

VERY SIMPLE LEADERBOARD DOCUMENTATION

For Android :

You have to download the last official Google Play Game SDK here :

<https://github.com/playgameservices/play-games-plugin-for-unity>

playgameservices / play-games-plugin-for-unity

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Code Issues 135 Pull requests 1 Pulse Graphs

Google Play Games plugin for Unity

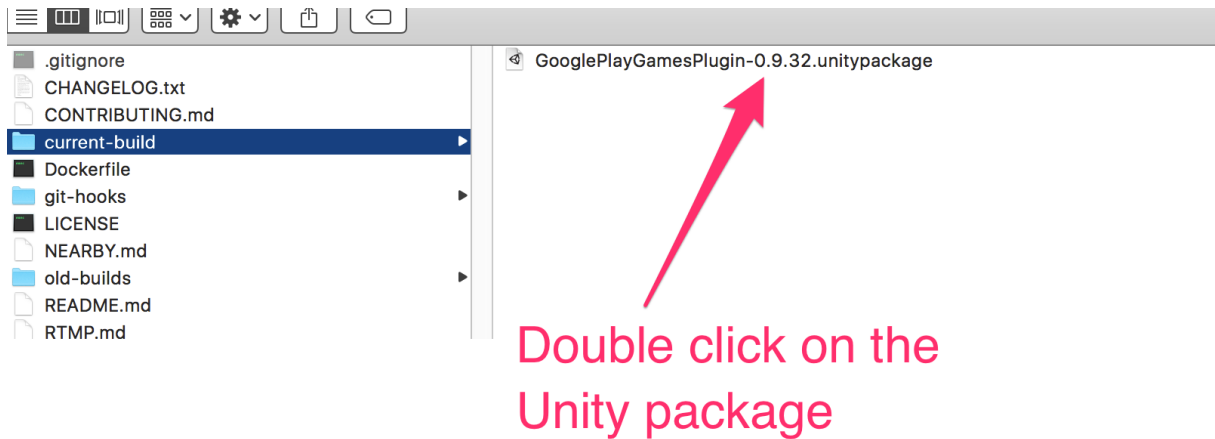
529 commits 9 branches 0 releases 27 contributors

Branch: master New pull request New file Upload files Find file HTTPS https://github.com/playga Download ZIP

commit	message	time ago
claywilkinson Merge pull request #1081 from fredsa/master	Latest commit 18 11 days ago	
current-build	Committing automated building of packages	a month ago
git-hooks	Commits all the relevant code for the new doge release.	a year ago
old-builds	Updating to 0.9.25 "frengle"	7 months ago
samples	Fixes Null Exception on unity 5.3.3	a month ago
scripts	Updating plugin to 0.9.00. Adding turn-based and real-time multiplaye...	2 years ago
source	Adding plugin version to AndroidManifest.	a month ago
.gitignore	Changes for 0.9.26 Bug fixes & player stats	6 months ago
CHANGELOG.txt	Adding plugin version to AndroidManifest.	a month ago
CONTRIBUTING.md	Adding contributing file and doc tweaks	a year ago
Dockerfile	Adding file to container image.	2 months ago
LICENSE	Commits all the relevant code for the new doge release.	a year ago

play-games-plugin-for-unity-master.zip

unzip it



HOW TO CREATE A LEADERBOARD?

Follow the official tutorial here :

<https://github.com/playgameservices/play-games-plugin-for-unity>

For iOS:

You have nothing to do, the Game Center is already included by default on iOS build 😊

