Facebook Leaderboard Plugin

Unity – Android Facebook Leaderboard Solution

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1 INTRODUCTION

This plugin integrates Facebook to your Unity Android App seamlessly. It mainly focuses on creating a score board based entirely on users Facebook friends, but the plugin also contains useful features like real-time next ranking display, invite friends to play, and posting to user's wall.

2 BASIC/ESSENTIAL INFORMATION

A) Plugin Features Overview

- Facebook Leaderboard
  Log user into their Facebook, and load their friends' information. If their friends were already using/playing the game, their scores will be loaded as well. All these information will then be organized and compiled into a scoring leaderboard. Each leaderboard entry displays a rank, the friend's profile picture, name and score. Arrangement of ranking is done locally and can be edited to suit. *(More info in later sections)*

Figure 1 Real example utilizing the Facebook Leaderboard Plugin (Game shown: Chase Him Down on Google Play)

- Real-time Next Ranking Display
  Able to display an in-game 'next rank' profile as shown in the image below.

Figure 2 Real-time Next Ranking Display (Chase Him Down)

- Invite Friends
  Click a button to invite user's Facebook friends to download and play App.

- Post-to-wall Button
  Click a button to post something to user's Facebook wall with editable text and privacy settings.

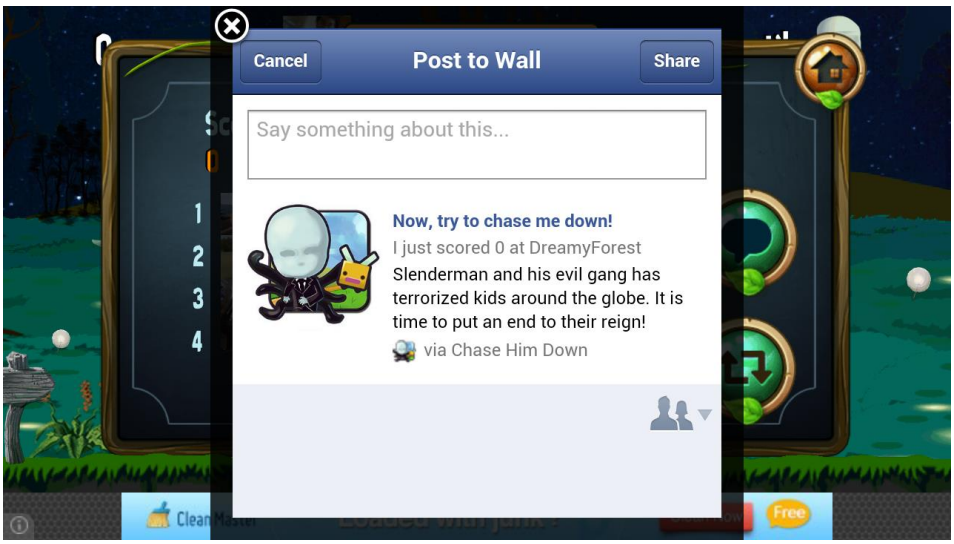
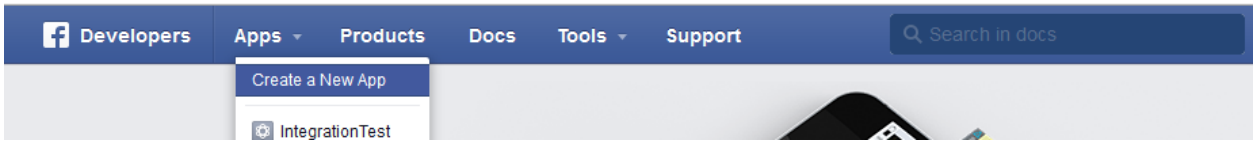


