

GSD&M FBGamePlatform Web service Definitions

Login

Called when user logs in via Face book or from 1.3.1 Log In or from title by either passing in email and password, or after login via Face book. Login can either be accomplished with Email and Password OR FacebookID.

Parameters

Email	String
Password	String
FacebookID	long

Returns

ErrorList	list
ErrorID	int
ErrorDesc	String
UserID	int

SetOAuthToken

Called when user logs in via Face book or from 1.3.1 Log In and get the updated token and if the token doesn't exist for that user this method will create a token and returns. This method is called first before making calls to the other service methods based on the oauth expiry.

Parameters

UserID	int
OAuthToken	String
OAuthExpiry	datetime

Returns

ErrorList	list
ErrorID	int
ErrorDesc	String
OAuthToken	String

InsertUserInfo

Called from 1.3.2 Create Account or 1.3.5 Additional Information. Accounts can be created with EITHER Email and Password, OR FacebookID.

Parameters

Email	String
Password	String
ScreenName	String
City	String
State	String
NonUS	Boolean
FacebookID	long
DOBMonth	int
DOBDay	int
DOBYear	int

Returns

ErrorList	list
-----------	------

ErrorID	int
ErrorDesc	String
UserID	int

SetUserInfo

This triggers when the user enters the app for the first time and thereby it updates if any user face book info changes. Method called to update basic profile information

Parameters

UserID	int
ScreenName	String
City	String
State	String
NonUS	Boolean
AvatarID	int
FacebookID	long
CreatedDate	datetime
LastModified	datetime

Returns

Success	Boolean
ErrorList	list
ErrorID	int
ErrorDesc	String

ResetPassword

Called from 1.3.6 Reset Password. When received, email instructions on how to reset password.

Parameters

Email	String
-------	--------

Returns

ErrorList	list
ErrorID	int
ErrorDesc	String

GetUserInfo

Method available to get basic profile information about the user.

Parameters

UserID	int
--------	-----

Returns

ErrorList	list
ErrorID	int
ErrorDesc	String
ScreenName	String
Email	String
FacebookID	long
City	String
State	String
NonUS	Boolean
AvatarID	int
RankID	int
SquadronID	int
XP	int

GetUserAchievementsByUserID

Called from 2.0 Achievements. Returns a list of achievements that have been earned.

Parameters

UserID	int
--------	-----

Returns

ErrorList	list
ErrorID	int
ErrorDesc	String
AchievementList	list
AchievementID	int

SetUserAchievement

Called when a user earns an achievement. Achievements can only be earned once, so if the achievement has already been awarded, indicate that in the return.

Parameters

UserID	int
AchievementID	int

Returns

ErrorList	list
ErrorID	int
ErrorDesc	String

GetUserDownloadsByUserID

Called from 3.0 Rewards. Returns a list of reward ID that has been earned.

Parameters

UserID	int
--------	-----

Returns

ErrorList	list
ErrorID	int
ErrorDesc	String
DownloadList	list
DownloadID	int

SetUserDownload

Called when a user unlocks a download.

Parameters

UserID	int
DownloadID	int

Returns

ErrorList	list
ErrorID	int
ErrorDesc	String

SetUserStats

Called when a user is promoted, Called after assigning health to personnel or after purchasing or being awarded health, Called after the user has taken the Squadron ID, RankID ,AvatarID, User XP . This method should be passed with the required values to update and for the non required one's send -1 those

values will not be updated when it is negative.

Parameters

UserID	int
RankID	int
AvatarID	int
SquadronID	int
HealthReserves	int
XP	int

Returns

ErrorList	list
ErrorID	int
ErrorDesc	String

GetUserAllPersonnelHealthByUserID

Called from 4.0 Team Members (possibly after login and stored in memory)

Parameters

UserID	int
--------	-----

Returns

ErrorList	list
ErrorID	int
ErrorDesc	String
PersonnelList	list
PersonnelID	int
Health	int

SetUserPersonnelHealth

Called when adding or removing health from personnel

Parameters

UserID	int
PersonnelID	int
Health	int

Returns

ErrorList	list
ErrorID	int
ErrorDesc	String

GetUserHealthReserves

Called from 4.0 Team Members (possibly after login and stored in memory)

Parameters

UserID	int
--------	-----

Returns

ErrorList	list
ErrorID	int
ErrorDesc	String
HealthReserves	int

GetUserAllMissionScoresByUserID

Returns all the previous scores the user has made on missions.