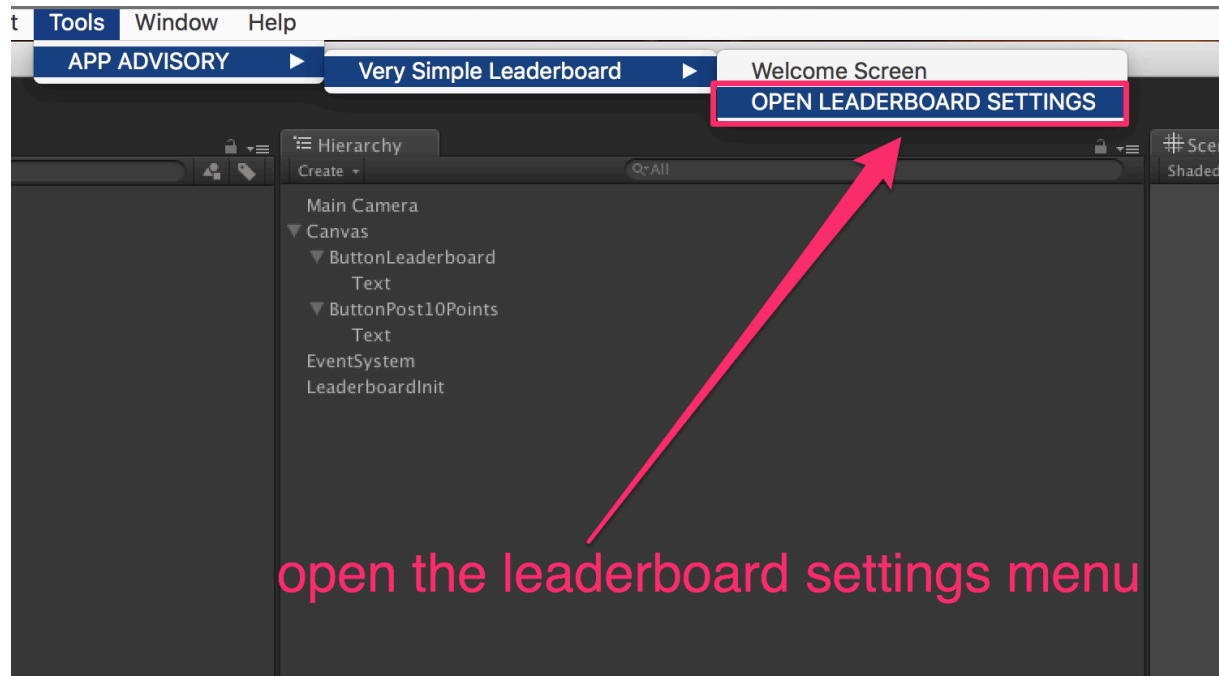
HOW TO CREATE A LEADERBOARD?

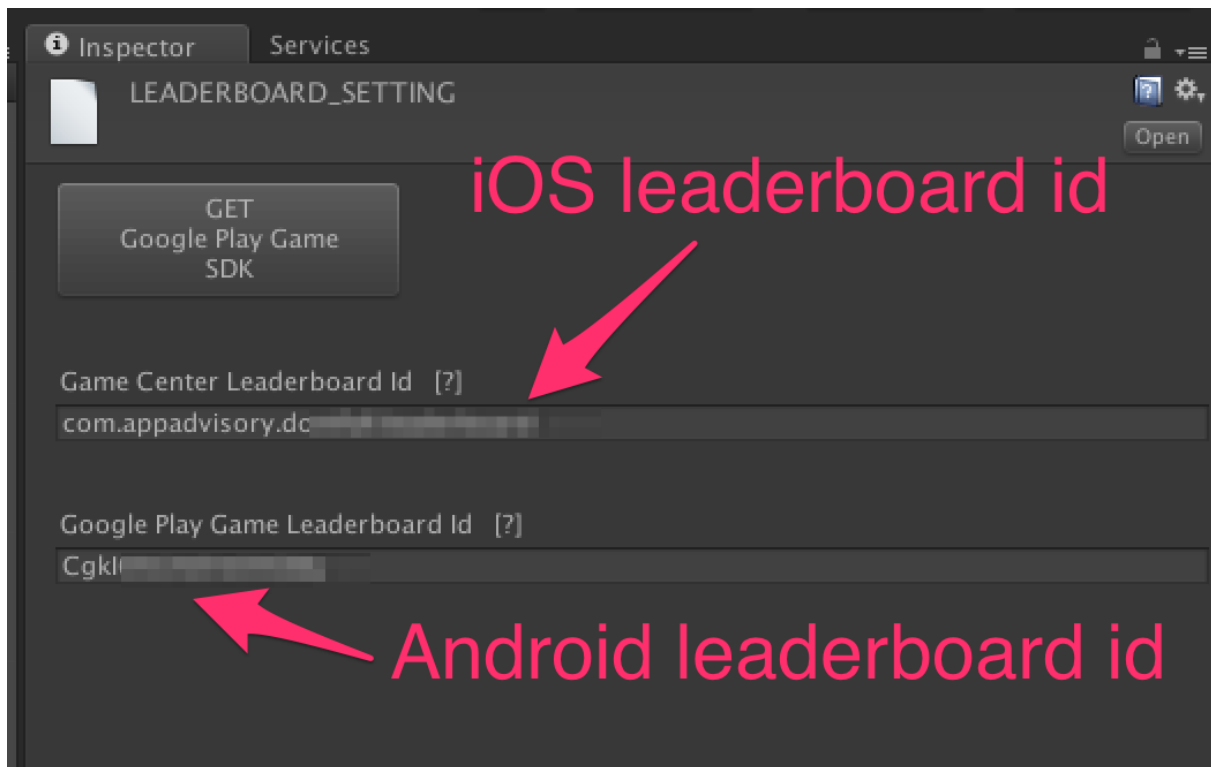
Follow the Apple guide here :

