

## Endpoint: /v1/auth/telegram

Method: POST | Authentication: No

### Description:

This endpoint is used to authenticate a user via their Telegram credentials. It accepts a payload containing the user's Telegram ID, display name, handle, and language code, and returns an authentication token along with the user's initial game data.

### Request Details:

- **telegram\_id:** (*string, required*) - The unique identifier for the user on Telegram.
- **telegram\_display\_name:** (*string, required*) - The display name of the user on Telegram.
- **telegram\_handle:** (*string, required*) - The Telegram handle (username) of the user.
- **telegram\_language\_code:** (*string, optional*) - The language code representing the user's preferred language on Telegram (e.g., "en" for English).

### Request Example:

```
{
  "telegram_id": "1",
  "telegram_display_name": "Test User 1",
  "telegram_handle": "test_user_1",
  "telegram_language_code": "en"
}
```

### Response Details:

- **token:** (*string*) - A JWT (JSON Web Token) that can be used to authenticate subsequent requests.
- **user:** (*object*) - An object containing the user's initial game data.
  - **user\_id:** (*integer*) - The unique identifier for the user within the game.
  - **coins:** (*float*) - The number of coins the user has (default is 0).
  - **fortune:** (*float*) - The amount of fortune the user has (default is 0).
  - **experience:** (*float*) - The amount of experience points the user has (default is 0).
  - **experience\_level:** (*integer*) - The experience level of the user (default is 1).
  - **next\_ticket\_time:** (*string, nullable*) - The next time the user can receive a ticket (null if no waiting is needed).

## Response Example:

```
{
  "token":
  "eyJhbGciOiJIUzI1NiIsInR5cCI6IkpXVCJ9.eyJ1c2VySWQiOiJmImhldCI6MTcyNTI3NTI1NCwiZXhwIjoxNzI1MzYxNjU0fQ.vL8tehHb09InYBjHJ3mAwpDws0COYmpj83pHg39Gwpg",
  "user": {
    "user_id": 3,
    "coins": 100,
    "fortune": 10,
    "experience": 10,
    "experience_level": 1,
    "next_ticket_time": null
  }
}
```

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## Endpoint: /v1/general\_data

**Method:** POST | **Authentication:** Yes

### Description:

This endpoint returns general data about the game, including information on seasons, collections, helpers, experience levels, fortune intervals, gift boxes, and game codes.

### Response Details:

#### Seasons:

- **id:** Unique identifier for the season.
- **title:** The title of the season.
- **start\_time:** Start time of the season in ISO 8601 format.
- **end\_time:** End time of the season in ISO 8601 format.
- **collection\_ids:** Array of collection IDs associated with the season.
- **season\_intervals:** Array of intervals within the season.
  - **id:** Interval ID.
  - **percent:** Completion percentage of the interval.
  - **rewards:** Array of rewards for reaching the interval.
    - **type:** Type of reward (1 = currency, 2 = fortune, 3 = experience).
    - **currency\_count:** Number of currency units awarded.
    - **fortune\_count:** Amount of fortune awarded.
    - **experience\_count:** Amount of experience awarded.

#### Collections:

- **id:** Unique identifier for the collection.
- **title:** The title of the collection.
- **pieces:** Total number of pieces in the collection.

- **text\_color**: Hexadecimal color code for the collection's text.
- **rewards**: Array of rewards associated with completing the collection.

#### Helpers:

- **id**: Unique identifier for the helper.
- **title**: The title of the helper.
- **helper\_levels**: Array of levels available for the helper.
  - **number**: Helper level number.
  - **profit**: Profit earned at this level.
  - **cost**: Cost required to achieve this level.

#### Experience Levels:

- **id**: Unique identifier for the experience level.
- **experience**: Experience points required for this level.

#### Fortune Intervals:

- **id**: Unique identifier for the fortune interval.
- **fortune\_required**: Amount of fortune required for the interval.

#### Gift Boxes:

- **id**: Unique identifier for the gift box.
- **type**: Type of the gift box (1 = standard).
- **points**: Points required to unlock the gift box.
- **collection\_pieces**: Number of collection pieces in the gift box.
- **rewards**: Array of rewards contained in the gift box.

#### Game Codes:

- **id**: Unique identifier for the game code.
- **cipher**: Array of integers representing the game code cipher.

