# KingBingo Web API v1.1 3/11/14

## Supported Operations

* [Get Games](http://bingo.humboldttechgroup.com:1111/?cmd=allgames)
* [Get Users](http://bingo.humboldttechgroup.com:1111/?cmd=allusers)
* [Create User](http://bingo.humboldttechgroup.com:1111/?cmd=createuser)
* [Join Game](http://bingo.humboldttechgroup.com:1111/?cmd=joingame)
* [Get Number](http://bingo.humboldttechgroup.com:1111/?cmd=getnumber)
* [Quit Game](http://bingo.humboldttechgroup.com:1111/?cmd=quitgame)
* Get Card
* Submit Win
* Add Friend
* Remove Friend
* Create Game

Usage

* All json field names in the response will be lowercase only. All field names in request need to be lowercase as well.
* All responses will return a "command" parameter. This will allow you to standardize your json parsing depending on which request you are making.
* Get a list of all currently in progress games. Within each block of "game" data, there is a game\_id.
* Create a user. This will give you a user\_id that you can then join a game with. You can use "bingowizard" for login and/or "1" for user\_id (see below) if you'd like to skip this step.
* Join a game using the user\_id and game\_id. This will return a "board" that you will use to construct your bingo card.
* Once you have your board, call use the get number operation to play the game!
* Be sure to check the response messages when getting errors to help troubleshoot your requests, and don't forget to validate your json.
* When initially working with any these services, use the "bingowizard" login or user\_id of "1" if you do not want to create a user. This user has been joined to the game with game\_id of "1".
* A monitoring service has been setup to send notifications in the event of outages, within 5 minutes. Error reports (specifically, what you were doing when it crashed) should be sent to [joe@humboldttechgroup.com](mailto:joe@humboldttechgroup.com)

## Get Games

**POST Request to http://bingo.humboldttechgroup.com:1111/?cmd=allgames**

Returns all currently in progress games

* **games**: Array of game elements, each containing it's own game\_id, win\_limit, win\_count, user\_limit, user\_count, and created\_date.
* **game\_id**: id of the game. used in joingame command to join user to the game.
* **win\_limit**: number of wins allowed before game is closed
* **win\_count**: number of wins so far in current game
* **user\_limit**: limit of how many users are allowed to participate in current game
* **user\_count**: number of users currently joined to the game
* **created\_date**: timestamp of when game was created
* **status**: "ok" if successful, "error" if problem with request
* **message**: information about response

### Sample request body:

Post Body not needed

### Sample response data:

{

"status": "ok",

"command": "allgames",

"message": "successfully retrieved list of active games",

"games":[

{

"game\_id": "1",

"win\_limit": "10",

"win\_count": "0",

"user\_limit": "10",

"user\_count":"9",

"created\_date":"2013-04-04 00:00:00"

},

{

"game\_id": "2",

"win\_limit": "5",

"win\_count": "2",

"user\_limit": "5",

"user\_count":"4",

"created\_date":"2013-04-03 00:00:00"

}

]

}

## Get Users

**POST Request to http://bingo.humboldttechgroup.com:1111/?cmd=allusers**

Returns all currently joined users in a given game

* **game\_id**: Id of the game requested to retrieve list of users
* **timestamp**: UTC Time of request/response
* **status**: "ok" if successful, "error" if problem with request
* **users**: Array of user elements, each containing it's own user\_id and login attributes.
* **user\_id**: Id of user listed
* **login**: Username of user listed

### Sample request body:

{

"timestamp": "1234567890",

"game\_id": "1"

}

### Sample response data:

{

"status": "ok",

"command": "allusers",

"message": "list of users for game in progress",

"game\_id": "1",

"timestamp": "1234567890",

"users": [

{

"user\_id": "1",

"login": "bingowizard"

},

{

"user\_id": "2",

"login": "bingobarian"

}

]

}

## Create User

**POST Request to http://bingo.humboldttechgroup.com:1111/?cmd=createuser**

Creates a user and returns a user\_id, or existing user\_id if given login name already exists.