Parameters

UserID	int
--------	-----

Returns

ErrorList	list
ErrorID	int
ErrorDesc	String
MissionList	list
MissionID	int
MissionScore	int

SetUserMissionScore

Saves the score a user made on a mission. Missions can be played more than once. When replayed, a score can only be increased.

Parameters

UserID	int
MissionID	int
MissionScore	int

Returns

ErrorList	list
ErrorID	int
ErrorDesc	String
PreviousBestScore	int
LeaderboardRankInPercentage	float
LeaderboardRankInPosition	int

GetLeaderboard

Returns a list of all the top 100 users with the highest Experience Point totals. There are three different leaderboards, based on date. The date to use would be based on when the user **last logged in**. The *UserList* returned should include the user.

Parameters

UserID	int
LeaderboardTypeID	int (1 - All Time, 2 - Monthly, 3 - Daily)

Returns

ErrorList	list
ErrorID	int
ErrorDesc	String
UserList	list
Position	int
UserID	int
FacebookID	int
SquadronID	int
RankID	int

AvatarID	int
ScreenName	String
XP	int
City	String
State	String
NonUS	Boolean

GetFriendsLeaderboard

This call will include a list of FacebookIDs who will be the user's friends.

Parameters

UserID	int
FriendList	list
FacebookID	long

Returns

ErrorList	list
ErrorID	int
ErrorDesc	String
UserList	list
Position	int
UserID	int
FacebookID	int
SquadronID	int
RankID	int
AvatarID	int
ScreenName	String
XP	int
City	String
State	String
NonUS	Boolean

Default IDs

UserID

ID assigned by database.

FacebookID

ID assigned by Facebook.

ErrorID

Error for any call.

1	Successful
2	Login: Email does not have account
3	Login: Password does not match account
4	Login: FacebookID does not have account
5	Create Acct: Email already used in account
6	Create Acct: ScreenName already used in account
7	Reset PW: Email does not have account
8	General: invalid UserID
9	Profile: invalid AvatarID

10	Profile: invalid SquadronID
11	Profile: invalid RankID
12	Achievement: invalid AchievementID
13	Achievement: Achievement already awarded
14	Download: invalid DownloadID
15	Download: Download already awarded
16	Personnel: invalid PersonnelID
17	Personnel: health cannot be set to less than 0
18	Personnel: health cannot be set higher than 5
19	Health Reserves: Health reserves cannot be set to less than 0
20	Point Event: Invalid PointEventID
21	Point Event: PointEventID cannot be awarded, event already recorded.
22	Point Event: PointEventID cannot be awarded, resulting Experience Points would be less than 0.
23	Point Event: PointEventID requires a PointValue.
24	Missions: invalid MissionID
25	Missions: Score not saved: Scores cannot be set to less than 0
26	Missions: Score saved. Prior attempt higher.
27	Missions: Score saved. This attempt is your high score.
28	Leaderboard: Invalid LeaderboardType
29	Leaderboard: Invalid FriendList format.

AvatarID

Identifies what type of profile picture to use on Airman Challenge profile and leader board display.

1	Current Facebook Profile
2	Airman Challenge Picture 1
3	Airman Challenge Picture 2
4	Airman Challenge Picture 3
5	Airman Challenge Picture 4
6	Airman Challenge Picture 5
7	Airman Challenge Picture 6
8	Airman Challenge Picture 7
9	Airman Challenge Picture 8
10	Airman Challenge Picture 9
11	Airman Challenge Picture 10

RankID

Identifies the military rank the user achieved in AC.

