G.A.M.E API V1 – 2020-04-05

bookletgames.com\game\api\register.php

REST POST Variables

GameID

Unsigned integer obtained by registering a game at bookletgames.com\game website.

GameKEY

Character string[20] obtained by registering a game at bookletgames.com\game website.

GameAPI

String, current option is: 1

No previous API version exist

PlayerEmail

Character string[100], player e-mail address in the form of "user@domainl.tld".

Results 200

When a successful connection to the server is made one of the following results will be returned from the server:

Code	Description
3	player connected to game, sending conformation email
2	player connected to game, resending conformation email
1	player connected to game, email already verified
-1	game_api not supported, use: 1
-2	game_id does not match game_key
-3	email cannot be blank
-4	email format invalid, use: username@domain.tld
-5	unable to connect existing player to game, unknown reason
-6	unable to connect new player to game, unknown reason

The result comes back as a single string in the format {code}{space}{description}. The descriptions returned from the call are not guaranteed to stay constant. If you wish to detect the message and customize it would be best to parse out the code and use it for generating custom messages. Every attempt will be made to keep the error codes consistent in any specific version of the API, but they may change with different API versions.