

# Introduction

What Baziness gives your game, how the parts fit together, and how this wiki is organised.

## What Baziness is

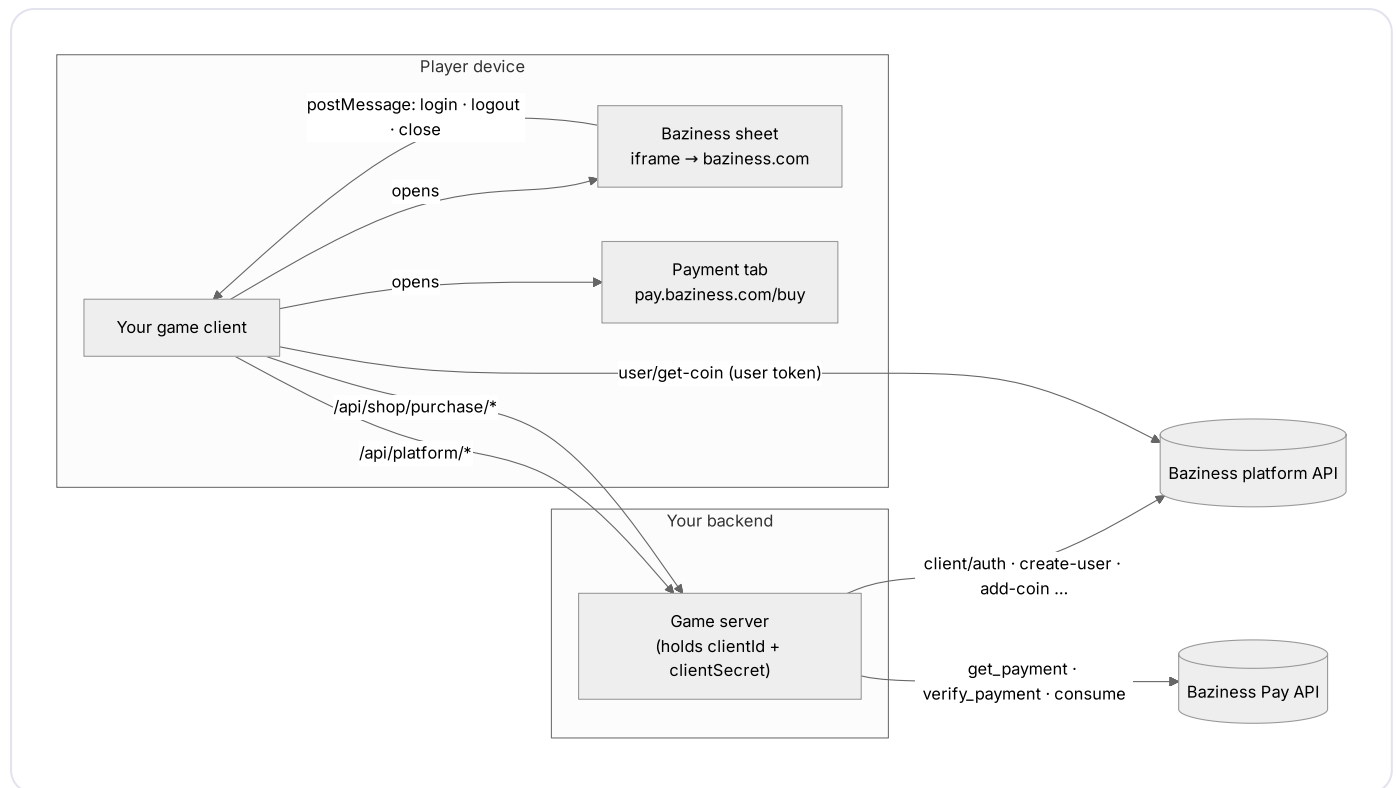
**Baziness** is the game platform of **Gita Games**. When your game integrates it, your players get:

- **A Baziness account:** they sign in with their phone number, and the same account works in every Baziness game.
- **Gita coins** (گیتا کوین): the platform currency. Players earn it in games and spend it on real prizes.
- **Baziness pages inside your game:** sign-in, profile, the «انتخاب جایزه» reward shop, and your game's own offer page.
- **Baziness Pay:** real-money purchases through a hosted payment page.

These come as two **separate** integrations. You can ship either one alone, or both together:

| Integration              | What the player gets                 | Who talks to Baziness                                                                                    | What you need                                               |
|--------------------------|--------------------------------------|----------------------------------------------------------------------------------------------------------|-------------------------------------------------------------|
| <b>Baziness platform</b> | accounts, Gita coins, Baziness pages | your <b>server</b> calls the platform API; your <b>client</b> shows the pages and reads the coin balance | client id, client secret, platform package name             |
| <b>Baziness Pay</b>      | real-money purchases                 | your <b>server</b> calls the Pay API; your <b>client</b> opens the payment page                          | Pay package name, SKUs registered in the Baziness dashboard |

# How the parts fit together



The client calls Baziness directly in only two cases: it shows Baziness **pages**, and it reads the coin balance ( `user/get-coin` ) with the player's own token. Everything else goes through **your server**, because only your server holds the client secret.

## The five golden rules

1. **The client secret never leaves your server.** The browser or app gets only public settings and the player's own token.
2. **The server decides and the client only displays.** Account links, coin grants and purchases are always checked on the server.
3. **Every Baziness page link carries `packageName` and `sdkType=js`.** Without `sdkType=js` the page can't talk to your game, so it can't even close itself.
4. **The game keeps working without Baziness.** If the platform is switched off or unreachable, hide the Baziness parts and carry on.
5. **Every payout has a unique, repeatable id.** A retry, a double tap or a crash must never pay twice.

# Environments

|                | Development (test games)                                 | Production                                          |
|----------------|----------------------------------------------------------|-----------------------------------------------------|
| Platform API   | <code>https://platform-dev.karizmastudios.org/api</code> | <code>https://platform.karizmastudio.com/api</code> |
| Baziness pages | <code>https://platform-web-dev.karizmastudios.org</code> | <code>https://baziness.com</code>                   |
| Baziness Pay   | <code>https://pay-dev.karizmastudios.org</code>          | <code>https://pay.baziness.com</code>               |
| Signing in     | <b>any phone number, code 111111</b> (no SMS is sent)    | real phone number and SMS code                      |
| Test purchases | «خرید آزمایشی» on the payment page (no real payment)     | real payment                                        |

Each environment has **its own client id and secret**.

# How this wiki is organised

| Section                | What is in it                                                                                                              | Code?                       |
|------------------------|----------------------------------------------------------------------------------------------------------------------------|-----------------------------|
| <b>Getting started</b> | this page, and <a href="#">the integration step by step</a>                                                                | no                          |
| <b>API</b>             | every endpoint in order: what it does, when to call it, request, response and rules                                        | only requests and responses |
| <b>Guides</b>          | the flows: login, Gita coins, the reward page, the tutorial offer page, links                                              | no                          |
| <b>Code samples</b>    | ready-made server code (TypeScript, C#, Python) and client code (web, React, Cocos Creator, Unity), including the web view | yes                         |
| <b>Example game</b>    | a complete open-source game that uses everything here: <a href="#">play it and download it</a>                             | the whole project           |
| <b>Reference</b>       | the go-live checklist, troubleshooting, and every endpoint in one table                                                    | no                          |

Every page can be downloaded as **Markdown** or **PDF** from the buttons under its title. The sidebar has the full guide in both formats.