**What I added:**

* When the user opens the app, he sees a similar main screen to before, but with an added leaderboard button.
* If the user clicks on the leaderboard, Facebook will ask him/her to login.
* After login, the user’s high score will be shown in the leaderboard, along with their friend’s scores.The score is also updated whenever the user gets a new highscore.

**Note:** If you want, I can add a box at the bottom of the main game that would show the user’s friends who have a high score at the current level?

Instructions to integrate the Facebook app with the Unity project:

* Open up the project in Unity
* Click on the Facebook button near the File and Edit buttons
* Click Edit Settings
* Go to app on developers.facebook.com
* Copy the App ID from the Facebook developer page
* Paste the App ID in the Edit Settings menu in Unity

You will now have to add the different platforms the game will be on. I tested on Android, but you might want to set it up for both platforms.

iOS Platform tutorial: <https://developers.facebook.com/docs/unity/getting-started/ios>

Android Platform tutorial: <https://developers.facebook.com/docs/unity/getting-started/android>

Some steps in the Android tutorial are already done (like setting minimum API level) since I was testing on Android.

After this, the game’s Facebook features should work. Let me know if you have any questions!