

Integration wallet api "Champion" v.2

Doc rev. 2.01

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Changelog

Version	Date	Description
ver 1.0	19.06.2019	Initial version
ver 1.01	21.08.2021	Add samples
ver 1.02	17.01.2022	Add parameter - "round_id" Transaction description
ver 1.03	16.06.2023	Error codes description
ver 2.01	19.10.2023	Add parameter - "player_id" (required) Game calling order (scheme)

The exchange protocol between the game server and the server of credits.

Server of credits:

1. stores a unique ID of a player, up to 40 symbols (PLAYER_TOKEN);
2. stores credit of a player;
3. stores transactions with confirmed operations;
4. accepts requests from the game server.

The game server:

Integration side required to provide the URL of a server of credits for "**Wallet URL**" for activation of communication with the game server.

- Mandatory fields such as "**Wallet token**" provided by the control panel. It is possible to change them by contacting the support team.
- External identifier (**WALLET_TOKEN**) serves for searching of an agent, e.g. «gr1_3eYegre» and up to 40 symbols. Only letters, digits and the "_" symbol allowed.

A sample of a run of the game with parameters:

Demo mode

https://domain.example.com?mode=demo&gameID=YOUR_GAME_ID&lang=en

Real mode

https://domain.example.com?mode=real_play&gameID=YOUR_GAME_ID&token=PLAYER_TOKEN&lang=LANG&wallet=WALLET_TOKEN

where:

YOUR_GAME_ID — game ID, e.g. 1003.

PLAYER_TOKEN — player's game session token.

LANG — language of game client, e.g. "en" (set up by 2 letters ISO 639-1 standard).

WALLET_TOKEN — a unique ID of an agent (wallet).

The **http POST** method is used for all requests to the server.

1.01 A list of operations and their parameters with the samples of successful responses:

Request of a credit (type="credit")

request:

```
{"code":"Q_kefuo234D2ne","type":"credit","time":"20-11-2020 00:16:23"}
```

where:

- **code** — a unique ID of a player's game session.
- **type** — a type of request.
- **time** — a date and a time of response.

response:

```
{"credit":100000,"player_id"="usr-1122334455","result":1,"time":"20-11-2020 00:16:23","currency":"USD"}
```

where:

- **credit** — an integer number with an amount of credit in cents (kopecks).
- **result** — in case of positive result =1, in case of error any other number (e.g. if a code does not exist).
- **currency** — name of a currency
- **player_id** — unique player identifier (up to 40 characters)

Request of a bet in the game (type="bet")

Requests have to be sent before the start of a new game.

request:

```
{"bet":100,"code":"Q_kefuo234D2ne","game":1012,"id":3,"type":"bet","time":"20-11-2020 00:16:23"}
```

where:

- **bet** — an integer number with an amount of bet in cents (kopecks).
- **code** — a unique ID of a player's game session.
- **game** — a code of the game system.
- **id** — ID of transaction, a 64 bit unsigned integer.
- **type** — a type of request.

response:

```
{"credit":99900,"result":1,"time":"20-11-2020 00:16:23"}
```

where:

- **credit** — an integer number with amount of credit in cents (kopecks), after deducting the bet.
- **result** — in case of positive result =1, in case of error any other number (e.g. if a bet exceeds current credit).

Note!

The "id" parameter is unique within one currency, only one player for the same currency can have a transaction, for example - 123. But if there are several currencies, then the player can have the same transaction for UAH=123 and for USD=123.

Request of winning in the game (type="win")

Request has to be sent after winning in the game:

```
{"code":"Q_kefuo234D2ne","game":1012,"id":4,"type":"win","win":200,"time":"20-11-2020 00:16:23"}
```

where:

- **code** — a unique ID of a player's game session.
- **game** — a code of the game in the game system.
- **id** — ID of transaction, a 64 bit unsigned integer
- **type** — a type of request.
- **win** — an integer number with amount of winning in cents (kopecks)

response:

```
{"credit":100100,"result":1,"time":"20-11-2020 00:16:23"}
```

where:

- **credit** — an integer number with amount of credit in cents (kopecks), after adding a winning.
- **result** — in case of positive result =1, in case of error any other number (a winning has to be taken because operation of such an account will not be possible).

Request to cancel a bet (type="cancel")

Request is sent if a game system was unable to place a confirmed bet.

Request:

```
{"code":"Q_kefuo234D2ne","id":5,"type":"cancel","time":"20-11-2020 00:16:23"}
```

where:

- **code** — a unique ID of a player's game session.
- **id** — ID of transaction that should be canceled, a 64 bit unsigned integer.
- **type** — type of request.

response:

```
{"credit":100000,"result":1,"time":"20-11-2020 00:16:23"}
```

where:

- **credit** — an integer number with amount of credit in cents (kopecks) after cancellation of a bet.
- **result** — if such transaction canceled or does not exist =1, any other number in case of error.

1.02 Parameter 'Round_id'

The "round_id" - parameter is equal to the transaction number of the first bet (at the start of the game).

Request of a bet in the game (type="bet") with "round_id"

```
{"bet":10,"code":"Q_kefuo234D2ne","game":1053,"id":85,"round_id":85,"type":"bet","time":"18-01-2022 17:23:44"}
```

where:

- **bet** — an integer number with an amount of bet in cents (kopecks).
- **code** — a unique ID of a player's game session.
- **game** — a code of the game in the game system.
- **id** — ID of transaction that should be canceled, a 64 bit unsigned integer.
- **round_id** — transaction number of the first bet.
- **type** — type of request.

