Welcome to Rank!

Thank you for choosing Rank as your game development service provider! Let’s get started on how you, our client, can use Rank in your game development software.

Step 1: Sign up

The first thing you need to do it sign up to be a user of Rank. Head on over to the sign up page (http://tmwild.com/register/) and create an account.

Step 2: Sign in

Return to the home page and sign in using the credentials you just created. You will then be taken to Rank’s Developer Dashboard™. From the Developer Dashboard™ you will be able to have insights to your account and your data usage, as well as be able to upgrade your account to make more requests per day (coming soon!) Most importantly, you will be able to obtain your API key from the dashboard. This key is your own secret and custom string that allows you to make requests and ties those requests to your account.

Step 3: Get the API key

In the top right of the Developer Dashboard™ page you will see a button that says “Account Settings”, click that button. You will then be taken to the settings page. The current version of the settings page (last updated Dec. 2015) allows you to see and change your API key, as well as delete your account. Make note of your API key, as you’ll need it to make requests.

Step 4: Make requests!

For information on the different services that Rank specifically provides, please consult the documentation (http://tmwild.com/static/docs/index.html). From there you will find information on not only how to send requests, but also what to expect in return from the Rank service.

(Optional) Step 5: Use the Java client library

We have also included an easy way for developers writing code in Java to be able to integrate Rank into their game. Consult Professor Heineman to obtain of copy of the Rank Client .jar file so you, too, can be a certified Rank Wrangler™! There are discrete and detailed steps in the
API documentation for how to integrate the Java client (http://tmwild.com/static/docs/index.html#java-client).