**Nowescape API description**

**1. Get games schedule**

For each escape room you have to create separate unique page for GET request from which we will get schedule for next 4 weeks in JSON format

Required fields:

* **date:** date of the game in format YYYY-MM-DD
* **time:** rime of the game in format HH:MM (24 hours)
* **is\_free:** boolean. Returns availability of the game. If game is not available for booking or game time already gone, then return false
* **price:** room price in room currency

**Example**

**# GET http://YOUR\_WEBSITE/api/quests/timetable/1.json**

[

{

"date": "2016-05-05",

"time": "18:30",

"is\_free": true,

"price": 100,

"your\_slot\_id": 123,

},

{

"date": "2016-05-05",

"time": "20:00",

"is\_free": false,

"price": 150,

"your\_slot\_id": 124,

},

]

**2. Get prices**

System allows to get price for every slot. This could be used to display different prices for different amount of people. You still have to give us common price from API option 1

You need to create unique URL where we will pass dates to get slot prices:

**date: date in the following format %YYYY-%mm-%dd (for example, 2016-07-20)**

**time: time in 24 H format %HH:%MM (for example, 19:00)**

URL should be unique for every request. Response should contain number of players and price in JSN format

Example:

**Request (special symbols should be encoded)**

**GET http://YOUR\_WEBSITE/api/quests/1/get\_price?date=2016-07-20&time=20:30**

**Response:**

**{"1": 1500, "2": 2500, "3": 3500}**

**3. Booking**

You need to create next url for POST request from our side for bookings:

We will send next parameters:

* **first\_name:** client first name
* **family\_name:** client last name
* **phone:** client phone number
* **email:** client email
* **comment:** client comment (optional)
* **source:** name of our service(by default ‘nowescape.com’)
* **md5:** this is md5 of first\_namelast\_namephoneemailmd5code
  + md5code - this is your secret key which you should give us
* **date**: game date
* **time**: game time
* **price**: game price
* **unique\_id**: unique booking ID from nowescape
* your\_slot\_id(optional)

In case of the success please return next response in json format:

**{"success": true}**

In case of the error please return next response in json format:

**{"success":false, "message": "error message"}**

If game is already booked, then return this error:

**{"success":false, "message": "Game already booked"}**

**Example**

**Request**

**POST http://YOUR\_WEBSITE/api/quests/1/order**

**Parameters: {**

**"first\_name"=>"John",**

**"family\_name"=>"Now",**

**“phone"=>"+2733523352",**

**"email"=>"test@com",**

**"comment"=>"comment",**

**"source"=>"nowescape.com",**

**"md5"=>"8d5ffc786e882c09f91c46dd84bc9464",**

**"date"=>"2016-12-05",**

**"time"=>"20:00",**

**"price"=>80,**

**"unique\_id"=>"ab1cd124"**

**}**

**Response:**

{"success": true}

or

{"success": false, "message": “**Game already booked**" }