Documentation

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1. Create Firebase Project from https://firebase.google.com
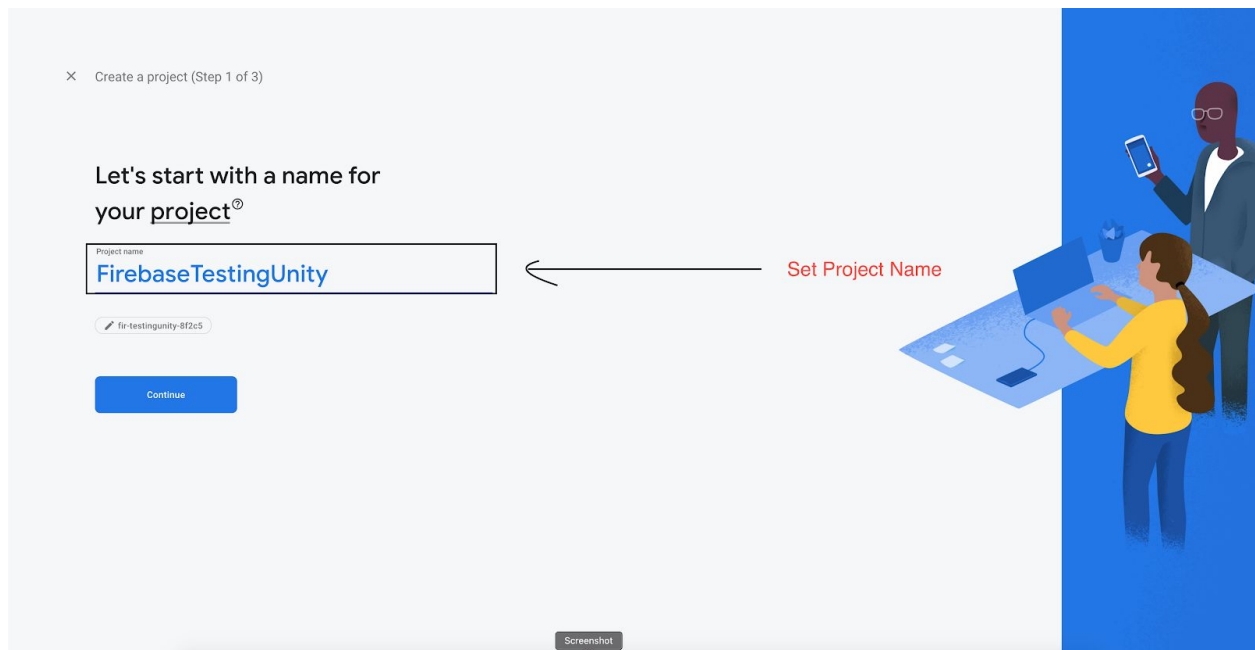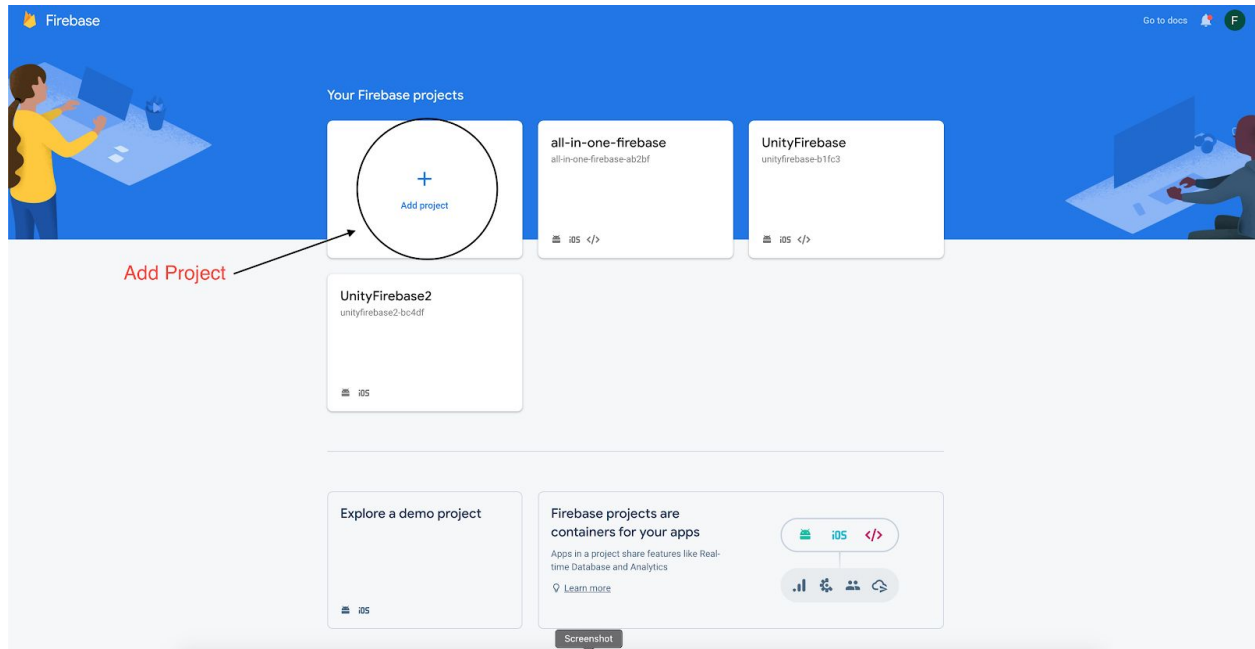
Google Analytics
for your Firebase project

