# Push Notifications (Phase 1)

Epic: FIN-31279: Implement Firebase system for push notifications CLOSED

# Description:

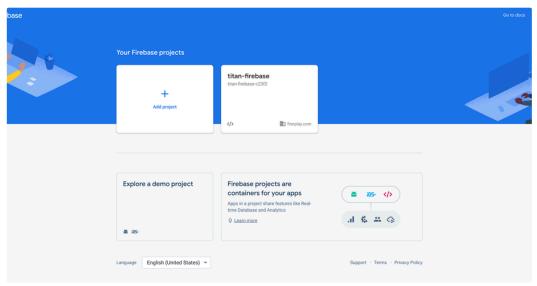
A new feature of Push Notifications is to be developed in Titan. Push Notifications are to be sent to website and mobile app(**Upcoming**) through Firebase Admin SDK.

# User Experience:

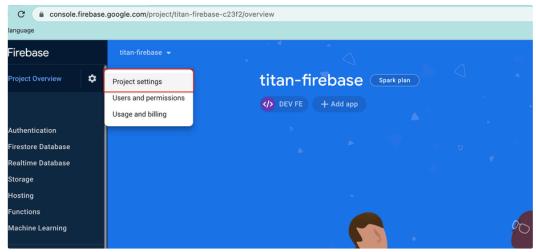
- User 1 (Player): The player signs up on the website or mobile app. The player is shown a pop-up for marketing push notifications. The player consents to receiving push notifications. A token is generated for this browser/mobile app and stored in the database. The player receives marketing push notifications on this device. The player can subscribe to receiving push notifications from more devices (Pop-up shown after first login).
- User 2 (BO User): The BO user signs into the BO account. The BO user goes to the "Create Notification" page in BO. The BO user fills the title, link, image link and text in multiple languages. The number of languages available to send push notifications depends on the languages configured in "LANGUAGES" BO property (1st language will be default). The players will receive notification in the language set in the profile. If push notification is not available in the language of the player, the notification will be sent in default language. Once the notification has been sent, it will appear on the history page of push notifications. Before the "Send Time" of the notification arrives, the BO user can modify the notification with appropriate BO role.
- Devices: iOS(Upcoming), Android(Upcoming), Web Browser

# How to configure Firebase Admin SDK credential json file

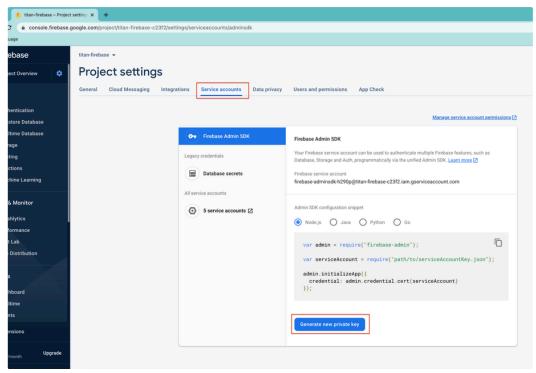
1. Go to firebase console website: https://console.firebase.google.com/. Create a new project



2. Open this new project, clicks on Project settings



 ${\it 3. Choose \ Service \ accounts \ section, \ clicks \ on \ Generate \ new \ private \ key \ button \ to \ download \ the \ credential \ json \ file.}$ 



4. It is recommended to rename the file to firebase\_credential.json, then upload to server path: ~/files/firebase/

dev@finnplay3:~/files/firebase\$ ls firebase\_credential.json dev@finnplay3:~/files/firebase\$ pwd /home/dev/files/firebase dev@finnplay3:~/files/firebase\$

 $5. \ Update this backoffice property. \ \textbf{FIREBASE\_ADMIN\_SDK\_CREDENTIAL\_FILE\_PATH} \ set the file path: \ /files/firebase/firebase\_credential.json$ 



# **Current Implementation (Backoffice part)**

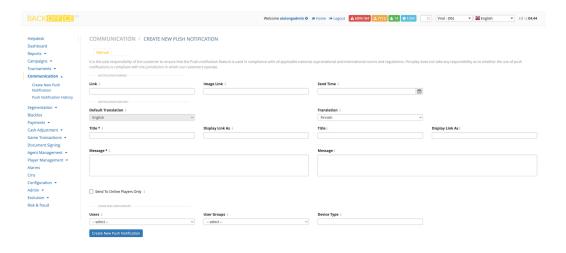
New Backoffice Roles
 COMMUNICATION\_APPROVER can approve the notification.

 COMMUNICATION\_UPDATE can create and update the notification.
 COMMUNICATION can see the notification menu

Create new push notification page under Communication menu.

2. Create Push Notification

Operator with COMMUNICATION role can see the notification, with COMMUNICATION\_UPDATE can create and update the notification.

