# Playbasis SharePoint 2013 SDK

SharePoint 2013 introduced the “app” model as the main mechanic to extend functionality of your SharePoint site. Hence, Playbasis SharePoint SDK also comes in a form of a SharePoint app that clients can customize and install into your SharePoint server.

## SharePoint App Overview

When you start using your SharePoint site, you will notice that most feature of your site, including basic ones, are packaged in a form of an app. Everything from Tasks, Issues Tracking, Survey, Announcement, Contacts, etc. are all apps. You have the ability to install new apps that you need and uninstall apps that has no value to your organization. There is also an app Market Place that lets you purchase third-party app to extend your site’s functionality even further.

## The Playbasis App Overview

The Playbasis app is different than most SharePoint apps. The purpose of the app isn’t to introduce new functionality into your site, but to help you easily “integrate” Playbasis into existing features of your site.

Because the app cannot know in advance how you want to gamify your site, the Playbasis app needs to be customized before it can be installed into your site. Fortunately, we’ve made customization as simple as possible; even a novice SharePoint developer can get started almost immediately.

Technically, the Playbasis app itself does a couple of things:

1. It setup a SharePoint site to be able to properly communicate with Playbasis server
2. It provides a framework which allows developers easily trigger “actions” based on events that occur within a SharePoint site, e.g. added a new task, update an issue, etc.

## Getting Started with Playbasis SharePoint 2013 SDK

The following sections contain instructions for SharePoint developers to quickly familiarize themselves with Playbasis SharePoint 2013 SDK.

### Pre-Requisite

* Visual Studio 2012 (or newer) with SharePoint SDK
* SharePoint 2013 Server
* Playbasis Account
* Basic knowledge for SharePoint development and related technologies

### Step-by-Step

1. If you are unfamiliar with SharePoint development, please head to [SharePoint Dev Center on MSDN](http://msdn.microsoft.com/en-US/sharepoint) to set familiarize with basic SharePoint app development. Pay extra attention on [how to handle events in app for SharePoint](http://msdn.microsoft.com/en-us/library/jj220048.aspx).
2. Take a look at the content of the SDK and open a Visual Studio solution file named Playbasis.sln inside the Playbasis folder.
3. This solution file contains projects for a SharePoint 2013 app called Playbasis.
4. Modify projects settings to reflect the settings of your SharePoint 2013 server.
5. In the PlaybasisWeb project, open PlaybasisHelper.cs
6. Modify the API\_KEY and API\_SECRET variables to match your Playbasis account credentials.
7. (Optional) Modify other settings as needed.
8. (Optional) Open file TraceHelper and modify RemoteLog and RemoteLogSync functions to your preferred method of logging debug information.
9. The PlaybasisWeb project is setup with several Remote Event Receivers for events triggered by many commonly used features, such as: Calendar, Contacts, Discussions, Issues, Tasks, etc. Add/Remove the Remote Event Receivers to reflect the actions that you need to trigger.
10. In each ProcessEvent or ProcessOneWayEvent function, trigger the appropriate action using the PlaybasisHelper.TriggerAction function.
11. Open AppEventReceiver.svc and modify the RegisterEventReceivers function to match how the Remote Event Receivers are setup from step 9.
12. Build and Run the app to verify that the App functions correctly.