Figure 3 Post to wall feature

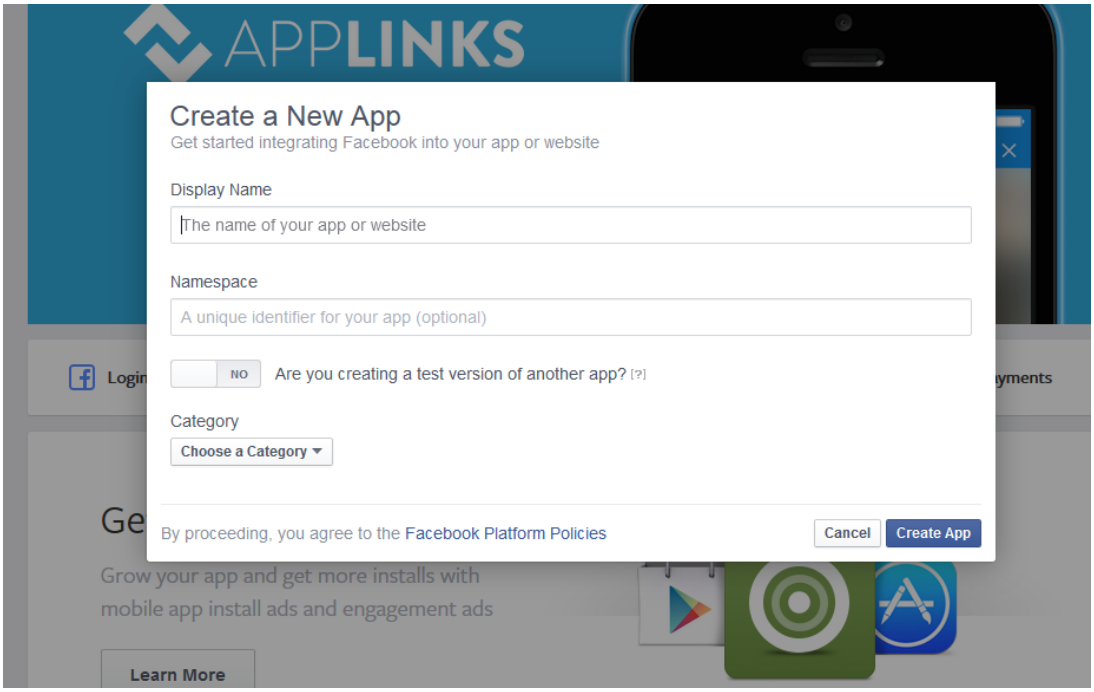
B) Setup Facebook for the First Time

Step 1: Join Facebook Developers .

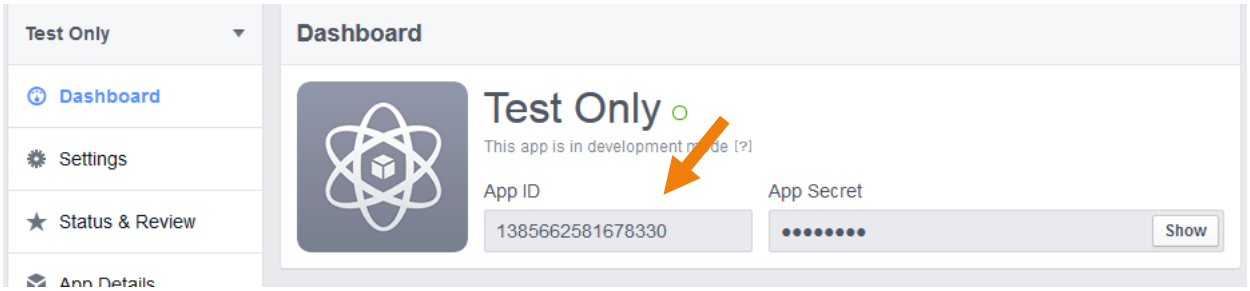
Step 2: Create new App.

