



XMPP

XEP-0196: User Gaming

Peter Saint-Andre
<mailto:stpeter@jabber.org>
<xmpp:stpeter@jabber.org>
<https://stpeter.im/>

2008-09-25
Version 0.3

Status	Type	Short Name
Deferred	Standards Track	NOT_YET_ASSIGNED

This document defines an XMPP protocol extension for communicating information about the games a user plays.

Legal

Copyright

This XMPP Extension Protocol is copyright © 1999 - 2011 by the [XMPP Standards Foundation](#) (XSF).

Permissions

Permission is hereby granted, free of charge, to any person obtaining a copy of this specification (the "Specification"), to make use of the Specification without restriction, including without limitation the rights to implement the Specification in a software program, deploy the Specification in a network service, and copy, modify, merge, publish, translate, distribute, sublicense, or sell copies of the Specification, and to permit persons to whom the Specification is furnished to do so, subject to the condition that the foregoing copyright notice and this permission notice shall be included in all copies or substantial portions of the Specification. Unless separate permission is granted, modified works that are redistributed shall not contain misleading information regarding the authors, title, number, or publisher of the Specification, and shall not claim endorsement of the modified works by the authors, any organization or project to which the authors belong, or the XMPP Standards Foundation.

Warranty

NOTE WELL: This Specification is provided on an "AS IS" BASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, express or implied, including, without limitation, any warranties or conditions of TITLE, NON-INFRINGEMENT, MERCHANTABILITY, or FITNESS FOR A PARTICULAR PURPOSE.

Liability

In no event and under no legal theory, whether in tort (including negligence), contract, or otherwise, unless required by applicable law (such as deliberate and grossly negligent acts) or agreed to in writing, shall the XMPP Standards Foundation or any author of this Specification be liable for damages, including any direct, indirect, special, incidental, or consequential damages of any character arising from, out of, or in connection with the Specification or the implementation, deployment, or other use of the Specification (including but not limited to damages for loss of goodwill, work stoppage, computer failure or malfunction, or any and all other commercial damages or losses), even if the XMPP Standards Foundation or such author has been advised of the possibility of such damages.

Conformance

This XMPP Extension Protocol has been contributed in full conformance with the XSF's Intellectual Property Rights Policy (a copy of which can be found at <http://xmpp.org/about-xmpp/xsf/xsf-ipr-policy/> or obtained by writing to XMPP Standards Foundation, 1899 Wynkoop Street, Suite 600, Denver, CO 80202 USA).

Contents

1	Introduction	1
2	Protocol	1
2.1	Container Element and Child Elements	1
2.2	Transport Mechanism	2
3	Security Considerations	4
4	IANA Considerations	4
5	XMPP Registrar Considerations	4
5.1	Protocol Namespaces	4
5.2	Namespace Versioning	4
6	XML Schema	5

1 Introduction

[Publish-Subscribe](#) ¹ and [Personal Eventing Protocol](#) ² can be used to publish a wide variety of "extended presence" information about users. This document specifies an extended presence payload format that communicates information about the games a user plays. This information may be of interest to a user's contacts and can also be used in social networking applications.

2 Protocol

2.1 Container Element and Child Elements

Information about games is provided by the user (or automated integration with gaming systems) and is propagated on the network by the user's client. The information container for gaming data is a `<game/>` element that is qualified by the 'urn:xmpp:gaming:0' namespace. The game information itself is provided as the XML character data of the following children of the `<game/>` element:

¹XEP-0060: Publish-Subscribe <http://xmpp.org/extensions/xep-0060.html>.

²XEP-0163: Personal Eventing Protocol <http://xmpp.org/extensions/xep-0163.html>.

Element	Description	Example	Datatype	Inclusion
character_name	The name of the user's character in the game	Stentor	xs:string	OPTIONAL
character_profile	A URI for a profile of the user's character	http://wow.example.com/profile.html	xs:string	OPTIONAL
name	The name of the game	Worlds of Warcraft	xs:string	REQUIRED
level	The user's level in the game	66	xs:string	OPTIONAL
server_address	The hostname or IP address of the server where the user is playing	wow6.example.com	xs:string	OPTIONAL
server_name	The name of the server where the user is playing	WOW Example	xs:string	OPTIONAL
uri	A URI for the game or relevant gaming service	http://wow.example.com/	xs:string	OPTIONAL

NOTE: The datatypes specified above are defined in [XML Schema Part 2](#)³.

2.2 Transport Mechanism

When a user starts playing a game, its client may publish that fact to PEP node whose NodeID is "urn:xmpp:gaming:0" (see [Protocol Namespaces](#) regarding issuance of one or more permanent namespaces) or to a generic pubsub node. Because gaming information is not pure presence information and can change independently of the user's availability, it SHOULD NOT be provided as an extension to the <presence/> stanza type.