https://developer.apple.com/library/ios/documentation/NetworkingInternet/Conceptual/GameKit_Guide/Introduction/Introduction.html

HOW TO ADD MY LEADERBOARD ID IN VERY SIMPLE LEADERBOARD ?

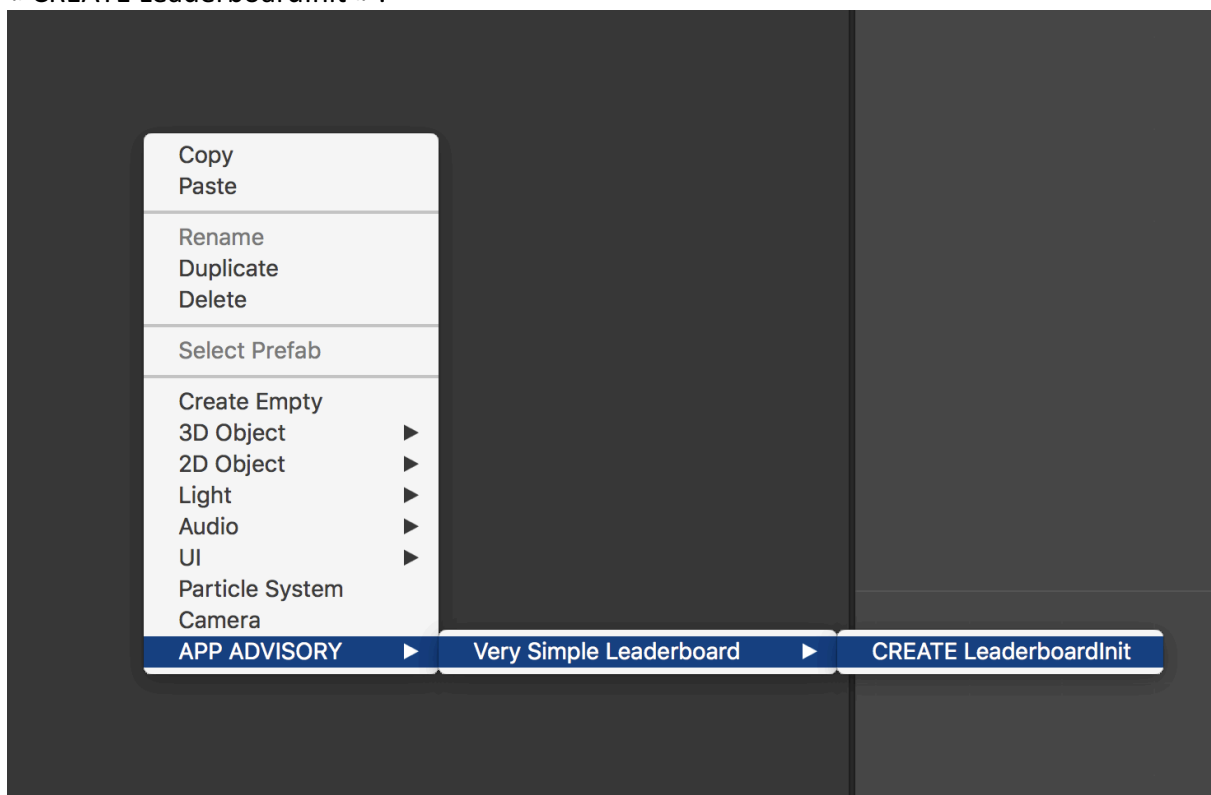
1/ Add your leaderboard id to the setting editor :