### Sample request body:

{

"timestamp": "1234567890",

"login": "bingowizard"

}

### Sample response data:

{

"status": "ok",

"command": "createuser",

"message": "user created successfully",

"login": "bingowizard",

"user\_id": "1",

"timestamp": "1234567890"

}

If user login already exists, the following response will be returned instead:

{

"status": "ok",

"command": "createuser",

"message": "user already exists",

"login": "bingowizard",

"user\_id": "1",

"timestamp": "1234567890"

}

## Join Game

**POST Request to http://bingo.humboldttechgroup.com:1111/?cmd=joingame**

Use this command to join a login to an existing game. A successful response will return the Game ID and a comma delimited list of numbers, in order, that make up the user's bingo card. The numbers should be placed in the card from top to bottom in a 5 x 5 grid. For example: using the below "board" data should produce a card with the following numbers in the "B" column, from top to bottom: 12, 1, 15, 2, and 9.

* **game\_id**: Id of the game attempting to join.
* **user\_id**: Id of user to join to game
* **timestamp**: UTC Time of request/response
* **board\_id**: Returned id of generated board (bingo card)
* **board**: Comma-delimited list of numbers making up the generated board
* **status**: "ok" if successful, "error" if problem with request
* **message**: information about response

### Sample request body:

{

"timestamp": "1234567890",

"game\_id": "1",

"user\_id":"1"

}

### Sample response data:

{

"status": "ok",

"command": "joingame",

"message": "game sucessfully joined",

"board\_id": "1",

"board": "12,1,15,2,9,24,30,22,18,21,34,43,45,31,42,54,50,58,56,55,68,63,70,72,62",

"game\_id": "1",

"user\_id": "1",

"timestamp": "1234567890"

}

If user has already joined game, the following will be returned instead, with the board data being the previously generated value.

{

"status": "ok",

"command": "joingame",

"message": "user already joined game",

"board\_id": "1",

"board": "12,1,15,2,9,24,30,22,18,21,34,43,45,31,42,54,50,58,56,55,68,63,70,72,62",

"game\_id": "1",

"user\_id": "1",

"timestamp": "1234567890"

}

## Get Number

**POST Request to http://bingo.humboldttechgroup.com:1111/?cmd=getnumber**

Returns the next drawn number in a given game. The user\_id must match that of a user who has been joined to the game of the requested game\_id.

* **game\_id**: Id of the game user is joined to
* **user\_id**: Id of user making request
* **timestamp**: UTC Time of request/response
* **status**: "ok" if successful, "error" if problem with request
* **message**: information about response
* **number**: the bingo number that has been drawn. B12, B6, I50, etc.

### Sample request body:

{

"timestamp": "1234567890",

"game\_id": "1",

"user\_id": "1"

}

### Sample response data:

{

"status": "ok",

"command": "getnumber",

"message": "newest number is",

"game\_id": "1",

"number": "B12",

"timestamp": "1234567890"

}

## Quit Game

**POST Request to http://bingo.humboldttechgroup.com:1111/?cmd=quitgame**

Use this command to quit a login to a previously joined game.

* **game\_id**: Id of the game attempting to quit.
* **user\_id**: Id of user to quit game
* **timestamp**: UTC Time of request/response
* **status**: "ok" if successful, "error" if problem with request
* **message**: information about response

### Sample request body:

{

"timestamp": "1234567890",

"game\_id": "1",

"user\_id":"1"

}

### Sample response data:

{

"status": "ok",

"command": "quitgame",

"message": "game sucessfully quit",

"game\_id": "1",

"user\_id": "1",

"timestamp": "1234567890"

}

If user has already quit game or not currently joined, the following will be returned instead.

{

"status": "ok",

"command": "quitgame",

"message": "user is not joined to game",

"game\_id": "1",

"user\_id": "1",

"timestamp": "1234567890"

}