Prepare Your Game in the Developer Console

1. Before you can create a leaderboard, the app needs to be listed in the Google Play Developer Console. Log in and click the Game Services button to the left.

2. Click to add a new game, select **I don't use any Google APIs in my game yet**, and choose a name and category for your game. Click **Continue** to go to the next step. Add your game's title. You can add other details later.

3. Let's now link the app so that we can refer to this Developer Console listing in the app itself. Click the **Linked Apps** entry in the list on the left and choose **Android**.

4. Enter your app info including the package name, making sure it's the same as the one you are using in your project.

5. Save and click **Authorize your app now**. For the moment, you can just add the app name, but you can enter more details later. Choose **Installed Application** in the Client ID area, with **Android** as the type and enter your package name. You now need to use the keytool utility to generate a signing certificate. You can use the following command in a terminal or command prompt in combination with the debug certificate:

```
keytool -exportcert -alias androiddebugkey -keystore ~/.android/debug.keystore
-list -v
```

The terminal or command prompt will write out the fingerprint for the certificate. Copy what you see after **SHA1** and paste it into the Developer Console in the **Signing Certificate Fingerprint** text area.

Select **Create Client** and copy the ID for the application, which is listed next to the app name in the Developer Console. You will be adding the ID to your app along with the ID for the leaderboard we are about to create.

Create a Leaderboard

1. Still in the Developer Console, let's now create a new leaderboard. Select the **Leaderboards** section in your app listing and click **Add leaderboard**.
2. Make sure you understand the concept of Leaderboards on Android—and in Google Play Game Services generally. You can read an overview on the [Google Play Game Services](#) website. You can actually do a lot of different things with leaderboards, so consider what we do in this tutorial just a starting point.
Enter the details for your new leaderboard. For our sample code, we use the name **Least Guesses** and select **Smaller is Better** in the **Ordering** section.

3. In the **Testing** section for your app in the Developer Console, you can add accounts that will be granted access to test the game. By default, you will see your own Google account email listed there, so you should be able to use it for testing your app.

Prepare Your Game for Accessing Games Services

Let's first add the IDs for the app and the leaderboard. Open or create a **res/values/games_id.xml** resource file. Use the following syntax to enter the IDs you copied for the app and the new leaderboard when you created them in the Developer Console:

Note: When you upload your final APK on playstore, your SHA1 key will be different. So you will need to change or create new Key from Google Developer Console. So please debug it properly.