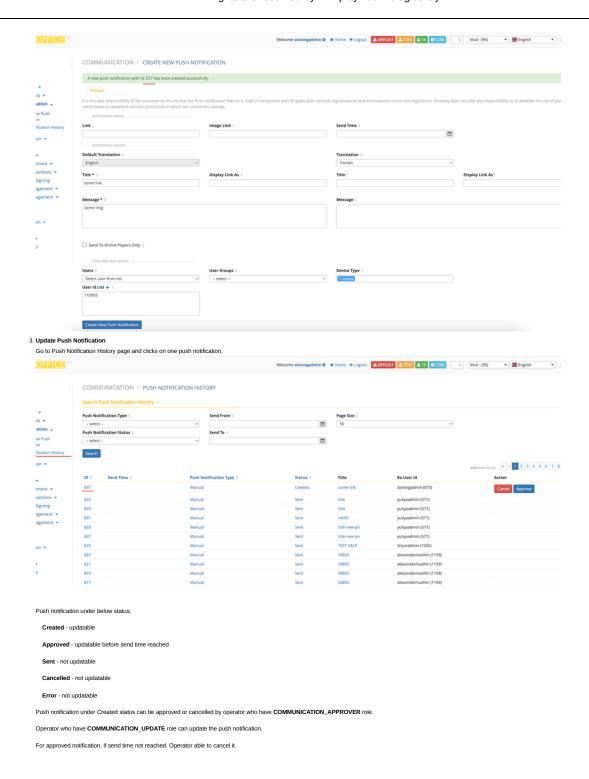


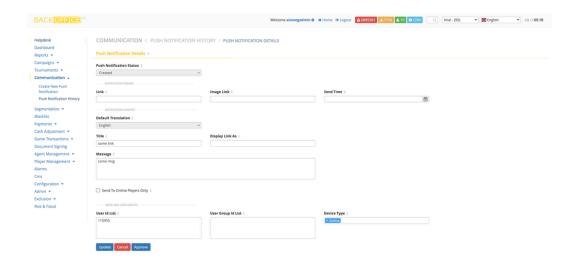
#### Fields description:

The default translation of the push notification is the first value (Language) configured in LANGUAGES property. Rest of values configured in LANGUAGES property are the other translations.

Field Name	Mandatory	Description
Link	no	The URL (Link) of the push notification, max length is 256 chars. Supports https only.
Image Link	no	Add a link to an image to be displayed along the notification message, max length is 512 chars. Only https supported.
Send Time	no	The send time of the push notification, the minimum time period is 10 minutes. If send time is not set, the notification is sent immediately after approval.
Display Link As	no	The text to display the URL. e.g. Click here. It will be required when Link is filled
Title of default translation	yes	The title of the push notification, at least need one message with default translation
Message of default translation	yes	The title of the push notification, at least need one message with default translation
Title of other translations	no	The title of the push notification
Message of other translations	no	The message of the push notification
Send To Online Players Only	no	Select this to send the push notification to online players only.
Users	one of Users and User Groups are mandatory	List of user lds. Players allowed to receive the push notifications.
User Groups	one of Users and User Groups are mandatory	List of user group lds. Players allowed to receive the push notifications.
Device Type	yes	The target device(s) that player can receive the notification.

After filled all required fields, clicks on "Create New Push Notification" button to create a new push notification. Clicks on this link can go to push notification detail page and see the created push notification.

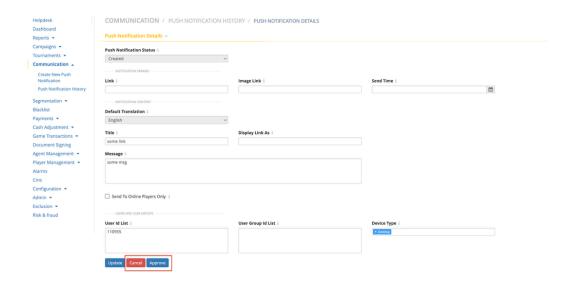


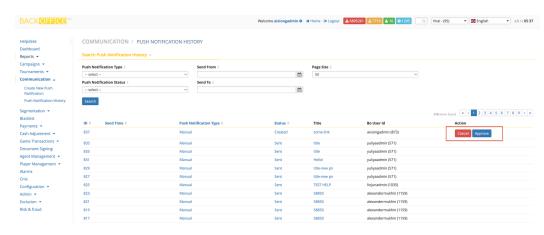


#### 4. Approve/Cancel Push Notification

New created push notification is under "Created" status, can be approved/cancelled by operator who have COMMUNICATION\_APPROVER role.

Operator can approve/cancel the push notification in Push Notification Detail page and Push Notification History page by clicks on "Approve" or "Cancel" button.





### 5. Push Notification History

In this page operator can see and search all push notifications.

