

# Example game — Rock, Paper, Scissors

A complete, small game that uses every integration in this wiki. Play it on the dev server, download the project, and run it yourself in two minutes.

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## Play it

[Open the example game](#) (development servers: platform-dev, platform-web-dev, pay-dev).

[Download the project \(.zip\)](#): plain Node.js and browser JavaScript, **no dependencies**, no build step.

## What it shows

A best-of-five rock-paper-scissors match against a bot: first to **3 points** wins, and draws don't count. Each match costs **1 ticket**, and winning pays **50 Gita coins**. Every platform feature is in it:

| Feature                                                                                    | Where in the game                            | Wiki page           | Code                                                                                                                    |
|--------------------------------------------------------------------------------------------|----------------------------------------------|---------------------|-------------------------------------------------------------------------------------------------------------------------|
| Sign in with Baziness (splash choice), account switch, logout                              | first launch; Settings → «اتصال حساب»        | Login               | <code>public/js/platform.<br/>server/services.js<br/>( platformToken ,<br/>platformLogin )</code>                       |
| Currencies: tickets (local) and Gita coins ( <code>get-coin</code> )                       | the top bar chips, the reward banner         | Gita coins          | <code>public/js/platform.<br/>( getCoin ),<br/>public/js/app.js<br/>( renderTopbar )</code>                             |
| Winner gets 50 Gita coins ( <code>add-coin</code> , idempotent), sign-in required to claim | the result popup, the "reward waiting" strip | Gita coins          | <code>server/services.js<br/>( claimMatchReward ),<br/>public/js/app.js<br/>( claim )</code>                            |
| «انتخاب جایزه» reward page                                                                 | the purple banner                            | Reward page         | <code>public/js/platform.<br/>( openRewardSelection</code>                                                              |
| Tutorial: rules → coach mark → game-offer page → «خرید موفق» starter pack (5 tickets)      | first launch                                 | Tutorial offer page | <code>public/js/app.js<br/>(tutorial section),<br/>server/services.js<br/>( claimStarterPack )</code>                   |
| Swipe-down sheet                                                                           | every Baziness page                          | Bottom sheet        | <code>public/js/sheet.js ,<br/>public/styles.css</code>                                                                 |
| Baziness Pay: «بسته‌ی بلیت», 10 tickets for 4,900 Toman (SKU <code>example_pack</code> )   | the shop card                                | Baziness Pay        | <code>server/pay.js ,<br/>server/services.js<br/>( startPurchase ,<br/>verifyPurchase ),<br/>public/js/purchase.</code> |
|                                                                                            |                                              |                     |                                                                                                                         |

| Feature                                            | Where in the game                                                            | Wiki page      | Code                                                                                                                             |
|----------------------------------------------------|------------------------------------------------------------------------------|----------------|----------------------------------------------------------------------------------------------------------------------------------|
| UTM / <code>?tag=</code><br>first-touch<br>capture | any link, e.g. <code>.../example/?utm_source=wiki&amp;utm_medium=docs</code> | Links &<br>UTM | <code>public/js/api.js</code><br>( <code>FIRST_TOUCH</code> ),<br><code>server/services.js</code><br>( <code>ensureUser</code> ) |

## Run it locally

### Shell

```
unzip baziness-example-rps.zip && cd baziness-example-rps
cp .env.example .env          # fill in BAZINESS_CLIENT_ID / BAZINESS_CLIENT_SECRET
npm start                     # → http://127.0.0.1:4380/
```

Requirements: **Node.js 20+**. Data lives in `data/db.json`, a tiny JSON store standing in for your database.

| <code>.env</code>                                                     | Development value                                                        |
|-----------------------------------------------------------------------|--------------------------------------------------------------------------|
| <code>BAZINESS_CLIENT_ID</code> / <code>BAZINESS_CLIENT_SECRET</code> | the example's dev client (ask the platform team, or use your own game's) |
| <code>BAZINESS_PLATFORM_PACKAGE_NAME</code>                           | <code>com.karizmastudio.example</code>                                   |
| <code>BAZINESS_PAY_BASE_URL</code>                                    | <code>https://pay-dev.karizmastudios.org</code>                          |
| <code>BAZINESS_PAY_PACKAGE_NAME</code>                                | <code>com.karizmastudio.example</code>                                   |
| <code>PACK_SKU</code> / <code>PACK_PRICE</code>                       | <code>example_pack</code> / <code>4900</code>                            |

### Tip

**No credentials?** It still runs. With `BAZINESS_PLATFORM_ENABLED=false` the Baziness UI disappears and winnings are kept locally. With `DEV_FAKE_BAZINESS_PAY=true` and `BAZINESS_PAY_BASE_URL=http://localhost:4380/dev/baziness`, purchases go through a built-in fake gateway with a «پرداخت موفق» button.

## Testing tips

- **Signing in:** on this dev deployment, «ورود با حساب بازینس» accepts **any phone number with the code** `111111`. No SMS is sent.
- **Replay the tutorial:** use «بازنشانی این دستگاه» in the lobby footer. It clears local storage, so the next boot is a brand-new player.
- **A second player in the same browser:** add `?device=someone-else` to the URL.
- **Claiming as a guest:** win a match without signing in. The claim answers `PLATFORM_NOT_LINKED` and the login sheet opens. After you sign in, the claim retries by itself.
- **A purchase you finish later:** start a purchase, pay, close the game, and open it again. The lobby reconciles pending payments.
- **Campaign links:** open `.../example/?utm_source=wiki&utm_campaign=test`. The address is clean after load, and the tags are stored on the account when it is created.

## Project layout

Text

```
baziness-example-rps/
├── .env.example          every setting, documented
├── package.json          "npm start" – no dependencies
├── server/
│   ├── index.js          HTTP routes + static files (relative paths: works at / or
/example/)
│   ├── env.js            configuration (.env loader)
│   ├── platform.js       platform client: auth, create-user, tokens, add-coin ← secret
stays here
│   ├── pay.js            Baziness Pay: buy URL, get_payment, verify_payment (form), consume
│   ├── services.js       accounts & linking, match rules, rewards, starter pack, purchases
│   ├── store.js          JSON-file store (swap for your database)
│   └── fake-pay.js       local fake gateway (never in production)
└── public/
    ├── index.html, styles.css
    ├── assets/           art (hands, bot, pack, prize, Gita coin, ticket, Baziness logo)
    └── js/
        ├── api.js        first module: UTM capture, device id, fetch wrapper
        ├── platform.js   BazinessPlatform: page URLs, messages, login, get-coin
        ├── sheet.js      the swipe-down sheet
        ├── purchase.js   Pay popup: tab opened in the click, verify on focus
        ├── ui.js         DOM helpers, Persian numbers, toasts, modals
        └── app.js         splash, lobby, match, tutorial
```

## Hosting it under a path

The client only uses **relative** URLs ( `api/...` , `assets/...` ), so the same files work at `/` or under a prefix. On the wiki's dev server, nginx strips `/example/` and proxies to the Node process:

### NGINX

```
location = /example { return 301 /example/; }
location /example/ {
    proxy_pass http://127.0.0.1:4380/;          # trailing slash: /example/api/me → /api/me
    proxy_set_header Host $host;
    proxy_set_header X-Forwarded-For $proxy_add_x_forwarded_for;
}
```