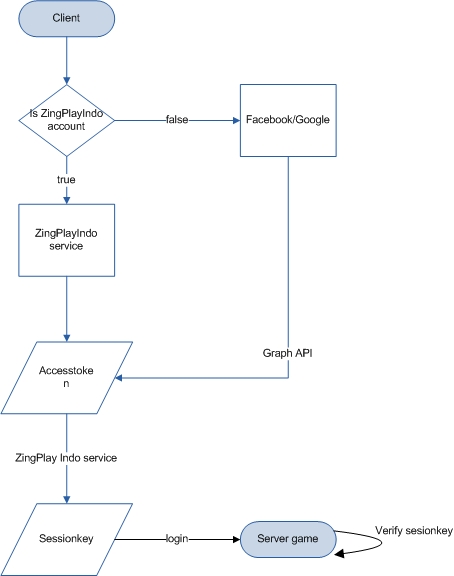
|  |  |
| --- | --- |
| Request | |
| [URL]/?service\_name=zacc\_changepwd&gameId=&sid=&oldpassword=&newpassword=  “sid” : user’s sessionId  “oldpassword”, “newpassword” is md5(user\_password) |  |

|  |  |
| --- | --- |
| Response | |
| {  "status":[int] result code  } |  |

1. **Integrate Game to ZingPlay Portal**
2. **GameID**

|  |  |
| --- | --- |
| Game name | GameId |
| ZingPlay Portal | 999 |
| Farmery web | 101 |
| Farmery mobile | 102 |
| Thời Loạn web | 103 |
| Thời Loạn mobile | 104 |
| ZinZin | 105 |
| Binh | 106 |
| Show | 201 |
| Ica | 202 |
| Kaeng | 203 |
| Cá Béo | 204 |
| MixedTen | 205 |
| Cuajo | 206 |

1. **Game run standalone using Portal authentication**



*Integration flow*

Steps:

***- Step 1: Get access token***

If login using ZingPlay Indo account, call ZingPlay Indo Login service for getting sid

If using Google/Facebook account, use social Graph API or SDK for getting access token

***- Step 2: Get session key***

|  |  |
| --- | --- |
| Request | |
| [URL]/?service\_name=getSessionKey&gameId=&clientInfo=&social= &accessToken=&distribution=&deviceId=&partnerId=  “gameId” : individual id for game  “distribution” : distribution deliver game  “clientInfo” : this param will embedded in session key  “social” : “zacc”/”google”/”facebook”  “accessToken” : token get from step 1  “distribution” : distribution  “deviceId” :  “partnerId” : |  |

|  |  |
| --- | --- |
| Response | |
| {  "error" : [int] error code,  "sessionKey": [String] access token,  "openId" : [String] user id  } |  |

***- Step 3: Login to Server game with session key***

Client send sessionKey in Login command to authenticate with game server. Game server use SDK for decoding & verify valid user.

1. **Payment**
2. **SMS**

**Request**

|  |  |  |
| --- | --- | --- |
| **Name** | **Type** | **Note** |
| CmdId | short | 8901 |
| type | String | "sms" or "card" |
| operator | int | 1:Telkomsel, 2:Indosat, 3:XL |
| amount | int |  |
| converType | int | 1: convert Gold, 2: convert Xu |

**Response**

|  |  |  |
| --- | --- | --- |
| **Name** | **Type** | **Note** |
| CmdId | short | 8901 |
| error | int | 1: success -1: tạo transaction thất bại -2: Sai nhà mạng -10: card không hợp lệ -100: mã xác thực sai -11: sai tham số -12: có lỗi trong quá trình giao dịch |
| service | String | Đầu số nhà mạng |
| synxtax | String | Cú pháp |