LOGIN
WITH DISCORD

by Shadow Grove Games

Say goodbye to complicated login processes and hello to easy access with the "Login with Discord" Unity asset!

Get started!

1. Open the Discord developer portal.

2. Click on "New Application" *(The name must be your game name).*

3. Add a name, description and an icon to your application.

4. Copy the APPLICATION ID and write it into Login with Discord Manager Prefab.

5. Open the OAuth2 section in the Discord developer portal.

6. Create under Redirects the following links.

7. Save the changes in the Discord developer portal.

8. Go back to your unity project and test one of the example scenes.

Discord · Website
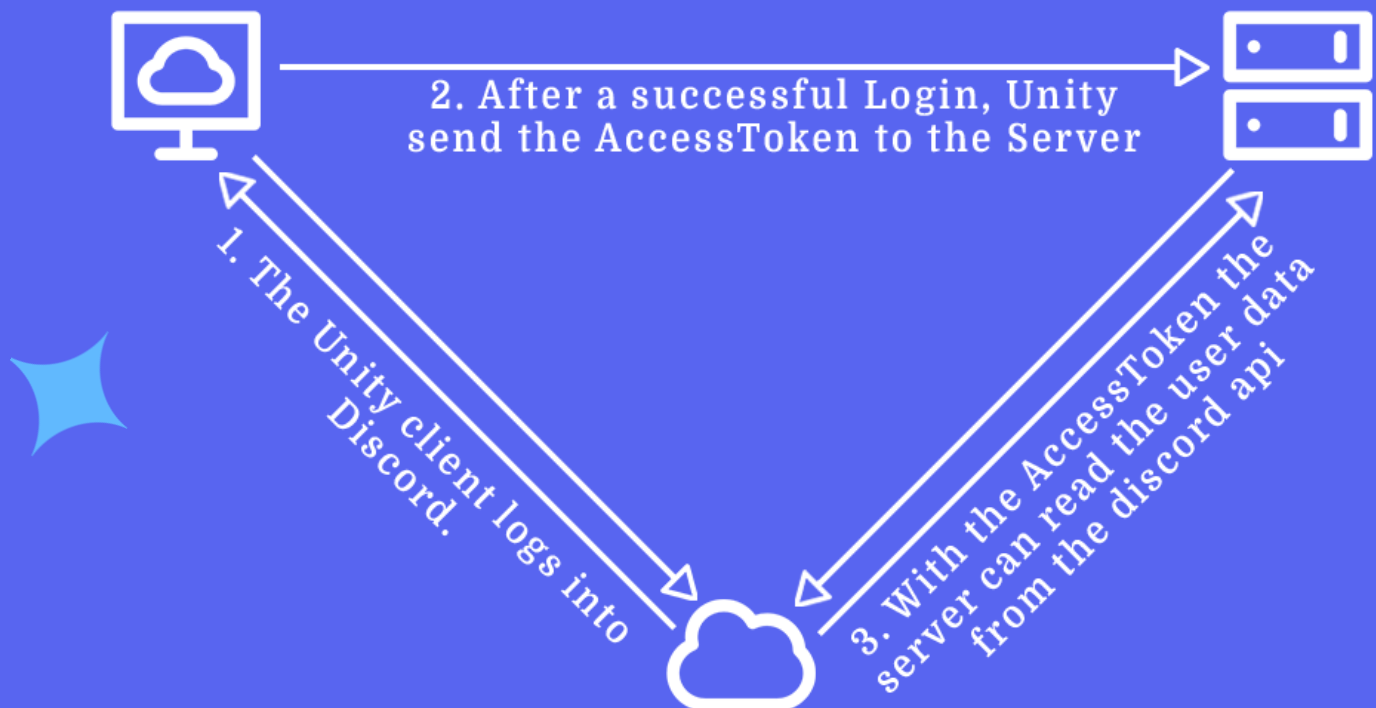
Login with Server Side Validation

For multiplayer games, it is very important that the Discord login is also validated on the server side to ensure.

Our approach to validating the Discord login on the server side is to send the AccessToken that the player receives when logging in to Discord to the server.

On the server side, you can use the AccessToken to access the Discord API and get information about the logged-in player directly from Discord, without the possibility of manipulation by others.

Important: The transfer of the AccessToken should only be done over an encrypted connection, e.g. HTTPS or a TCP connection encrypted with SSL/TLS.

2. After a successful Login, Unity send the AccessToken to the Server

1. The Unity client logs into Discord.

3. With the AccessToken the server can read the user data from the discord api

Checkout the Example

"5. Login with Server Side Validation"