

PlayFab Server Application

PlayFab Server Application is a receiver and broadcaster for the PlayFab Game Application also it communicates with the PlayFab server using game credentials.

Sample PlayFab Server Application will broadcast for:

- **pk.com.nextbridge.playfabserverapp.sender**

And will receives for:

- **pk.com.nextbridge.playfabgameapp.sender**

For PlayFab server application, we registered a dummy game on PlayFab server and used its

- Game id
- Game Server Key

Login:

- **Request** will contains following “Extras”
 - gameAppBroadcast.putExtra("RequestFor", "Login");
 - **Type:** String
 - **Required:** Yes
 - **Purpose:** Will be used to detect the request type
 - gameAppBroadcast.putExtra("PlayerName", playerName);
 - **Type:** String
 - **Required:** Yes
 - **Purpose:** Will be used to send player name
- **Response** will contain following “Extras”
 - serverAppBroadcast.getBooleanExtra("success", false);
 - **Type:** Boolean
 - **Value:** “true” or “false”
 - **Purpose:** Will be used to detect the success or failure for the call
 - serverAppBroadcast.getStringExtra("action");
 - **Type:** String
 - **Value:** “Login” or “Error”
 - **Purpose:** Will be used to detect the response type
 - serverAppBroadcast.getSerializableExtra("data");
 - **Type:** HashMap<String, String>
 - **Value:**
 - **PlayerName**
 - hashMap.get("PlayerName"). toString()
 - **Purpose:** Player name saved on PlayFab server
 - **Use:** To display only
 - **PlayFabId**
 - hashMap.get("PlayFabId"). toString()
 - **Purpose:** Player ID saved on PlayFab server
 - **Use:** Used latter to send bonus update request
 - **SessionTicket**
 - hashMap.get("SessionTicket"). toString()
 - **Purpose:** Will be used to detect the response type
 - **Use:** Used latter to send leader board request

Bonus Points:

- **Request** will contains following “Extras”
 - gameAppBroadcast.putExtra("RequestFor", "BonusPoints");
 - **Type:** String
 - **Required:** Yes
 - **Purpose:** Will be used to detect the request type
 - gameAppBroadcast.putExtra("PlayFabId", playFabId);
 - **Type:** String
 - **Required:** Yes
 - **Purpose:** Will be used to send player’s PlayFab id
 - gameAppBroadcast.putExtra("BonusPoints", bonusPoints);
 - **Type:** Integer (1-100)
 - **Required:** Yes
 - **Purpose:** Will be used to send bonus point value to the server
- **Response** will contain following “Extras”
 - serverAppBroadcast.getBooleanExtra("success", false);
 - **Type:** Boolean
 - **Value:** “true” or “false”
 - **Purpose:** Will be used to detect the success or failure for the call
 - serverAppBroadcast.getStringExtra("action");
 - **Type:** String
 - **Value:** “BonusPoints” or “Error”
 - **Purpose:** Will be used to detect the response type
 - serverAppBroadcast.getSerializableExtra("data");
 - **Type:** HashMap<String, String>
 - **Value:**
 - **PlayerName**
 - hashMap.get("Saved"). toString()
 - **Purpose:** Bonus points saved successfully message.
 - **Use:** To display only

Leader Board:

- **Request** will contains following “Extras”
 - gameAppBroadcast.putExtra("RequestFor", "LeaderBoard");
 - **Type:** String
 - **Required:** Yes
 - **Purpose:** Will be used to detect the request type
 - gameAppBroadcast.putExtra("SessionTicket", sessionTicket);
 - **Type:** String
 - **Required:** Yes
 - **Purpose:** Will be used to send player’s session ticket
 - gameAppBroadcast.putExtra("MaxPositions", maxPositions);
 - **Type:** Integer (1-100)
 - **Required:** Yes
 - **Purpose:** Will be used to set the no of positions on the leader board
- **Response** will contain following “Extras”
 - serverAppBroadcast.getBooleanExtra("success", false);
 - **Type:** Boolean
 - **Value:** “true” or “false”
 - **Purpose:** Will be used to detect the success or failure for the call
 - serverAppBroadcast.getStringExtra("action");
 - **Type:** String
 - **Value:** “LeaderBoard” or “Error”
 - **Purpose:** Will be used to detect the response type
 - serverAppBroadcast.getSerializableExtra("data");
 - **Type:** HashMap<String, List<HashMap<String,String>>>
 - **Value:**
 - **Positions List**
 - List<HashMap<String,String>> **positionList** =
hashMap.get("LeaderBoard");
 - **Specific Position**
 - To get some position, let suppose for (**dummyPosition**=1)
 - **positionList**.get(**dummyPosition**).get("BonusPoints")
 - It will contain the bonus points for **dummyPosition**
 - **positionList**.get(**dummyPosition**).get("PlayerName")
 - It will contain the Player Name for **dummyPosition**