

EventCenter Push Feed

User Guide

iConcerto Inc

25 November 2014

Revision Tracking

Version	Date Changed	Author	Changes Made
0.1	25/11/2014	Gani Torres	1st Draft
0.2	08/01/2015	Gani Torres	2nd Draft

User Guide

1. Introduction

1.1. Purpose

The purpose of this document is to describe EventCenter push feed to partners

2. Overview

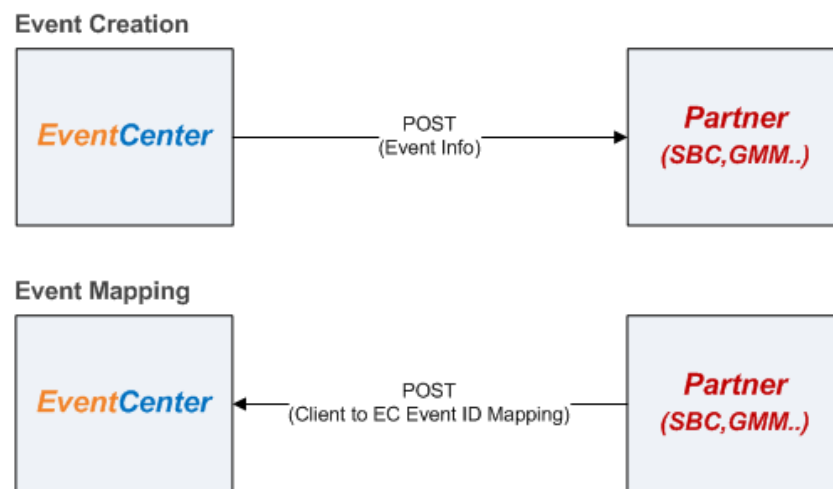


Figure – Overview

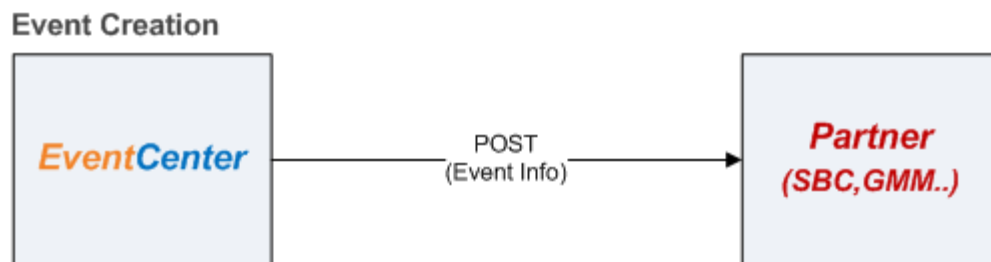
2.1. Product Perspective

EC aims to automate event creation partners thru the following:

- Aggregate event from various sources via scraping or API
- Perform auto and manual matching of provider sport type, competition and participants to equivalent EventCenter master data (this is where the bulk of the workload is)
- Trigger creation of event to partners
- Mapping of EC and partner event ID

3. Match Event Creation

3.1. Workflow



- To trigger event creation to partner(s)
- Same feed will be use when event has been modified and fails and triggered for re-send
- Feed can contain 1 or more events
- Push match feed via HTTP POST ([see sample source code](#))