Request after winning in the game:

```
{"code":"Q_kefuo234D2ne","game":1053,"id":86,"round_id":85,"type":"win","win":8,"time":"18-01-2022 17:23:45"}
```

If there is no win, then will be a request with win=0:

```
{"code":"Q_kefuo234D2ne","game":1053,"id":86,"round_id":85,"type":"win","win":0,"time":"18-01-2022 17:23:45"}
```

The Parameter 'Round_id' also applies to a cancellation request.

```
{"code":"11223344556677","id":5,"type":"cancel","round_id":85,"time":"20-11-2020 00:16:23"}
```

1.03 Error codes description

If the "result":1, the request is processed and the following steps are taken according to the documentation.

An example of a successful response:

```
{"credit":10000,"result":1,"time":"16-06-2023 9:13:22", "currency":"EUR"}
```

where:

- **credit** — an integer number with amount of credit in cents (kopecks) after bet or win request.
- **result** — in case of positive result =1.
- **currency** — name of a currency.

If the "result": a number other than 1, the request is not processed and is counted as an error request. And we record what we got in "err_code" and "err_desc" in the log.

An example of an error response:

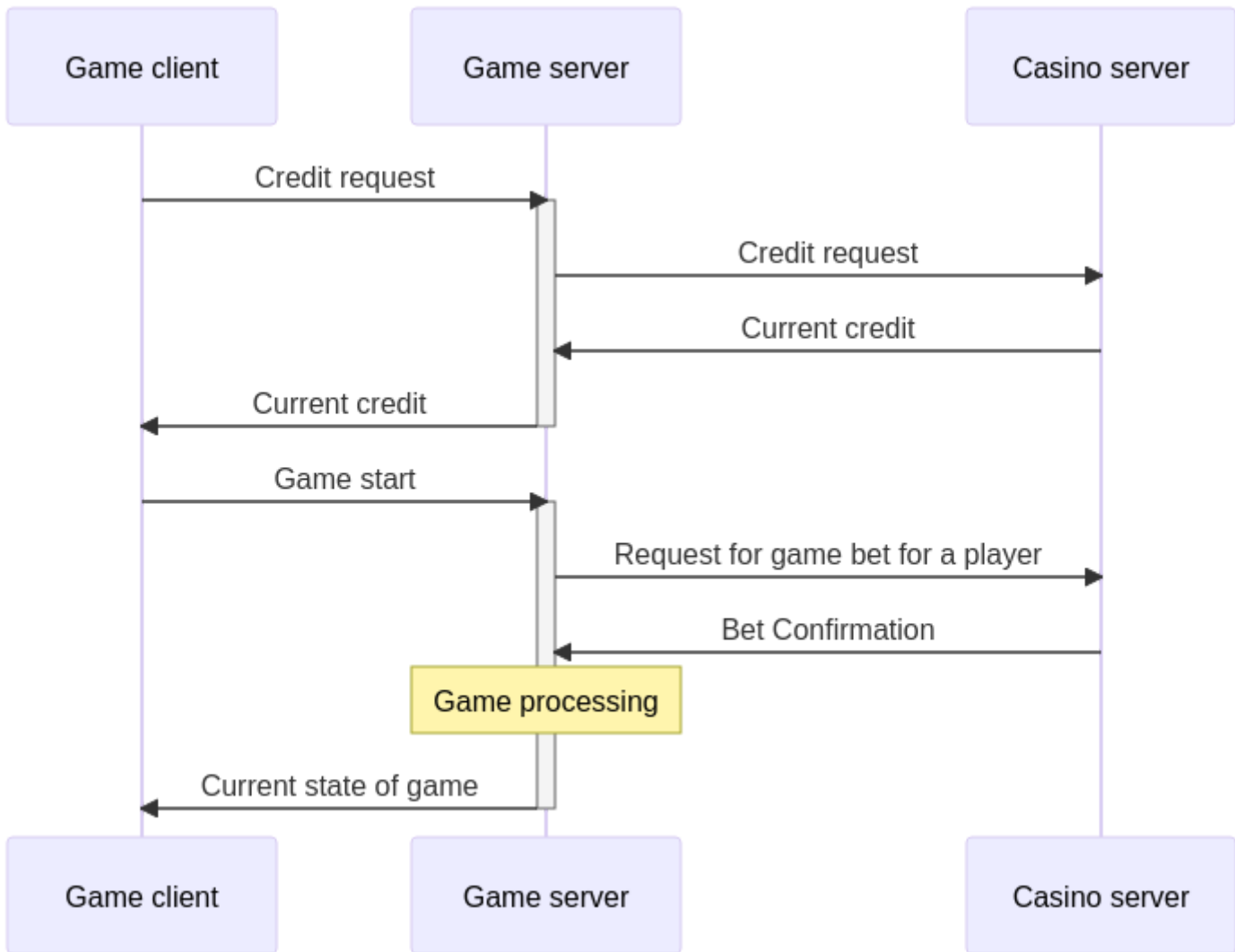
```
{"result":0,"err_code":400,"err_desc":"ValidationException","time":"16-06-2023 09:02:22"}
```

where:

- **result** — in case of error, any other number that is not equal to 1.
- **err_code** — error code that occurred.
- **err_desc** — error text that is displayed on the client.

2.01 Game calling order

Order of calls at the beginning of the game:



Call order at the end of a winning game:

