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