Google Analytics is a free and unlimited analytics solution that enables targeting, reporting, and more in Firebase Crashlytics, Cloud Messaging, In-App Messaging, Remote Config, A/B Testing, Predictions, and Cloud Functions.

Google Analytics enables:

- A/B testing ⑦
- User segmentation & targeting across ⑦
  Firebase products
- Predicting user behavior ⑦
- Crash-free users ⑦
- Event-based Cloud Functions triggers ⑦
- Free unlimited reporting ⑦

Enable Google Analytics for this project
Recommended

Enable Google Analytics

Previous   Continue

Screenshot

Configure Google Analytics

Choose or create a Google Analytics account ⑦

Default Account for Firebase ▾

Select Default Account

Automatically create a new property in this account ✏

Upon project creation, a new Google Analytics property will be created in your chosen Google Analytics account and linked to your Firebase project. This link will enable data flow between the products. Data exported from your Google Analytics property into Firebase is subject to the Firebase terms of service, while Firebase data imported into Google Analytics is subject to the Google Analytics terms of service. Learn more.
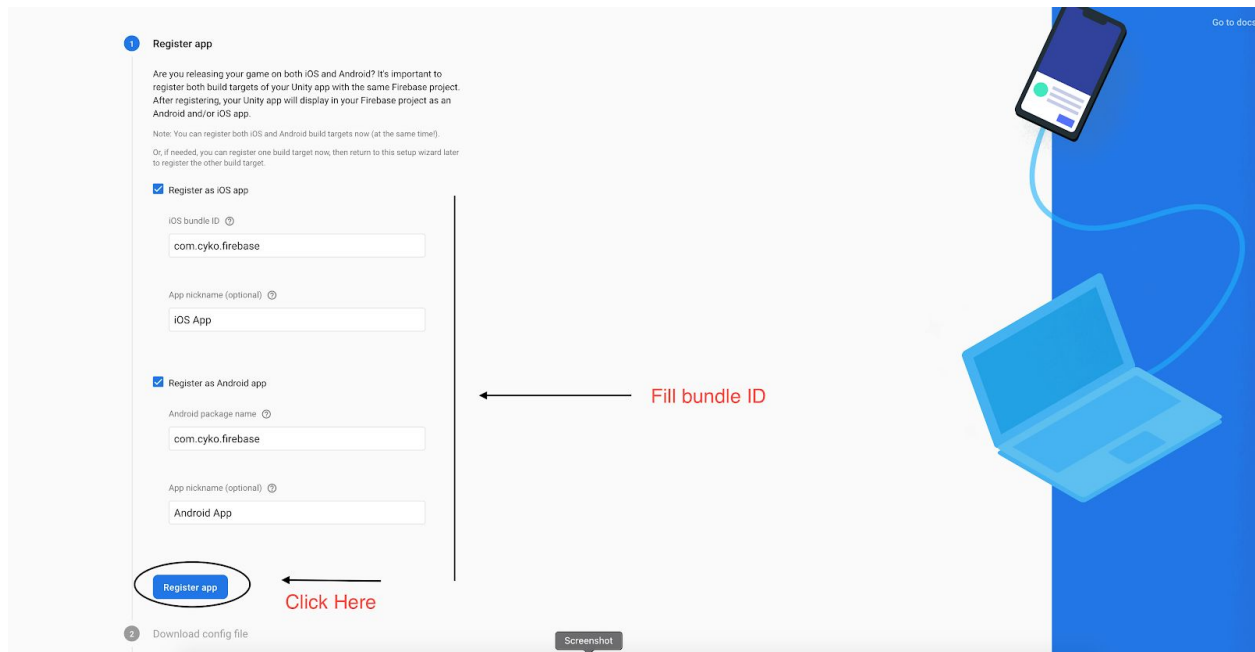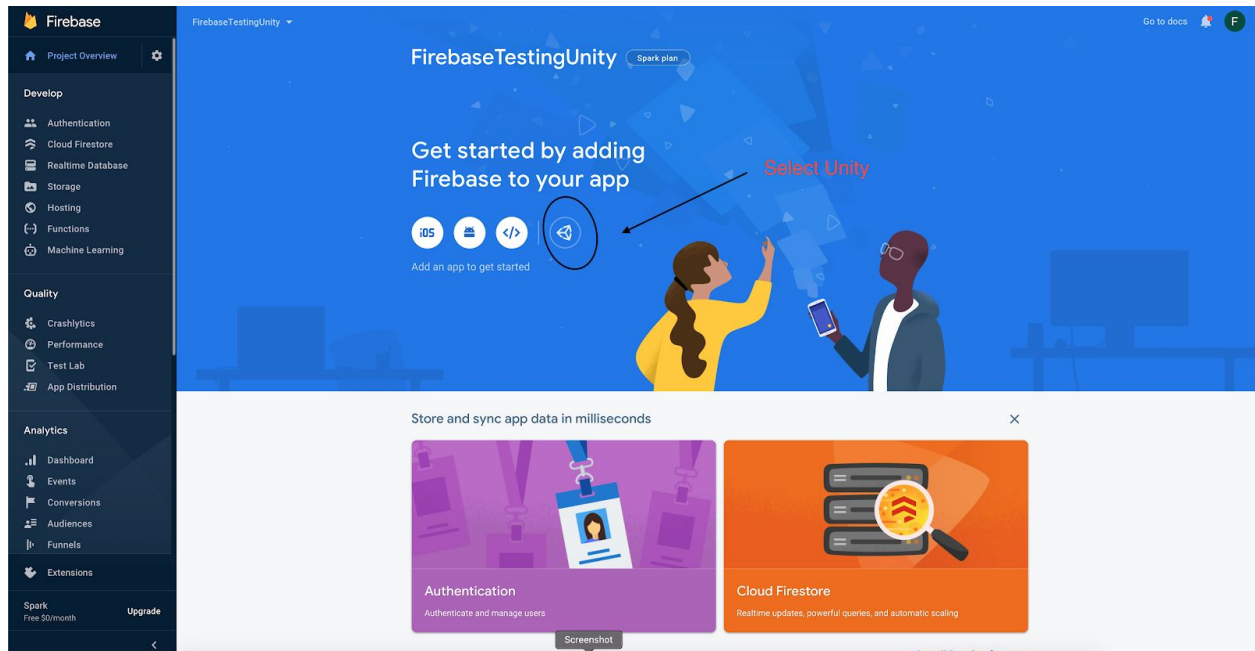
Previous   Create project

