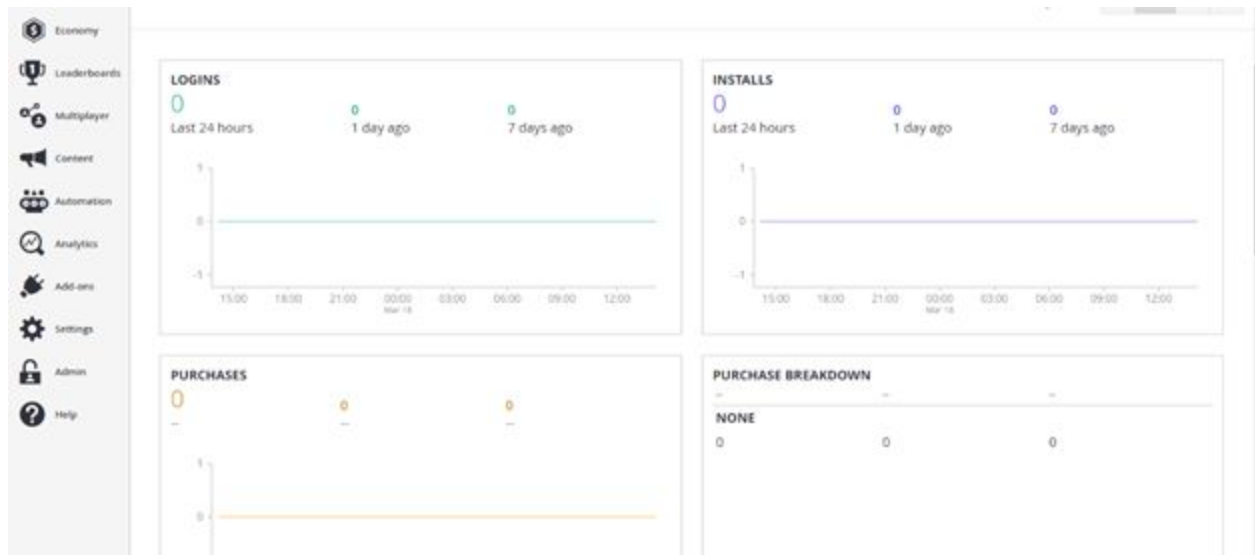


For This project, we will use PlayFab which is an SDK designed for use with multiple game development kits. We can keep usernames, passwords, and highscores using playfab, store all information online for free, and interface with the playfab API with C# and JSON.



The screenshot shows the PlayFab Leaderboards page. The sidebar on the left contains icons for Dashboard, Players, Economy, Leaderboards, Multiplayer, Content, Automation, Analytics, Add-ons, Settings, Admin, and Help. The main area displays a table of leaderboards with the following columns:

Statistic name	Reset frequency	Aggregation method	Current iteration
Score	Manually	Last	0

A 'NEW LEADERBOARD' button is visible in the top right corner of the table area.

```
using System.Collections;
using System.Collections.Generic;
using PlayFab;
using PlayFab.ClientModels;
using UnityEngine;
```

```
public class login {
    public string UserId
```

```

{
    get;
    private set;
}
private void OnLoggedIn(LoginResult result)
{
    UserId = result.PlayFabId;
}

private static void OnLoginError(PlayFabError error)
{
    Debug.LogError("Error logging in player with custom ID:");
    Debug.LogError(error);
}
void FixedUpdate()
{
    bool jetpackActive = Input.GetButton("Fire1");

    bool login = Input.GetKeyDown("space");

    if (login)
    {
        var request = new LoginWithCustomIDRequest
        {
            TitleId = "5e18",
            CreateAccount = true,
            CustomId = "8fa79815413d472d" // Just a temp value for testing.
        };

        PlayFabClientAPI.LoginWithCustomID(request, OnLoggedIn, OnLoginError);
    }
}

// Use this for initialization
void Start () {

}

}

```

This code, written in C#, is for the login routine for our unity game. If a user presses space, it logs that user in with a pre-set ID (The actual game will use random IDs).

ID
Username
Password
Highscore
Last Level

This is a diagram of our database. It is very simple because we only need to store info for users. There is only one table. We might add things as needed, but this is all we need for our plan right now.