

Authenticate

This method authenticates a player to your gamification and opens a session for the authenticated player on success. Authentication against the Funifier API is done with your gamification's API key, Authentication Mode and some combinations of credentials.

GET Method

`http[s]://service2.funifier.com/2.0.0/authenticate`

Parameters

- **api_key: String/Required** - Field that identifies the key of gamification
- **auth_mode: String/Required** - Identify which method of authentication will use. The values can be [IMPLICIT,PASSWORD,CREDENTIAL,FACEBOOK]
- **oauth_access_token: String/Optional** - Use this field when the auth_mode is FACEBOOK. This value is the Facebook Token
- **player: String/Required** - Identify the Player of gamification
- **app_secret: String/Optional** - Token security, create this app_secret value in funifier studio on menu security
- **password: String/Optional** - Use this field when the auth_mode authentication is PASSWORD
- **expiration: int/Optional** - Used to define expiration time in seconds of sessions
- **language: int/Optional** - Set the default language in authentication
- **callback: String/Optional** - Use to callbacks in javascript

Example Request

`https://service2.funifier.com/2.0.0/authenticate?api_key=556df789108d44a65c389583&auth_mode=IMPLICIT&player=player@funifier.com`

`https://service2.funifier.com/2.0.0/authenticate?api_key=556df789108d44a65c389583&auth_mode=PASSWORD&player=player@funifier.com&password=`

`mhttps://service2.funifier.com/2.0.0/authenticate?api_key=556df789108d44a65c389583&auth_mode=CREDENTIAL&player=player@funifier.com&app_`

Example Response Success

```
{"access_token" : "54d80a14e4b0e8d184586a1c"}
```

Example Response Error

```
{"message" : "player player@funifier.com does not exist, ask your administrator to create it in studio2.funifier.com","code" : 401,"ty
```

Track

This method sends actions performed by players to Funifier. Requires you to call this method whenever the action occurs, and pass the action name, and all the metadata you care about.

POST Method

`http[s]://service2.funifier.com/2.0.0/track`

- **api_key: String/Required** - Field that identifies the key of gamification
- **access_token: String/Required** - This field authorizes the player to request this method, This value can be obtained by method Authenticate
- **player: String/Required** - Identify the Player of gamification
- **app_secret: String/Optional** - Token security, create this app_secret value in funifier studio on menu security
- **action: String/Required** - This field identifies the action that will be registered
- **attributes: String/Optional** - In this field can be past the objects of action. It is a Json Object. e.g.

```
{"attribute1":"value1", "attribute2":"value2"}
```
- **timestamp: long/Optional** - This field is used to define a date. The type is a long
- **callback: String/Optional** - Use to callbacks in javascript

Example Request

`https://service2.funifier.com/2.0.0/track?api_key=556df789108d44a65c389583&action=sell&attributes={"product":"book","price":12.5}&acce`

`https://service2.funifier.com/2.0.0/track?api_key=556df789108d44a65c389583&action=sell&attributes={"product":"book","price":12.5}&play`

Example Response Success

```
{"message" : "action tracked","code" : 200,"type" : "OK"}
```

Example Response Error

```
{"message" : "action sell does not exist","code" : 400, "type" : "Bad Request"}
```

Widget Data

This method retrieves information about players, win-states, incentives and other objects inside the gamification. Use this to show to visually engage the players with their status and other infos.

GET Method

http[s]://service2.funifier.com/2.0.0/get_widget_data

Parameters

- **api_key: String/Required** - Field that identify the key of gamification
- **oauth_access_token: String/Optional** - Use this field when the auth_mode is FACEBOOK. This value is the Facebook Token
- **player: String/Required** - Identify the Player of gamification
- **app_secret: String/Optional** - Token security, create this app_secret value in funifier studio on menu security
- **include_teams: boolean/Optional** - If value is true, the list of teams will be loaded
- **include_levels: boolean/Optional** - If value is true, the list of levels will be loaded
- **include_challenges: boolean/Optional** - If value is true, the list of challenges will be loaded
- **include_catalogs: boolean/Optional** - If value is true, the list of catalogs will be loaded
- **include_leaderboards: boolean/Optional** - If value is true, the list of leaderboards will be loaded
- **include_friends: boolean/Optional** - If value is true, the list of friends will be loaded
- **include_actions: boolean/Optional** - If value is true, the list of actions will be loaded
- **include_points: boolean/Optional** - If value is true, the list of points will be loaded
- **language: int/Optional** - Set the default language in authentication
- **callback: String/Optional** - Use to callbacks in javascript

Example Response

https://service2.funifier.com/2.0.0/get_widget_data?api_key=556df789108d44a65c389583&access_token=54d8139ae4b0e8d184586a1f&include

https://service2.funifier.com/2.0.0/get_widget_data?api_key=556df789108d44a65c389583&player=ricardo@funifier.com&app_secret=54d80b

Example Response

```
{"player":{"name" : "Player Name","image" : {"medium" : {"url" : "http://funifier.com/image.png"}},"total_challenges" : 2,"challenges"
```