Screenshot

2. Add Unity Platform

3. Download google-services.json and .plist (for iOS) and add in project (root folder - Asset)

4. Change **FirebaseStorageURL** and **FirebaseDatabaseURL** from script **Constant.cs**
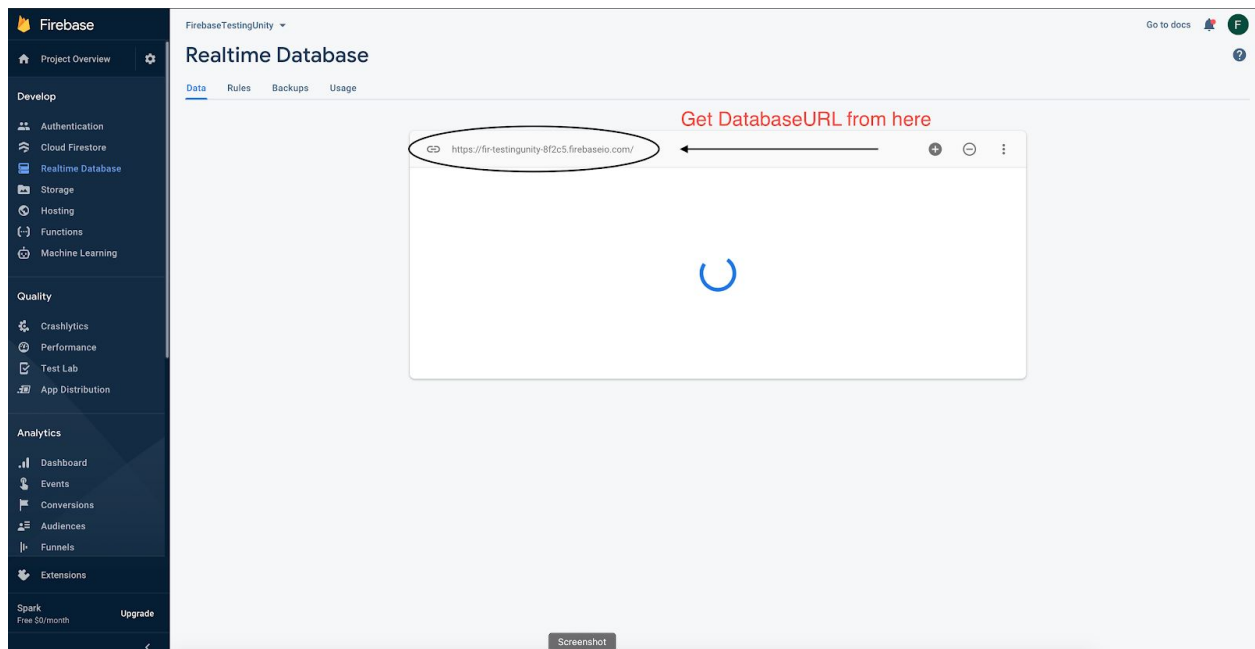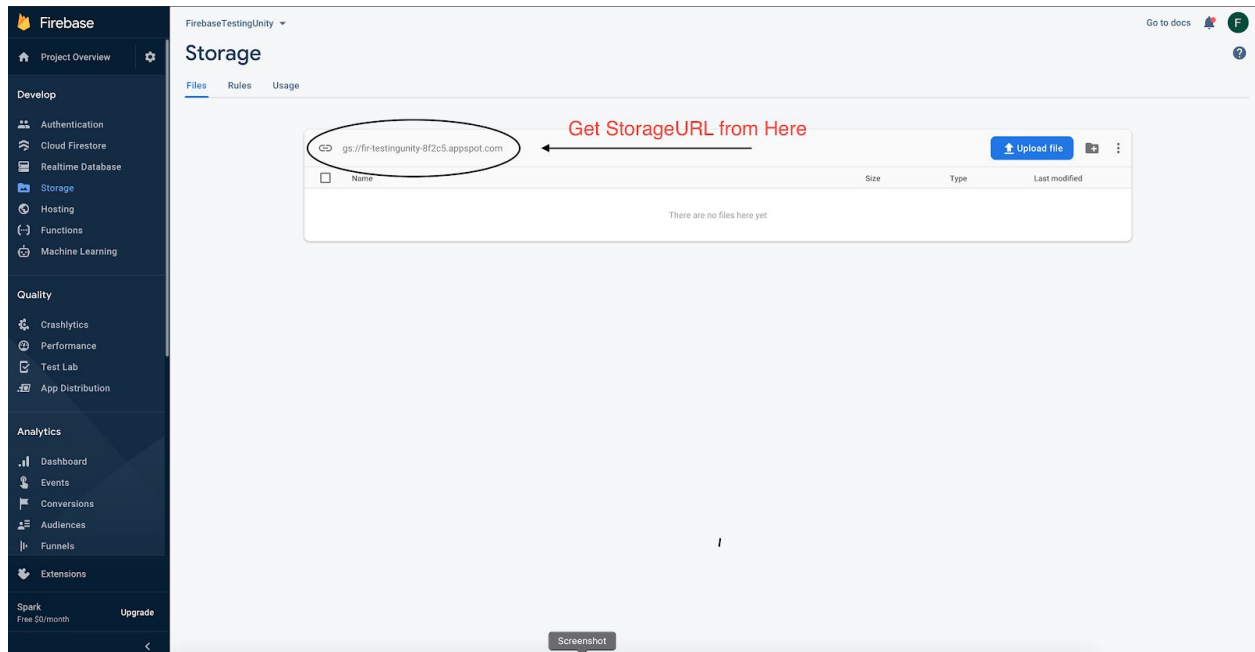
5. Configure All Firebase Products