12	Amn - Airman
13	SSgt - Staff Sergeant
14	TSgt - Technical Sergeant
15	MSgt - Master Sergeant
16	CMSgt - Chief Master Sergeant
17	1st Lt - First Lieutenant
18	Capt - Captain
19	Maj - Major
20	Col - Colonel
21	Brig Gen - Brigadier General

SquadronID

Identifies the squadron assigned by FISH after taking the full propensity profile.

22	Squadron 1 TBD
23	Squadron 2 TBD
24	Squadron 3 TBD
25	Squadron 4 TBD
26	Squadron 5 TBD
27	Squadron 6 TBD
28	Squadron 7 TBD
29	Squadron 8 TBD
30	Squadron 9 TBD
31	Squadron 10 TBD

AchievementID

Identifies the type of achievement to be awarded.

32	Achievement 1 TBD
33	Achievement 2 TBD
34	Achievement 3 TBD
35	Achievement 4 TBD
36	Achievement 5 TBD
37	Achievement 6 TBD
38	Achievement 7 TBD
39	Achievement 8 TBD
40	Achievement 9 TBD
41	Achievement 10 TBD
42	Achievement 11 TBD
43	Achievement 12 TBD
44	Achievement 13 TBD
45	Achievement 14 TBD
46	Achievement 15 TBD
47	Achievement 16 TBD
48	Achievement 17 TBD
49	Achievement 18 TBD
50	Achievement 19 TBD
51	Achievement 20 TBD
52	Achievement 21 TBD
53	Achievement 22 TBD
54	Achievement 23 TBD
55	Achievement 24 TBD
56	Achievement 25 TBD
57	Achievement 26 TBD
58	Achievement 27 TBD
59	Achievement 28 TBD
60	Achievement 29 TBD
61	Achievement 30 TBD
62	Achievement 31 TBD
63	Achievement 32 TBD
64	Achievement 33 TBD

65	Achievement 34	TBD
66	Achievement 35	TBD
67	Achievement 36	TBD
68	Achievement 37	TBD
69	Achievement 38	TBD
70	Achievement 39	TBD
71	Achievement 40	TBD

DownloadID (rewards)

Downloads fall into different types. Wallpaper, ring tone, video or PDF documents. Some downloads are awarded at mobile tours, some will be awarded in Airman Challenge.

72	Download 1	TBD
73	Download 2	TBD
74	Download 3	TBD
75	Download 4	TBD
--	...	
xx	Download xx	TBD

PersonnelID (team members)

Personnel are the team members which the user has available to send on missions.

76	Personnel 1	TBD
77	Personnel 2	TBD
78	Personnel 3	TBD
--	...	
xx	Personnel xx	TBD

PointEventID

Also referred to as Experience Points, every time a user gains more points, a point event is recorded. Since some point events can have negative values, if the result of adding the point value would mean that the total points would be negative, then don't allow the point event.

79	Mobile Tour Total: CCA	PointEventType = 4	
2-41	Achievement 1-40	TBD	PointEventType = 1
42	Purchase health	PointEventType = 3	
43-59	Mission 1-16	TBD	PointEventType = 4
60-70	Rank 1-10	PointEventType = 1	

PointEventType

There could be three types of point events with different rules.

80	Award only once - single point value.
81	Award multiple times - single point value, all instances are included in the total score.
82	Award multiple times - single negative point value, all instances are included in the total score.
83	Award multiple times - variable point value, only the highest is included in the total score.

MissionID

84	Mission 1	TBD
85	Mission 2	TBD
86	Mission 3	TBD
87	Mission 4	TBD
88	Mission 5	TBD
89	Mission 6	TBD
90	Mission 7	TBD
91	Mission 8	TBD
92	Mission 9	TBD
93	Mission 10	TBD
94	Mission 11	TBD
95	Mission 12	TBD
96	Mission 13	TBD
97	Mission 14	TBD
98	Mission 15	TBD
99	Mission 16	TBD

LeaderboardType

100	All Time
101	Monthly
102	Daily