

Gaming API Reference

Overview of methods and interaction details

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1.0 Overview

This document provides an outline of the API methods available, example responses and the parameters/urls required in order to make a request.

Note: This document is a work in progress, and is to be updated and maintained as the API is created for the purpose of future integrations and knowledge sharing.

2.0 Terms

GI - Gaming Interface, term used to refer to the application/website that facilitates the customers gameplay.

Platform - Refers to a website e.g. 999vegas.com. The platform is an isolated scope and in most cases has it's own games, it's own customers and it's own payment methods.

Entity - Refers to a top level scope, an organisation such as "xlrefer" which has many platforms that it owns and controls.

Wallet - All customer credit is stored in their wallet, this includes paid, won and bonus credits. Money is taken from their wallet when it is either paid out or when it is placed into a game session.

Bonus - A bonus refers to credit given to customers for free, this is often based on a deposit e.g. 10% deposit bonus but sometimes free credit. Bonus credit cannot be paid out.

Player session - Is an instance of a player signing in to the system.

Game session - A game in progress, stores the initially inserted balance and isolates that amount from the main wallet allowing a player to play multiple games at the same time without having balance issues.

3.0 API Definition

Describes the gaming API methods available to the client application. Responses are in JSON format by default.

4.0 Player sessions

4.1 Create session

Create new "player" session.

Parameters

Name	Type	Description
user_name	String (required)	User name should be 3-20 characters, only: A-Z0-9_
password	String (required)	Password between 6-18 characters, only: A-Z0-9_
ip	String (required)	IP address format, 7-15 characters.

Request

HTTP Request	POST /v1/sessions
<u>Headers:</u> X-Secret-Token: 95b5fd4bdb1574631f6f120a60db4e8474ebf742	
<u>Body:</u> user_name: tester001 password: 123456 ip: 127.0.0.1	

Example

HTTPIe Command Line	POST /v1/sessions
<pre>http -v -f POST http://api.casinoserver.net/v1/sessions X-Secret-</pre>	

```
Token:95b5fd4bdb1574631f6f120a60db4e8474ebf742 user_name=vlad11  
password=123456 ip=127.0.0.1
```

Response

JSON Response

Status: 201

```
{  
  "id": 1,  
  "user_name": "vlad",  
  "birthdate": "1970-01-01",  
  "email": "sumskyi@gmail.com",  
  "address": "5, Dimitri Liperti Street",  
  "country_iso": "UA",  
  "language_iso": "UKR",  
  "currency_iso": "UAH",  
  "mailing_opt_out": true,  
  "session_token": "qwertyuiop",  
  "authentication_token": "W2siHUbJqVmsRZ5QsNb2",  
  "data": null  
}
```


4.2 Destroy session

End a player session, requires that you authenticate the player whose session is to be terminated (see *Appendix 4.1*)

Request

HTTP Request	DELETE /v1/sessions
<u>Headers:</u> X-Secret-Token: 95b5fd4bdb1574631f6f120a60db4e8474ebf742 X-Authentication-Token: W2siHUbJqVmsRZ5QsNb2	

Example

HTTPie Command Line	DELETE /v1/sessions
http -v -f DELETE http://api.casinoserver.net/v1/sessions X-Secret-Token:95b5fd4bdb1574631f6f120a60db4e8474ebf742 X-Authentication-Token:W2siHUbJqVmsRZ5QsNb2	

Response

No-content Response	Status: 204

4.3 Validate Token

Determines if a given player authentication token is still valid with a true/false response.

Request

HTTP Request	POST /v1/sessions/validate
<u>Headers:</u> X-Secret-Token: 95b5fd4bdb1574631f6f120a60db4e8474ebf742 X-Authentication-Token: W2siHUbJqVmsRZ5QsNb2	

Example

HTTPie Command Line	POST /v1/sessions/validate
<pre>http -v -f POST http://api.casinoserver.net/v1/sessions/validate X- Secret-Token:95b5fd4bdb1574631f6f120a60db4e8474ebf742 X-Authentication- Token:W2siHUbJqVmsRZ5QsNb2</pre>	

Response

Response	Status: 200
<pre>{ "valid": true }</pre>	