**Partner API**

**User guide**

This document describes the PARTNER API provided by GAME for partners. The PARTNER APIs are for developers who want to integrate GAME into their application. GAME's PARTNER APIs provide access to via URI paths. To use a PARTNER API, your application will make an HTTPS request and parse the response. The response format is JSON. Your methods will be the standard HTTP methods GET or POST. For POST methods request content type should be application/json. Because the PARTNER API is based on open standards, you can use any web development language to access the API.

**API FEATURES**

This API allows partner to perform operations with GAME:

* getting customer info
* getting partner company info
* perform purchase action
* register new customer\*
* join customer to partner company\*

\* - this actions are limited with quota for requests per a day. By default this quota sets to 0 and partners cannot use this API actions. Partners can request a quota increase through GAME support service.

**Request identity**

Clients should set headers X-Origin-Request-Id with UUID value and X-Timestamp with ISO-8601 datetime value to all requests. On response server generates and sets new UUID to X-Request-Id and timestamp to X-Timestamp headers. If request contains X-Origin-Request-Id header then server sets it to response.

**Examples**

* Unauthorized request without X-Origin-Request-Id and X-Timestamp headers:

curl -H "Accept: application/json" -X GET https://udsgame.com/v1/partner/customer -v

\* Hostname was NOT found in DNS cache

\* Trying x.x.x.x...

\* Connected to udsgame.com (x.x.x.x) port 80 (#0)

▶ GET /v1/partner/customer HTTP/1.1

▶ User-Agent: curl/7.35.0

▶ Host: udsgame.com

▶ Accept: application/json

◀ HTTP/1.1 403 Forbidden

\* Server Apache-Coyote/1.1 is not blacklisted

◀ Server: Apache-Coyote/1.1

◀ X-Request-Id: DD9B47AC-E4CE-43A2-8BD6-B6751C06F980

◀ X-Timestamp: 2015-03-17T11:08:23.949Z

◀ Content-Type: application/json;charset=UTF-8

◀ Transfer-Encoding: chunked

◀ Date: Tue, 17 Mar 2015 11:08:23 GMT

\* Connection #0 to host localhost left intact

{"errorCode":"forbidden"}

* Unauthorized request with X-Origin-Request-Id and X-Timestamp headers:

curl -H "Accept: application/json" \\

▶ -H "X-Request-Id: 899E7B7C-C8EF-4E89-B904-08AC4CC7DE3C" \\

▶ -H "X-Timestamp: 2015-03-17T11:18:00.000Z" \\

▶ -X GET http://udsgame.com/v1/partner/customer -v

\* Hostname was NOT found in DNS cache

\* Trying x.x.x.x...

\* Connected to udsgame.com (x.x.x.x) port 80 (#0)

▶ GET /v1/partner/customer HTTP/1.1

▶ User-Agent: curl/7.35.0

▶ Host: udsgame.com

▶ Accept: application/json

▶ X-Request-Id: 899E7B7C-C8EF-4E89-B904-08AC4CC7DE3C

▶ X-Timestamp: 2015-03-17T11:18:00.000Z

◀ HTTP/1.1 403 Forbidden

\* Server Apache-Coyote/1.1 is not blacklisted

◀ Server: Apache-Coyote/1.1

◀ X-Request-Id: 7DBC8B4A-F83E-4D7C-9141-63A54BB89923

◀ X-Timestamp: 2015-03-17T11:30:42.639Z

◀ Content-Type: application/json;charset=UTF-8

◀ Transfer-Encoding: chunked

◀ Date: Tue, 17 Mar 2015 11:30:42 GMT

\* Connection #0 to host localhost left intact

{"errorCode":"forbidden"}

**Authorization**

All requests must use HTTPS protocol. To authorize requests clients must set X-Api-Key header. This secret key can be generated in GAME Admin interface in Settings tab.

**Example**

* Authorized request:

curl -H "Accept: application/json" \\

▶ -H "X-Origin-Request-Id: CAC0059B-480B-444A-92EF-F1A36F79DD21" \\

▶ -H "X-Timestamp : 2015-03-17T12:00:00.000Z" \\

▶ -H "X-Api-Key: =]:WK^A29{TELr#OL9xNFu(SvPq@u9\*zDWr0a8MoeXI2bq-BOz" \\

▶ -X GET https://udsgame.com/v1/partner/company -v | python -m json.tool

\* Hostname was NOT found in DNS cache

\* Trying x.x.x.x...

\* Connected to udsgame.com (x.x.x.x) port 80 (#0)

▶ GET /v1/partner/company HTTP/1.1

▶ User-Agent: curl/7.35.0

▶ Host: localhost:8088

▶ Accept: application/json

▶ X-Origin-Request-Id: CAC0059B-480B-444A-92EF-F1A36F79DD21

▶ X-Timestamp: 2015-03-17T12:00:00.000Z

▶ X-Api-Key: =]:WK^A29{TELr#OL9xNFu(SvPq@u9\*zDWr0a8MoeXI2bq-BOz

◀ HTTP/1.1 200 OK

\* Server Apache-Coyote/1.1 is not blacklisted

◀ Server: Apache-Coyote/1.1

◀ X-Origin-Request-Id: CAC0059B-480B-444A-92EF-F1A36F79DD21

◀ X-Request-Id: 5DE83741-D5E6-4EB0-A64B-80405045F51F

◀ X-Timestamp: 2015-03-17T12:00:01.000Z

◀ Content-Type: application/json;charset=UTF-8

◀ Transfer-Encoding: chunked

◀ Date: Tue, 17 Mar 2015 12:21:14 GMT

\* Connection #0 to host localhost left intact

{

 "id": 123456789012,

 "marketingSettings": {

 "discountBase": 10,

 "discountLevel1": 5,

 "discountLevel2": 3,

 "discountLevel3": 2

 },

 "name": "Demo Company",

 "promoCode": "abcd1234"

}

**Purchase action**

**Usage**

This action require json body as described bellow. Customer will be identified with either promo code passed in parameter code or with customer id in parameter customerId. Difference between them is that with customerId is not permitted to withdraw scores. That is ifcustonmerId parameter given then scores must be equal to 0.0. Otherwise an error will occurs with code withdrawNotPermitted. Fieldstotal, cash and scores will be validated on server with partner company base discount rate.

**Errors**

If validation failed then server returns error response with code 400 and body json {'errorCode': 'invalidChecksum'}. If there is insufficient funds on customer account then server returns error with code 400 and response body json {'errorCode': 'insufficientFunds'}

**Register new customer**

See details bellow

**Errors**

* {"errorCode": "badRequest", ...} - form data in request content json filled with errors or validation error has occured on server side
* {"errorCode": "alreadyExists"}- Customer with specified email already exists in GAME

**Join customer to partner company.**

If you join customer through the Partner Api then does not provide reward for joining this customer in your place. You can also specify the amount of reward (scores) for this user for connection in your place. See details bellow

**Errors**

* {"errorCode": "customerNotFound"} - Specified customer not found
* {"errorCode": "parentNotFound"} - Specified parent customer not found
* {"errorCode": "badRequest"} - Form data in request content json filled with errors or specified parent customer is not participant
* {"errorCode": "alreadyExists"} - Specified customer already exists in partner company structure

После согласования, также получите полный доступ к API консоли, на которой можно потестить запросы.