3.2. XML Format

```

<?xml version="1.0" encoding="utf-8"?>
<events submitted="10/11/2014 04:40">
  <event eventID="841246" sportTypeID="1" sportType="Football"
    datetime="14/11/2014 04:40" isRB="1" isNeutral="1" >
    <!-- competition -->
    <competition id="2341" name="Australia A League" profile="NL1">
      <lang> <!-- info is optional depending on available data -->
        <item code="ENG" name="Australia A League" />
        <item code="CHS" name="澳大利亚联赛" />
      </lang>
      <partner> <!-- info is optional depending on available data -->
        <item code="GMM" id="746586" /> <!-- Australia A League in GMM -->
        <item code="SBC" id="4312" />
      </partner>
    </competition>
    <!-- home -->
    <home id="160917" name="Newcastle Jets FC">
      <lang> <!-- info is optional depending on available data -->
        <item code="ENG" name="Newcastle Jets FC" />
        <item code="CHS" name="纽卡斯尔喷气机俱乐部" />
      </lang>
      <partner> <!-- info is optional depending on available data -->
        <item code="GMM" id="5689" /> <!-- Newcastle Jets FC in GMM -->
        <item code="SBC" id="234" />
      </partner>
    </home>
    <!-- away -->
    <away id="167117" name="Brisbane Roar FC">
      <lang> <!-- info is optional depending on available data -->
        <item code="ENG" name=" Brisbane Roar FC" />
        <item code="CHS" name="布里斯班狮吼FC" />
      </lang>
      <partner> <!-- info is optional depending on available data -->
        <item code="GMM" id="5689" /> <!-- Brisbane Roar FC in GMM -->
      </partner>
    </away>
    <!-- event 3rd party source mapping -->
    <eventSourceMapping>
      <sourceEvent eventID="123125" code="TxOdds" />
      <sourceEvent eventID="543245" code="RBall" />
    </eventSourceMapping>
    <!-- EC to partner event mapping (optional) -->
    <partnerMapping>
      <partnerEvent eventID="756465" code="GMM" />
      <partnerEvent eventID="665544" code="SBC" />
    </partnerMapping >
  </event>
</events>

```

3.3. XML Definition

Element	Attribute	Type	Description
event	eventID	number	EC event ID
	sportTypeID	number	EC sport type ID
	sportType	text	EC sport type name
	datetime	datetime	dd/mm/yyyy hh:mm - time is 24 hrs format
	isRB	bit	1 = true; 0 = false
	isNeutral	bit	1 = true; 0 = false
competition	id	number	EC competition ID
	name	text	EC competition name
	profile	text	EC competition profile
home	id	number	EC participant ID
	name	text	EC participant name
away	id	number	EC participant ID
	name	text	EC participant name
lang	code	text	EC language code
	name	text	EC localization for: <ul style="list-style-type: none"> • competition • participants
partner	code	text	EC partner code
	ID	number	Partner equivalent ID for: <ul style="list-style-type: none"> • competition • participant
sourceEvent	eventID	number	3rd party event source actual event ID
	code	text	3rd party event source EC code
partnerEvent	eventID	number	Partner event ID mapping to EC
	code	text	EC partner code

Take note that source can be a partner as well. Example, GMM data right now is considered as source but GMM is also considered as partner.

3.4. Implementation

- Partner need to create a page/resource on their end to accept HTTP POST from EC. POST data is in XML format containing event info as discussed previously
- Failed submission due to connection issue, partner downtime, EC side problem or other factors that may cause failure will have provision for auto recovery and alerts
- Phase 1 Integration to GMM Special Handling
 - EC event must have GMM participant and competition mapping before can trigger event creation to GMM

- Participant and competition ID must exist in GMM before can trigger event creation
- Add provision to manually create GMM participant and competitions from EC
- Refer to Qi Wei SCR-162 SRS document for details

4. EventCenter and Partner EventID Mapping

4.1. Workflow



- Upon creation of event from partner side, partner will send system generated event ID together with EC event ID back to EC service.

4.2. XML Format

```
<?xml version="1.0" encoding="utf-8"?>
<events code="SBC">
  <event ecEventID="841246" partnerEventID="24354656"/>
  <event ecEventID="841567" partnerEventID="24354660"/>
</events>
```

4.3. XML Definition

Element	Attribute	Type	Description
event	ecEventID	number	EventCenter event ID
	partnerEventID	text	Client generated event ID

4.4. Implementation

- Partner to send HTTP POST to EC via `service.aspx`. POST data is in XML format containing event info as discussed previously
- To create alert for EC events without partner equivalent event ID mapping

5. Submission Retry, Health Check and Auto-Recovery

5.1. Submission Retry

- EC automatically retry event submission to partners until *N* number of failed attempts is reached

5.2. Health Check

- EC to expose resource that is accessible to partners to determine if EC service is up
- Partner to expose resource that is accessible to EC to determine if partner service is up

5.3. Auto Recovery

- EC to attempt to re-submit events on queue once partner status changed from service down to up