**ZINGPLAY PORTAL**

**ZingPlay Service for Game Integration**

**Version: 1.0**

Revision History

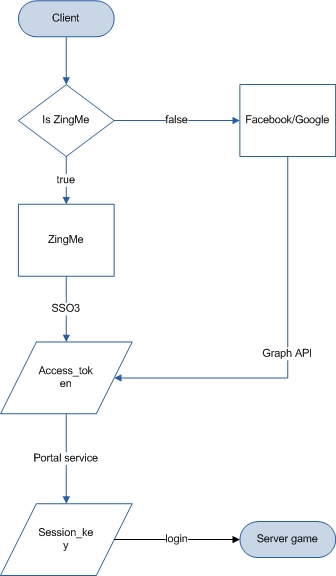
|  |  |  |  |
| --- | --- | --- | --- |
| **Version** | **Date** | **Changes** | **Author** |
| 1.0 | June-30-2014 | * Game Integration * Mapping zingId | HieuPT |
| 1.1 | July-09-2014 | * API get userinfo | HieuPT |
| 1.2 | July-25-2018 | * Update Secretkey | Hieupt |

## I.Introduction

## II.API

**1.Integrate Game to ZingPlay Portal**

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



*Integration flow*

Steps:

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

If doesn’t have Zingme account, register SSO3

|  |  |
| --- | --- |
| Request | |
| http://myplay.apps.zing.vn/sso3/register.php?gameId=&username=&password=&dob=&mac=&v=2  “username”/”password” is zingme account, password is md5 encrypted  “dob”: date of birth, format dd-mm-yyyy  “gameId”: game/service name  “mac” = md5(gameId+username+md5(password)+secretkey). Contact service owner to get secretkey |  |

|  |  |
| --- | --- |
| Response | |
| {  "error" : [int] error code,   * 0: success * 4: invalid password * 5: account existed * 6: invalid account * 7: invalid gameId * 8: invalid mac   } |  |

If login using Zingme account, call SSO3:

|  |  |
| --- | --- |
| Request | |
| http://myplay.apps.zing.vn/sso3/login.php?gameId=&username=&password=&mac=&v=2  “username”/”password” is zingme account, password is md5 encrypted  “mac” = md5(gameId+username+md5(password)+secretkey). Contact service owner to get secretkey |  |

|  |  |
| --- | --- |
| Response | |
| {  "error" : [int] error code,   * 0: success * 4: invalid password * 6: invalid account * 7: invalid gameId * 8: invalid mac * 20: under 18 years old   "sessionKey": [String] access token,  "userid" : [long] zingId  } |  |

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

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

|  |  |
| --- | --- |
| Request | |
| New service:  http://zplogin.g6.zing.vn/?service\_name=getSessionKey&gameId=&distribution=&clientInfo=&social=&accessToken=  “gameId” : individual id for game  “distribution” : distribution deliver game  “clientInfo” : this param will embedded in session key  “social” : “zingme”/”google”/”facebook”  “accessToken” : token get from step 1  “platform” : “web”/”ios”/”android”/”winphone” |  |

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

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

Client gửi session key lấy được từ bước 2 lên server game. Phía server game sử dụng sdk (đính kèm) để verify user.

**b.Game on Portal**

Khi user click vào game, Portal Client lấy session key cho game và ghi xuống shared memory với key có dạng: “sessionGame” + gameId

Client game get key này và thực hiện bước 3 như trong trường hợp 1a)

**2.Mapping zingId from social access token**

|  |
| --- |
| Request |
| http://118.102.3.25/?service\_name=getZingId&gameId=&social=&accessToken=  “gameId” : individual id for game  “social” : zingme/google/facebook  “accessToken” : |

|  |  |
| --- | --- |
| Response | |
| {  "error" : [int] error code,  "name" : [String] username,  "userid" : [long] zingId  } |  |

**3.Get UserInfo**

User access page:

<http://play.zing.vn/zpp/services/userinfo.php>

and login by google/facebook/zingme/yahoo account to get accountName , zingID