

Getting started, step by step

What to ask the platform team for, where each value goes, and the whole integration as a short list of steps, each linking to its details.

1. Ask for your credentials

The Baziness platform team gives you these values, **one set per environment** (development and production):

Value	Example	Used by	Secret?
Client id	12	your server, to get a client token	no, but keep it private
Client secret		your server, to get a client token	yes — server only
Platform package name	com.karizmastudio.example	every Baziness page link (<code>packageName</code>)	no
Game name	example	the reward page and the game offer page (<code>game_name</code>)	no
Pay package name	com.karizmastudio.example	every Baziness Pay call (<code>pname</code>); may differ from the platform package	no
SKUs	example_pack	the products you sell with Baziness Pay	no

Warning

The client secret must **never** reach a browser or an app build: not in client code, not in a `VITE_*` or `NEXT_PUBLIC_*` variable, not in git. Anyone holding it can create players and **give Gita coins** as your game.

2. Understand the two tokens

Everything on the platform uses one of two tokens. Keeping them apart is the key to the whole integration:

Token	Who has it	How it is obtained	What it is for
Client token	your server only	client id + client secret → <code>client/auth</code>	every server-to-server call: creating players, checking tokens, giving coins
User token	the player's client (from your server)	<code>client/create-user</code> or <code>client/get-user-token</code>	opening Baziness pages as this player (<code>linkedToken</code>), reading their coin balance

3. Follow the steps

#	Step	Where	Details
1	Your server gets a client token with the client id and secret	server	Platform API → step 1
2	On a player's first visit, your server creates their Baziness user and saves its id. On later visits it gets a fresh user token	server	steps 2–3
3	Your client shows Baziness pages (sign-in, profile, rewards) with the user token, and listens to their messages	client	Baziness pages
4	When the player signs in on a page, your server checks the token and links the account (or switches to the player's other account)	server	Login, step 4
5	Your client shows the Gita coin balance , and your server gives Gita coins for wins and rewards	both	Gita coins, steps 5–6
6	The «انتخاب جايزه» button opens the reward page ; the tutorial can open your game offer page	client	Reward page, Tutorial offer page
7	Sell items with Baziness Pay	both	Baziness Pay
8	Tag the links that bring players in with UTM parameters	both	Links & UTM

Ready-made code for every step is in [Server code](#) and [Client code](#). The [example game](#) puts it all together.

4. Configure your server

The example game and the code samples read these settings. Use the same names, so samples can be copied unchanged:

Setting	Example	Meaning
BAZINESS_PLATFORM_ENABLED	true	master switch. While false, the game shows no Baziness UI at all
BAZINESS_PLATFORM_USE_PRODUCTION	false	false = development URLs, true = production URLs
BAZINESS_CLIENT_ID	12	client id
BAZINESS_CLIENT_SECRET		client secret (secret)
BAZINESS_PLATFORM_PACKAGE_NAME	com.karizmastudio.example	packageName on page links
BAZINESS_GAME_NAME	example	game_name on the reward and offer pages
BAZINESS_PAY_ENABLED	true	turns the buy buttons on
BAZINESS_PAY_BASE_URL	https://pay-dev.karizmastudios.org	the Pay server for this environment
BAZINESS_PAY_PACKAGE_NAME	com.karizmastudio.example	pname on every Pay call
BAZINESS_SKU_PREFIX	(empty)	optional: SKU = prefix + product id

The platform counts as **on** only when `BAZINESS_PLATFORM_ENABLED=true` **and** both the client id and the secret are set. A half-configured server then behaves as if Baziness didn't exist.