Listing 1: User Publishes Gaming Information

```
<iq type='set' from='stpeter@jabber.org/work' id='gaming1'>
  <pubsub xmlns='http://jabber.org/protocol/pubsub'>
    <publish node='urn:xmpp:gaming:0'>
      <item id='1feea9ccec2537e1b561e66d45bc566e276f22f'>
```

³XML Schema Part 2: Datatypes <<http://www.w3.org/TR/xmlschema-2/>>.

```

    <game xmlns='urn:xmpp:gaming:0'>
      <name>chess</name>
      <uri>http://www.chesspark.com/</uri>
    </game>
  </item>
</publish>
</pubsub>
</iq>

```

The gaming information is then delivered to all subscribers:

Listing 2: Gaming Information is Delivered to All Subscribers

```

<message from='stpeter@jabber.org' to='maineboy@jabber.org'>
  <event xmlns='http://jabber.org/protocol/pubsub#event'>
    <items node='urn:xmpp:gaming:0'>
      <item id='1f6ea9ccec2537e1b561e66d45bc566e276f22f'>
        <game xmlns='urn:xmpp:gaming:0'>
          <name>chess</name>
          <uri>http://www.chesspark.com/</uri>
        </game>
      </item>
    </items>
  </event>
</message>

```

When the user stops playing the game, the user's client SHOULD send an empty <game/> element with the same ItemID:

Listing 3: User Publishes Stop Information

```

<iq type='set' from='stpeter@jabber.org/work' id='gaming2'>
  <pubsub xmlns='http://jabber.org/protocol/pubsub'>
    <publish node='urn:xmpp:gaming:0'>
      <item id='1f6ea9ccec2537e1b561e66d45bc566e276f22f'>
        <game xmlns='urn:xmpp:gaming:0' />
      </item>
    </publish>
  </pubsub>
</iq>

```

Listing 4: Stop Information is Delivered to All Subscribers

```

<message from='stpeter@jabber.org' to='maineboy@jabber.org'>
  <event xmlns='http://jabber.org/protocol/pubsub#event'>
    <items node='urn:xmpp:gaming:0'>
      <item id='1f6ea9ccec2537e1b561e66d45bc566e276f22f'>
        <game xmlns='urn:xmpp:gaming:0' />
      </item>
    </items>
  </event>
</message>

```

```
</items>
</event>
</message>
```

3 Security Considerations

The games that a user plays may be sensitive. A client MUST provide a way for a user to configure which games or types of games will not be published (e.g., via user preferences).

4 IANA Considerations

This document requires no interaction with the [Internet Assigned Numbers Authority \(IANA\)](#)⁴.

5 XMPP Registrar Considerations

5.1 Protocol Namespaces

This specification defines the following XML namespace:

- urn:xmpp:gaming:0

Upon advancement of this specification from a status of Experimental to a status of Draft, the [XMPP Registrar](#)⁵ shall add the foregoing namespace to the registry located at [<http://xmpp.org/registrar/namespaces.html>](http://xmpp.org/registrar/namespaces.html), as described in Section 4 of [XMPP Registrar Function](#)⁶.

5.2 Namespace Versioning

If the protocol defined in this specification undergoes a revision that is not fully backwards-compatible with an older version, the XMPP Registrar shall increment the protocol version number found at the end of the XML namespaces defined herein, as described in Section 4 of XEP-0053.

⁴The Internet Assigned Numbers Authority (IANA) is the central coordinator for the assignment of unique parameter values for Internet protocols, such as port numbers and URI schemes. For further information, see [<http://www.iana.org/>](http://www.iana.org/).

⁵The XMPP Registrar maintains a list of reserved protocol namespaces as well as registries of parameters used in the context of XMPP extension protocols approved by the XMPP Standards Foundation. For further information, see [<http://xmpp.org/registrar/>](http://xmpp.org/registrar/).

⁶XEP-0053: XMPP Registrar Function [<http://xmpp.org/extensions/xep-0053.html>](http://xmpp.org/extensions/xep-0053.html).

6 XML Schema

```
<?xml version='1.0' encoding='UTF-8'?>

<xs:schema
  xmlns:xs='http://www.w3.org/2001/XMLSchema'
  targetNamespace='urn:xmpp:gaming:0'
  xmlns='urn:xmpp:gaming:0'
  elementFormDefault='qualified'>

  <xs:element name='game'>
    <xs:complexType>
      <xs:sequence minOccurs='0'>
        <xs:element name='character_name' type='xs:string' minOccurs='0' />
        <xs:element name='character_profile' type='xs:anyURI'
          minOccurs='0' />
        <xs:element name='level' type='xs:string' minOccurs='0' />
        <xs:element name='name' type='xs:string' />
        <xs:element name='server_address' type='xs:string' minOccurs='0' />
        <xs:element name='server_name' type='xs:string' minOccurs='0' />
        <xs:element name='uri' type='xs:anyURI' minOccurs='0' />
      </xs:sequence>
    </xs:complexType>
  </xs:element>

</xs:schema>
```