#### Response Example:

```
{
  "seasons": [
    {
      "id": 3,
      "title": "Season 2",
      "start_time": "2024-08-31T23:00:00.000Z",
      "end_time": "2024-09-30T22:59:00.000Z",
      "collection_ids": [
        8
      ],
      "season_intervals": [
        {
          "id": 7,
          "percent": 50,
          "rewards": [
            {
              "type": 1,
              "currency_count": 11
            },
            {
              "type": 2,
              "fortune_count": 1.1
            }
          ]
        }
      ],
      {
        "id": 6,
        "percent": 100,
        "rewards": [
          {
            "type": 1,
            "currency_count": 22
          }
        ]
      }
    ]
  }
}
```

```

        },
        {
            "type": 2,
            "fortune_count": 2.2
        }
    ]
}
],
"collections": [
    {
        "id": 8,
        "title": "Collection 8",
        "pieces": 9,
        "text_color": "635D33",
        "rewards": [
            {
                "type": 3,
                "experience_count": 100
            }
        ]
    }
],
"helpers": [
    {
        "id": 4,
        "title": "Test Helper One",
        "helper_levels": [
            {
                "number": 1,
                "profit": 123,
                "cost": 124
            },
            {
                "number": 2,
                "profit": 12412,
                "cost": 123123
            }
        ]
    }
],
"experience_levels": [
    {
        "id": 4,
        "experience": 5
    },
    {
        "id": 5,
        "experience": 11
    }
],
"fortune_intervals": [
    {
        "id": 2,
        "fortune_required": 111
    },
    {
        "id": 3,
        "fortune_required": 222
    }
],
"gift_boxes": [
    {
        "id": 2,
        "type": 1,
        "points": 1000,
        "collection_pieces": 3,
        "rewards": [
            {
                "type": 1,
                "currency_count": 100
            }
        ]
    },
    {
        "id": 3,
        "type": 1,
        "points": 111,
        "collection_pieces": 0,
        "rewards": [
            {
                "type": 1,
                "currency_count": 11
            },
            {
                "type": 3,
                "experience_count": 11
            }
        ]
    }
],
"game_codes": [
    {
        "id": 1,
        "cipher": [
            1,
            2,
            3,
            4,
            5
        ]
    }
]
}

```

---

## Endpoint: /v1/user/data

**Method: POST | Authentication: Yes**

### Description:

This endpoint retrieves data related to a specific user, including their current resources (coins, fortune, experience), progress in seasons and collections, received rewards, and helper levels.

### Response Details:

#### Coins:

- **coins:** The number of coins the user currently has.

#### Fortune:

- **fortune:** The amount of fortune the user currently has.

#### Experience:

- **experience:** The total experience points the user has accumulated.

#### Experience Level:

- **experience\_level:** The experience level of the user.

#### Seasons:

- **seasons:** An array of objects representing the seasons the user is participating in.
  - **id:** Unique identifier for the season.
  - **received\_intervals:** An array of interval IDs that the user has received rewards for within this season.

#### Collections:

- **collections:** An array of objects representing the collections the user is working on or has completed.
  - **id:** Unique identifier for the collection.
  - **pieces:** An array of integers representing the pieces of the collection that the user has acquired.
  - **completed:** Boolean indicating whether the collection is completed.
  - **received:** Boolean indicating whether the rewards for this collection have been received.

#### Fortune Intervals Received:

- **fortune\_intervals\_received:** An array of IDs representing the fortune intervals the user has received.

#### Gift Boxes Received:

- **gift\_boxes\_received:** An array of IDs representing the gift boxes the user has received.

#### Helpers:

- **helpers:** An array of objects representing the user's helpers and their levels.
  - **helper\_id:** Unique identifier for the helper.

- **level:** The level the helper has reached.

### Response Example:

```
{
  "coins": 100,
  "fortune": 1,
  "experience": 11,
  "experience_level": 1,
  "seasons": [
    {
      "id": 3,
      "received_intervals": [
        6
      ]
    }
  ],
  "collections": [
    {
      "id": 8,
      "pieces": [
        1,
        2,
        3,
        4,
        5,
        6,
        7,
        8,
        9
      ],
      "completed": true,
      "received": true
    }
  ],
  "fortune_intervals_received": [
    2,
    3
  ],
  "gift_boxes_received": [
    2,
    3
  ],
  "helpers": [
    {
      "helper_id": 4,
      "level": "3"
    },
    {
      "helper_id": 5,
      "level": "2"
    }
  ]
}
```

---

## Endpoint: /v1/user/reward-season-interval

**Method:** POST | **Authentication:** Yes

### Description:

This endpoint is used to reward a user for completing a specific interval within a season. The user sends the season and interval IDs, and the system responds with the updated game data, the rewards given, and the interval that has been marked as rewarded.

### Request Details:

- **season\_id:** (*string, required*) - The unique identifier of the season.
- **season\_interval\_id:** (*string, required*) - The unique identifier of the season interval being rewarded.

## Request Example:

```
{
  "season_id": "3",
  "season_interval_id": "7"
}
```

## Response Details:

### Update:

- **update:** (*object*) - An object containing the updated user resources after receiving the rewards. Only the values that were changed are present.
  - **coins:** (*float*) - The updated total number of coins the user has after receiving the reward.
  - **coins\_added:** (*float*) - The number of coins added as part of this reward.
  - **experience:** (*float*) - The updated total number of experience the user has after receiving the reward.
  - **experience\_added:** (*float*) - The number of experience added as part of this reward.
  - **fortune\_added:** (*float*) - The amount of fortune added as part of this reward.
  - **fortune:** (*float*) - The updated total amount of fortune the user has after receiving the reward.

### Rewards:

- **rewards:** (*array*) - An array of objects representing the rewards the user received for completing the interval.

### Season:

- **season:** (*object*) - An object containing details about the season and interval that was rewarded.
  - **id:** (*integer*) - The ID of the season.
  - **season\_interval\_added:** (*integer*) - The ID of the interval that was marked as rewarded for the user.

## Response Example:

```
{
  "update": {
    "coins": 1655,
    "coins_added": 111,
    "fortune_added": 22,
    "fortune": 332.6
  },
  "rewards": [
    {
      "type": 1,
      "currency_count": 111
    },
    {
      "type": 2,
      "fortune_count": 22
    }
  ],
  "season": {
    "season": {
      "id": 3,
      "season_interval_added": 7
    }
  }
}
```