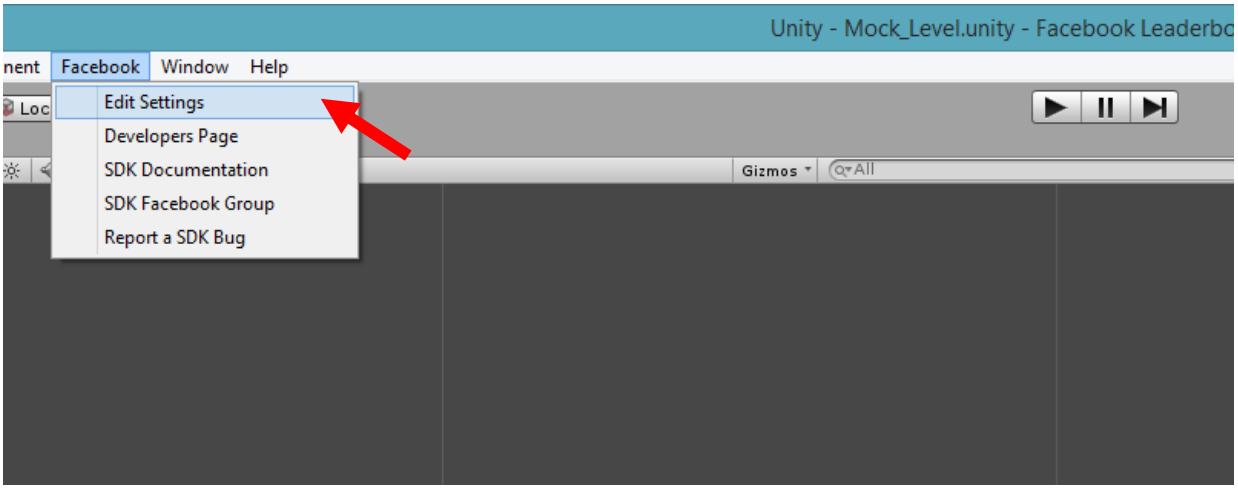


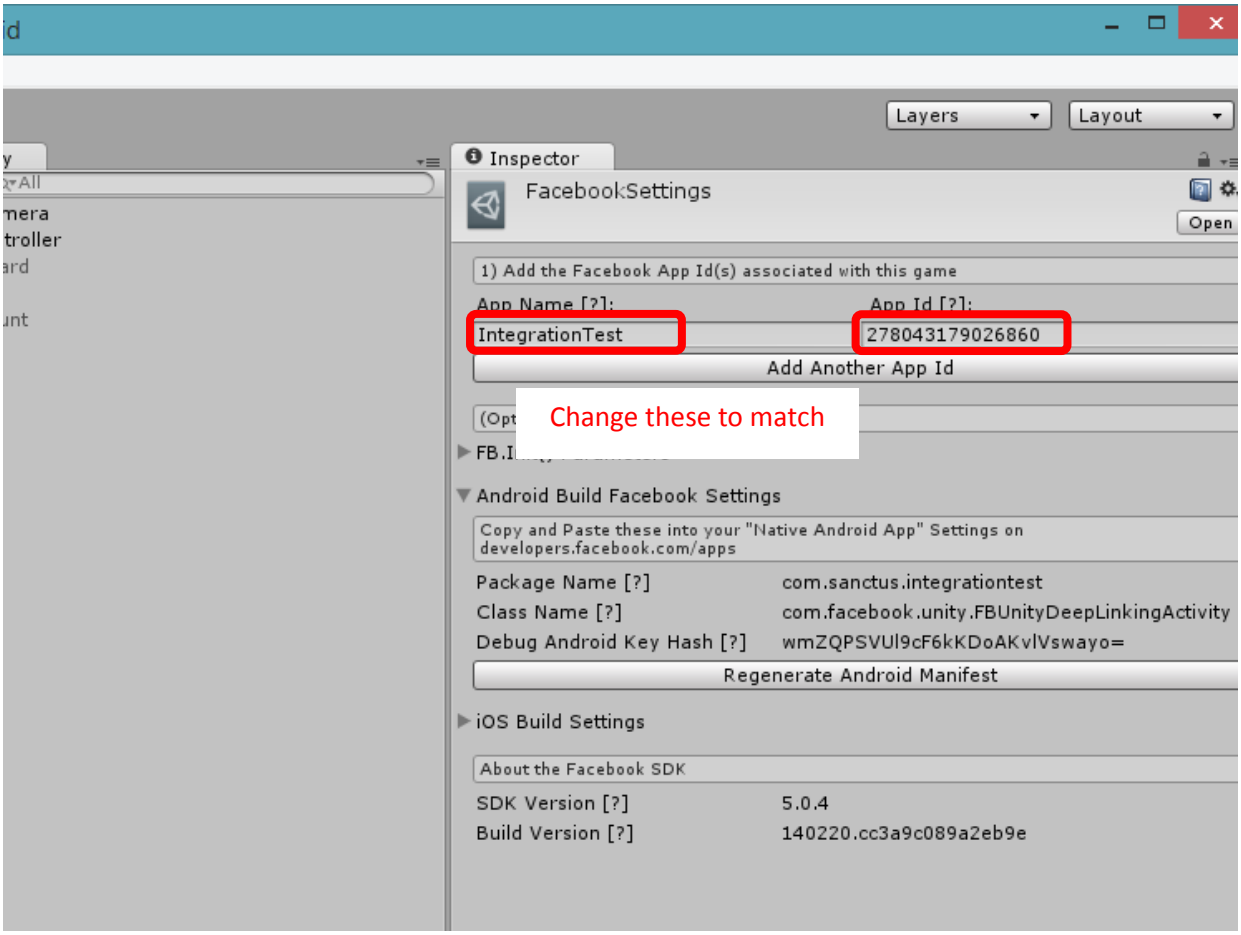
Step 3: Fill in App info.



