



# Reference Release Definition for Game Services API

Approved Version 1.0 – 11 Sep 2012

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**Open Mobile Alliance**  
OMA-RRELD-GS\_API-V1\_0-20120911-A

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# 1. Scope

The scope of this document is limited to the Reference Release Definition of Game Services API according to OMA Release process and the Reference Release document baseline listed in section 5.

## 2. References

### 2.1 Normative References

- [GSAPI\_RD] “Game Services API Requirement Document”, Version 1.0, Open Mobile Alliance™, OMA-RD-GS\_API-V1\_0, [URL:http://www.openmobilealliance.org/](http://www.openmobilealliance.org/)
- [GSAPI\_AD] “Game Services API Architecture”, Version 1.0, Open Mobile Alliance™, OMA-AD-GS\_API-V1\_0, [URL:http://www.openmobilealliance.org/](http://www.openmobilealliance.org/)
- [RFC2119] “Key words for use in RFCs to Indicate Requirement Levels”, S. Bradner, March 1997, [URL:http://www.ietf.org/rfc/rfc2119.txt](http://www.ietf.org/rfc/rfc2119.txt)

### 2.2 Informative References

- [OMADICT] “Dictionary for OMA Specifications”, Version 2.8, Open Mobile Alliance™, OMA-ORG-Dictionary-V2\_8, [URL: http://www.openmobilealliance.org/](http://www.openmobilealliance.org/)

## 3. Terminology and Conventions

### 3.1 Conventions

The key words “MUST”, “MUST NOT”, “REQUIRED”, “SHALL”, “SHALL NOT”, “SHOULD”, “SHOULD NOT”, “RECOMMENDED”, “MAY”, and “OPTIONAL” in this document are to be interpreted as described in [RFC2119].

All sections and appendixes, except “Scope” and “Release Version Overview” are normative, unless they are explicitly indicated to be informative.

### 3.2 Definitions

<b>Game Service</b>	The collection of end-to-end functionality provided that enables connected and/or multiplayer mobile games.
<b>Game Service Provider</b>	The business entity that provides the functionality of a Game Service to Users. A GSP may provide and manage all Game Service functionality itself, or make these available through business-to-business relationships.
<b>Game Client</b>	The portion of a mobile game (connected, multiplayer) that executes on the User’s device that is specifically concerned with interacting with the OMA Game Service. General reference to the game client excludes device-resident game fiction.

### 3.3 Abbreviations

<b>API</b>	Application Programming Interface
<b>OMA</b>	Open Mobile Alliance
<b>OMNA</b>	Open Mobile Naming Authority
<b>RRELD</b>	Reference Release Definition
<b>GS API</b>	Game Service API

## 4. Release Version Overview

### 4.1 Version 1.0 Functionality

GSAPI V1.0 functions are below:

- Functions of Game Server
- Functions of Game Client
- Functions of Game Developer
- Interactivity between Game Client and Game Server.
- Interactivity between Game Client and Game Content
- Interactivity between Game Developer and Game Server
- Interactivity between Game Server and External Billing Server
- Getting data by GS API
- Statistics collection and reporting of data and service usage
- Security related function

## 5. Document Listing for Game Services API

This section is normative.

Doc Ref	Permanent Document Reference	Description
<b>Requirement Document</b>		
[GSAPI_RD]	OMA-RD-GS_API-V1_0-20120911-A	Requirement Document for Game Services API Reference Package
<b>Architecture Document</b>		
[GSAPI_AD]	OMA-AD-GS_API-V1_2-20120911-A	Architecture Document for Game Services API Reference Package
<b>Technical Specifications</b>		
<b>White Paper</b>		
<b>Supporting Files</b>		

**Table 1: Listing of Documents in Game Services API Reference Release**



## 6. OMNA Considerations

There are no required OMNA registrations.

## Appendix A. Change History (Informative)

### A.1 Approved Version History

Reference	Date	Description
Approved version: OMA-RRELD-GS_API-V1_0	11 Sep 2012	Status changed to Approved by TP: TP ref#: OMA-TP-2012-0333-INP_GS_API_V1_0_RRP_for_Final_Approval