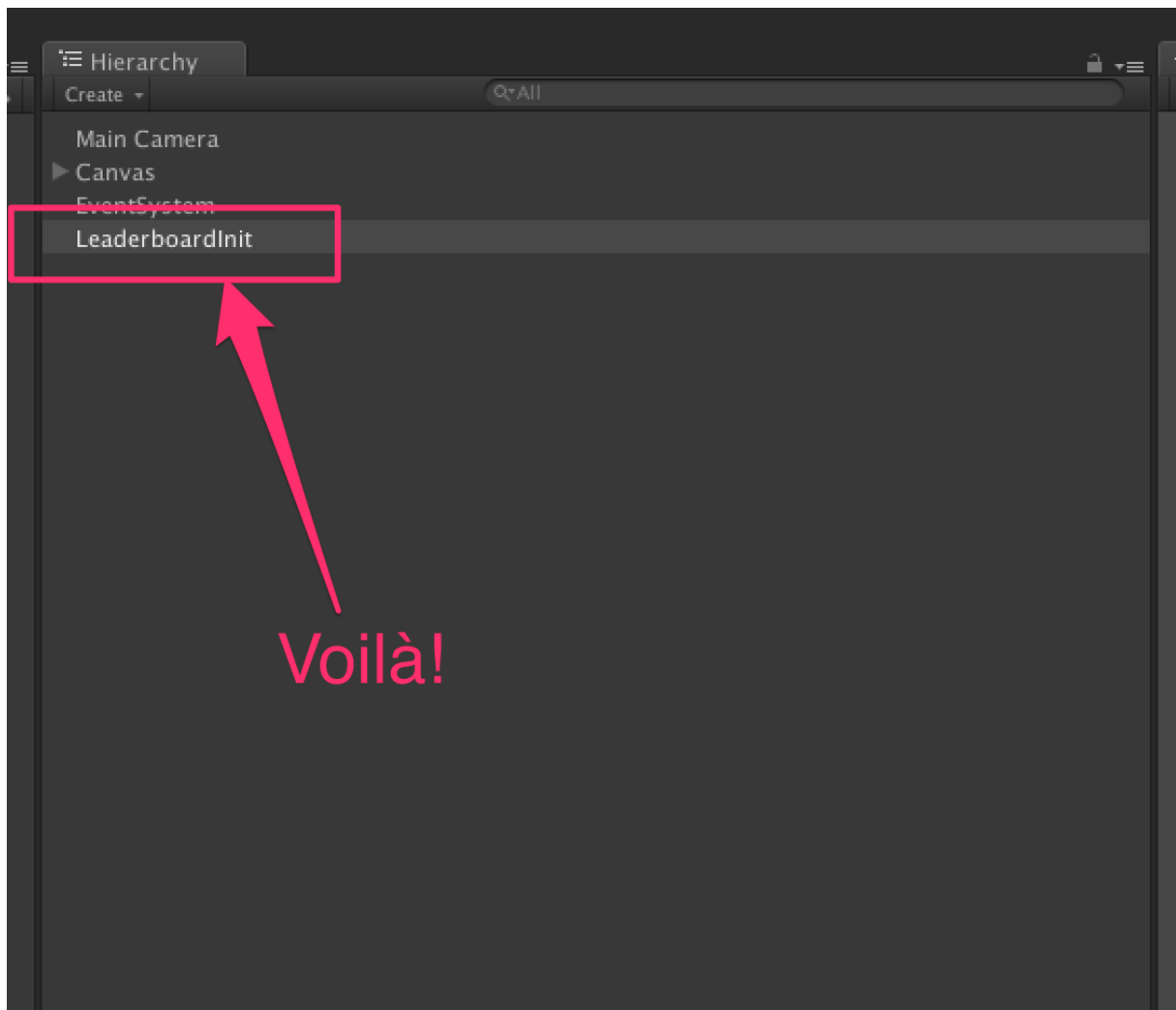




2/ Add the LeaderboardInit to the scene :

Right click on the Hierarchy view, in an empty place (not on a GameObject) and select « CREATE LeaderboardInit » :





**NOW YOU ARE READY TO USE LEADERBOARD
FEATURE IN YOUR IOS AND ANDROID GAME !**

The initialization is automatic.

But you need to know 2 things :

HOW TO SHOW THE LEADERBOARD UI ?

```
LeaderboardManager.ShowLeaderboardUI();
```

HOW TO REPORT A SCORE ?

```
LeaderboardManager.ReportScore(score);
```

Thanks !

Our other assets : <http://u3d.as/9cs>

Contact : contact@app-advisory.com