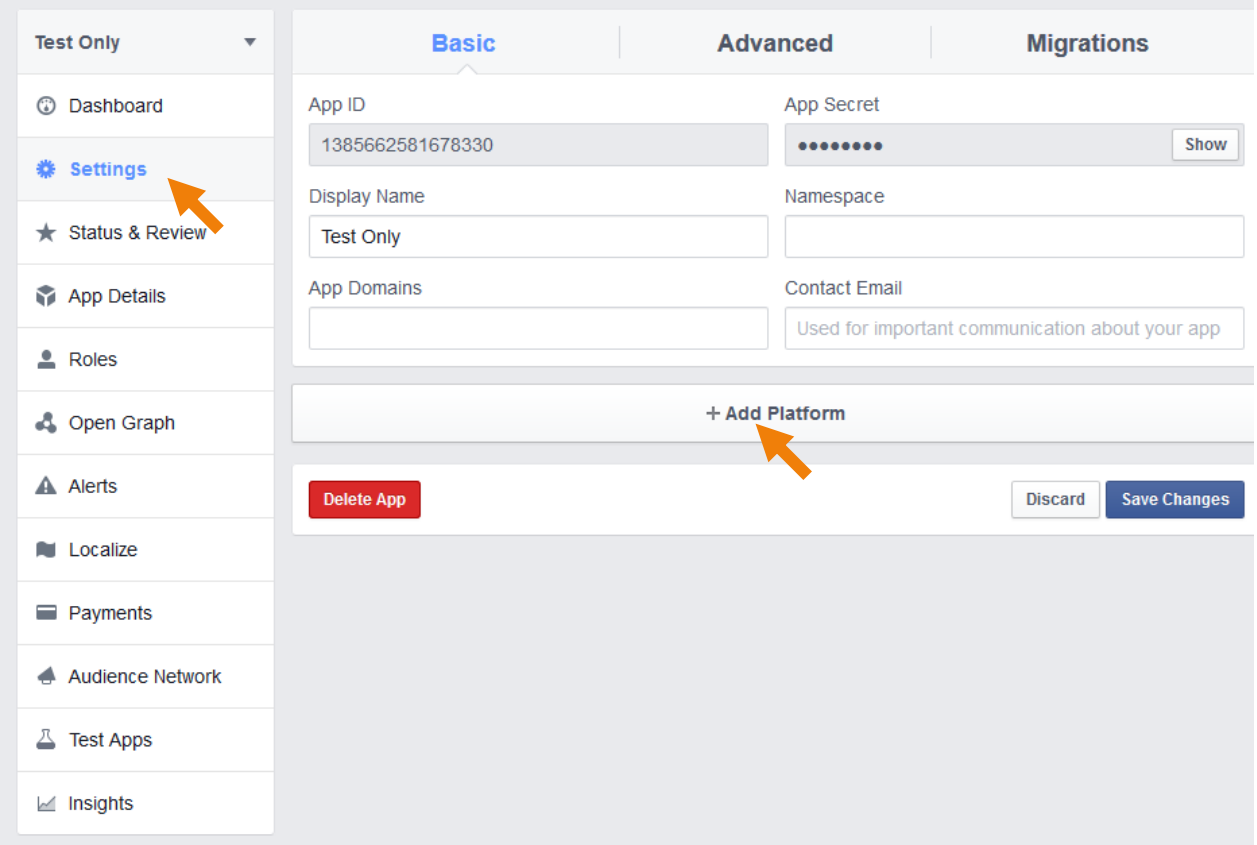
Step 4: Copy this ID, and update Unity Facebook Settings.

