Habbo opens
for games developers

Habbo API launches 17.9.2012 with a bang:
a competition for the Finnish
Gaming community!

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HABBO

What is Habbo?

- Habbo is the world's largest social game and online community for teenagers
- Habbo is a place to meet new and existing friends, play games and to simply have fun

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Habbo Facts (June 2012)

- 12 language versions
- Customers in over 150 countries
- Registered users: 268 M
- Unique monthlies in client: 5 M
- Monthly page impressions: 1,7 B
- Age distribution: 90 % between 13-18 years
- Average visit duration: 41 minutes

Habbo API Launch Competition

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- On the 17th of September Sulake opens a game development competition to Finnish gaming community
- Game developers and game industry students can develop games and submit them to Sulake by 15th October
- The winners of the competition will be chosen by Sulake and published on Habbo
- The winning games can be polished until the launch in December
- Prizes
    - The winner : €5.000
    - 1st runner up: €2.500
    - 2nd runner up: €2.500
- On top of the prize money, all games that are developed by a legal entity will receive a revenue share, based on the net revenue of the game

Introduction to Habbo API 1/2

- The purpose of Habbo API is to offer access to Habbo users for 3rd party games developers
- There are 12 language specific Habbo sites globally
- API doesn't provide tools for building user interface or game play logic
- Typical Use Case
  - 3rd party Game Server polls Habbo Server for players
  - 3rd party Game Server asks Habbo Server to load the game for players from location X
  - 3rd party Game Client and Game Server handle the game play by themselves
  - 3rd party Game Server notifies Habbo Server about game results (winner of the game, items used from inventory etc.)

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Introduction to Habbo API 2/2

- One Game Server can connect to multiple Habbo Servers
  - Game Developer can decide if players from different Habbo language sites should play against each other or should they play against people in their local site
- Communication between Game Server and Habbo Server is handled with HTTP-requests
  - The request always originates from the Game Server
  - Responses are given in **JSON**
  - Requests are signed with OAuth request signing. It is also sometimes called "0-legged" **OAuth 1.0**
- Game Client can be developed by any means that can be used from standard HTML iframe
  - HTML5, Flash, Unity...

What can be accessed using API

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- Habbo users
  - Images of the player (avatars)
  - Friends
  - Game status

- Achievements and leaderboard

- Purse of the players (in-game purchases)

Habbo Client
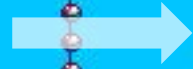
Game Client

Habbo Server (x 12 sites)

Game Server

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Example (1/3)

- The most basic use case of the Habbo API is to get new players for the game. Here goes:

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```
GAME SERVER > POST http://www.habbo.com/gaming-
   api/v1/examplegame/lobby/pollplayers
GAME SERVER > authorization:
              oauth_signature="q3huga8ethuphUsw",
              oauth_version="1.0",
              oauth_nonce="6d3d13fc-fd54-46c5-89b093839f237311",
              oauth_signature_method="HMAC-SHA1",
              oauth_consumer_key="BEkEp4Ajab3DruY9",
              oauth_timestamp="1335442652"
```

Example (2/3)

- ...and the server response:

```
HABBO SERVER:
[
        {
                "accessToken":"3b9e6959-9e14-43d3-8fe1-fc947dba3a53",
                "playerName":"player1",
                "gender":"M",
                "inviterName":null
        },
        {
                "accessToken":"5f8ee38e-f9ca-4479-b5b3-1ffea6a9b86b",
                "playerName":"player2",
                "gender":"F",
                "inviterName":"player3"
        }
    ]
```

A list of the users that are in the queue

Example (3/3)

- Once you have your players, you should inform each of them where your game is located. For that, you need to inform Habbo Server where the game client is located in order to redirect the players:

```
GAME SERVER > POST http://www.habbo.com/gaming-api/v1/examplegame/players/3b9e6959-
9e14-43d3-8fe1-fc947dba3a53/lobby/loadgame/url

GAME SERVER > {"url":"http://examplegame.your.net/gameclient.html"}
```

Where "3b9e6959-9e14-43d3-8fe1-fc947dba3a53" is the user access token

And the server response:
```
<-- Response: 200
<-- OK
```

How to get started?

1. Visit dev.habbo.com
   - Request an invite by leaving us your email address
   - Register with the invite code you soon receive in email
   - Invite your colleagues

2. Follow the examples and documentation and get coding!
   – During the competition Sulake will provide server space for gaming industry students

3. Develop and test your game using Habbo Sandbox

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HABBO

Release procedure

- Use the form on the website to inform Sulake that your game is ready

- After a light-weight QA by Sulake team the game is either released or further development may be required

Habbo Game API benefits

- Large and very committed world wide teen audience

- New game platform means fewer games and competition

- Very competitive revenue share: 80% of net revenue to developer for the first 12 months

- Sulake commits to marketing the games in Habbo ecosystem

c u in dev.habbo.com

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