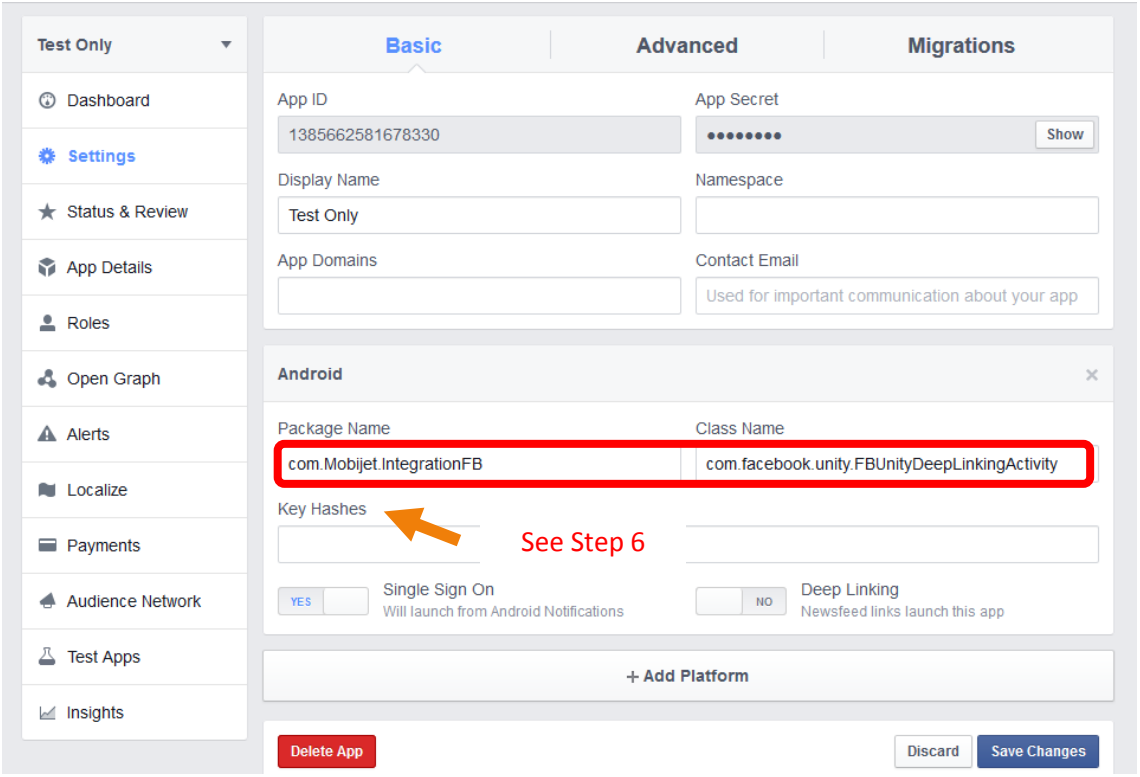



Unity - Mock_Level.unity - Facebook Leaderbo
nent
Facebook
Window
Help
Edit Settings
Developers Page
SDK Documentation
SDK Facebook Group
Report a SDK Bug
Gizmos
All


Layers
Layout
Inspector
FacebookSettings
Open
1) Add the Facebook App Id(s) associated with this game
App Name [?]:
App Id [?]:
IntegrationTest
278043179026860
Add Another App Id
Change these to match
Android Build Facebook Settings
Copy and Paste these into your "Native Android App" Settings on developers.facebook.com/apps
Package Name [?]
com.sanctus.integrationtest
Class Name [?]
com.facebook.unity.FBUnityDeepLinkingActivity
Debug Android Key Hash [?]
wmZQPSVUl9cF6kKDoAKvlVswayo=
Regenerate Android Manifest
iOS Build Settings
About the Facebook SDK
SDK Version [?]
5.0.4
Build Version [?]
140220.cc3a9c089a2eb9e

Step 5: Update Facebook Developers settings.





Step 6: Generate Key Hash.

You could potentially obtain the key hash from Unity Facebook settings page, but sometimes it may not work once you build apk using actual signed key. In the case that simply copy and paste does not work, please follow the steps below.

Download OpenSSL from: http://code.google.com/p/openssl-for-windows/downloads/list, and extract to a folder (eg. c:\openssl).

Navigate to your JAVA jdk folder, where the keytool.exe is. (Eg. c:\Program Files(x86)\Java\jdk 1.6.0_24\bin) Note that this location may differ.

Copy your debug.keystore to there from the c:\Users\MyUserName\.android folder (Folder may differ depending on where is your keystore file). In the jdk/bin folder, open a command prompt, and execute the following:

```
keytool -exportcert -alias androiddebugkey -keystore debug.keystore >
c:\openssl\bin\debug.txt
```

(Use your openssl folder, and hit enter when asking password)

Navigate to the openssl/bin folder, and we have a debug.txt here, which contains the keystore values, but not in the expected format! Open a command prompt from there, and execute the following commands:

```
1. openssl sha1 -binary debug.txt > debug_sha.txt
2. openssl base64 -in debug_sha.txt > debug_base64.txt
```

And now we are DONE! The **debug_base64.txt** contains the hash value. Copy that code to your Facebook Developer settings page in Step 5.

Initial Setup Complete!

3 CONTACT INFO

Please send us an email should you encounter a problem. Sometimes we may not respond extremely fast due to us managing support emails from our Google Store games. Thank you for supporting us.

mobijet.studio@gmail.com