Enable Email/Password and Save

Goto Cloud Firestore

Create Firestore in Test Mode

Select your preffered location

Goto RealTime Database

Security rules for Realtime Database

Once you have defined your data structure **you will have to write rules to secure your data.**
Learn more [link]

○ Start in **locked mode**
   Make your database private by denying all reads and writes

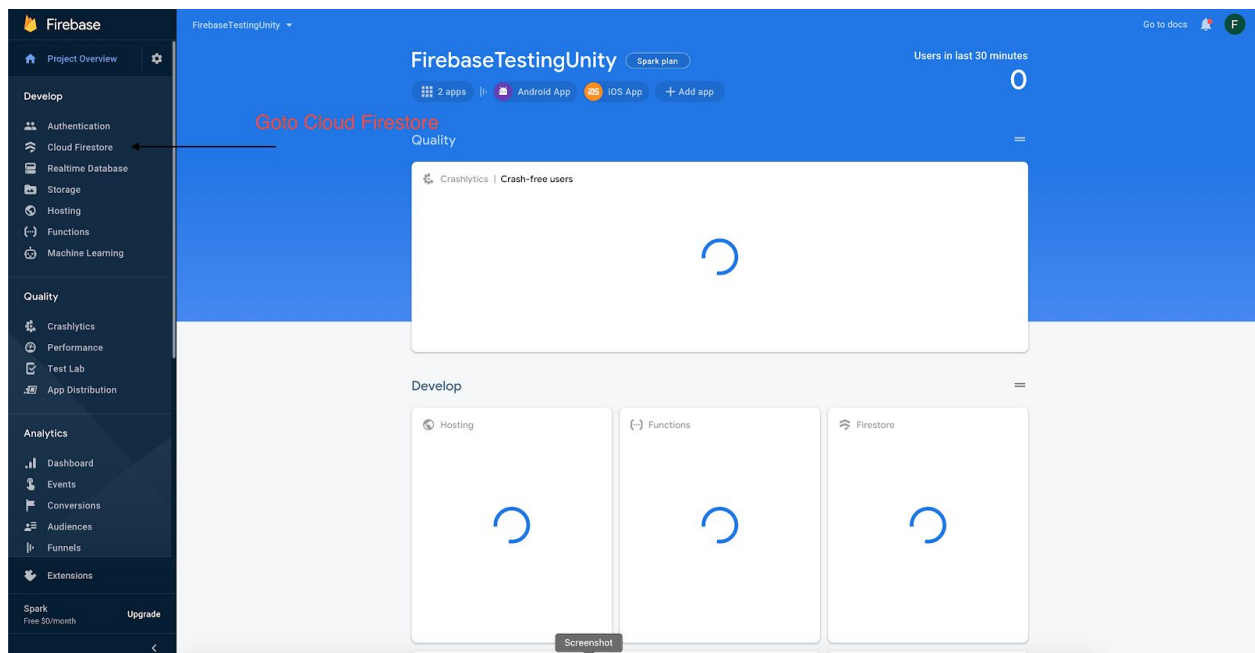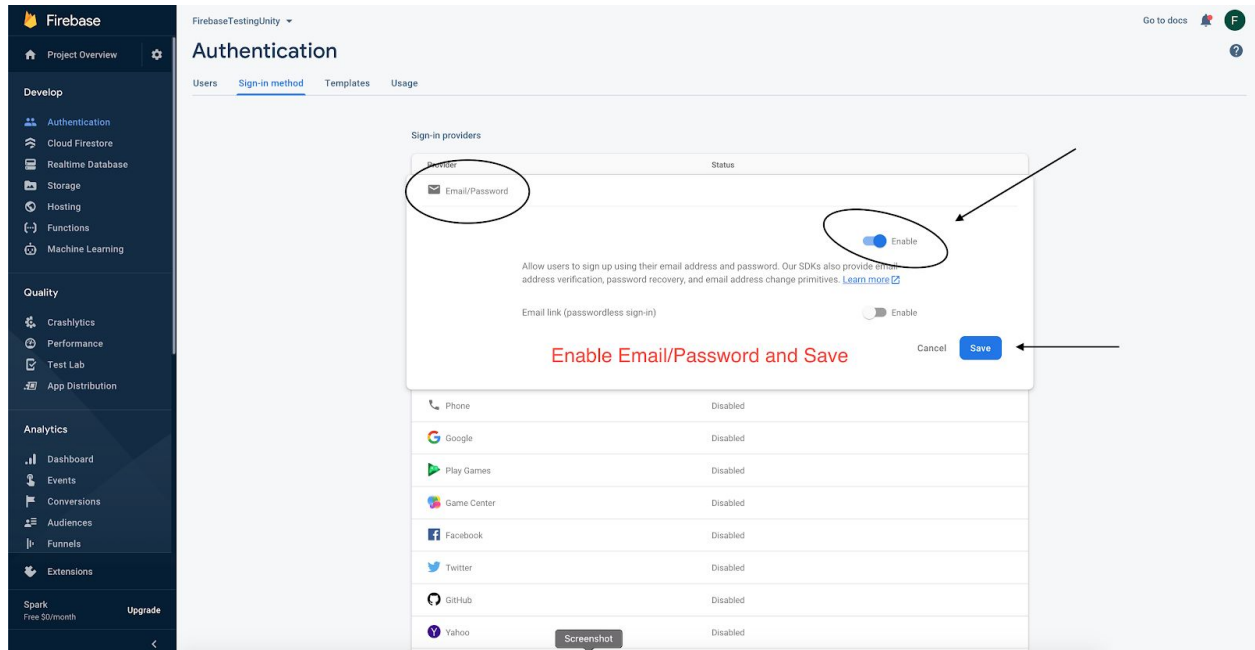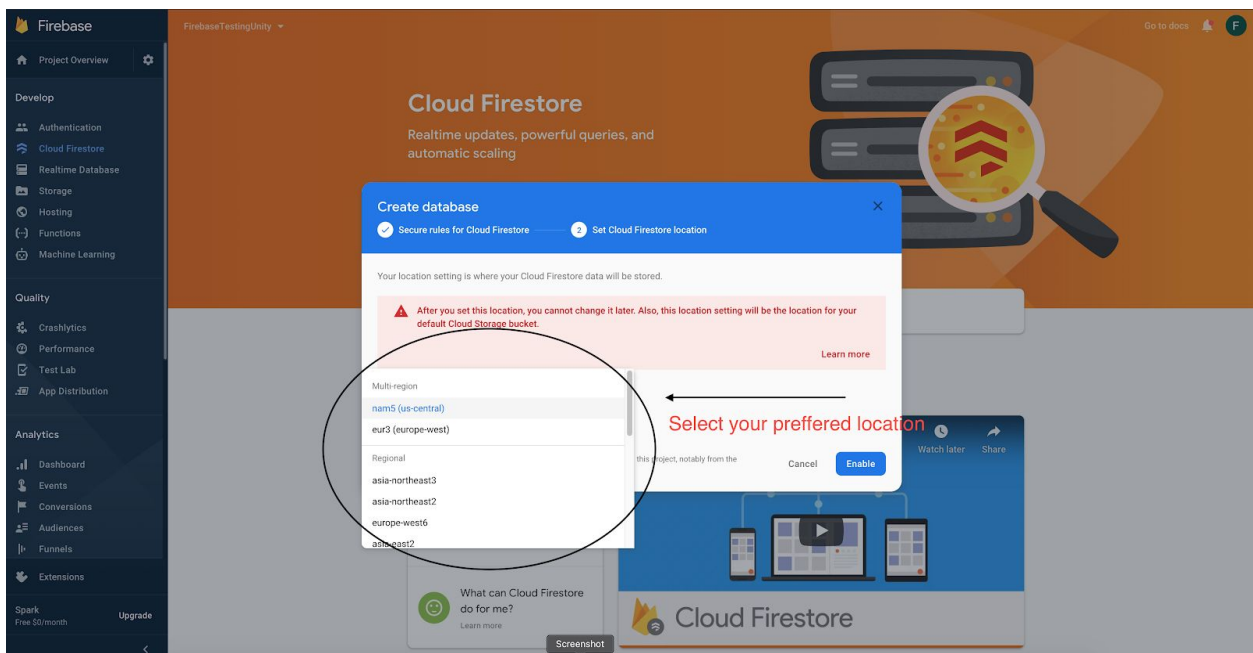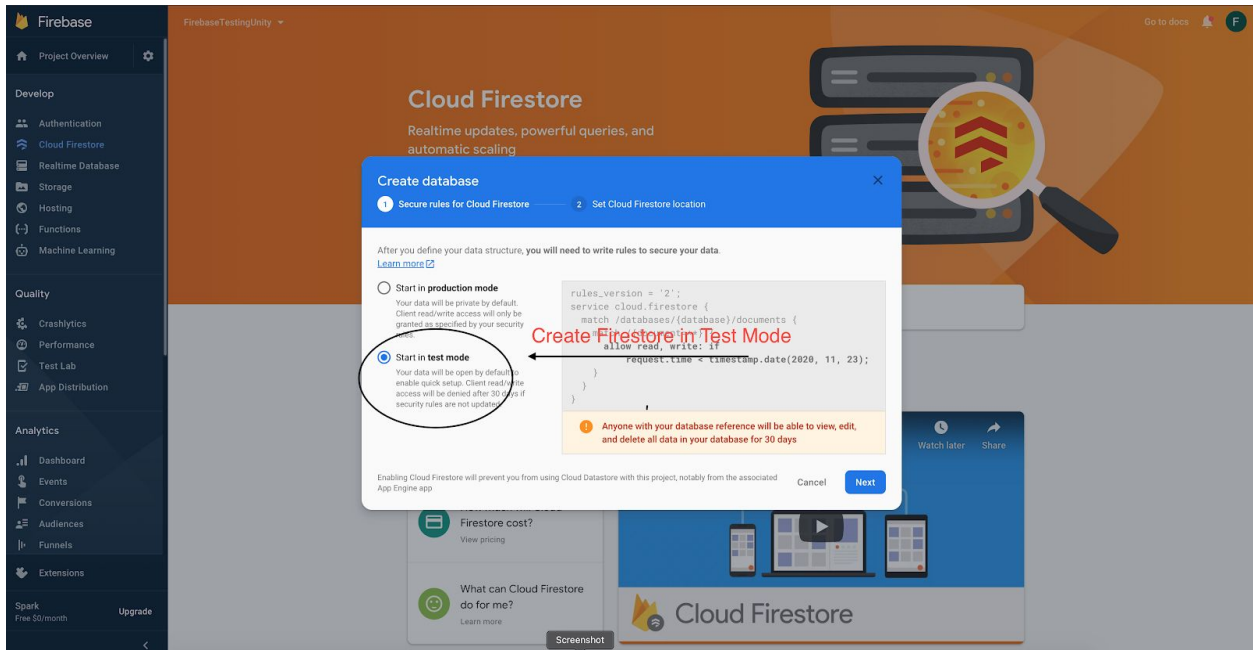● Start in **test mode**
   Get set up quickly by allowing all reads and writes to your database. Client read/write access will be denied after 30 days if security rules are not updated

```
{
  "rules": {
    ".read": "now < 1606069800000",   // 2020-11-23
    ".write": "now < 1606069800000",  // 2020-11-23
  }
}
```

⚠ Anyone with your database reference will be able to view, edit, and delete all data in your database for 30 days

Cancel   **Enable**

Create Database in Test Mode

Goto Storage

Create Storage Click Next

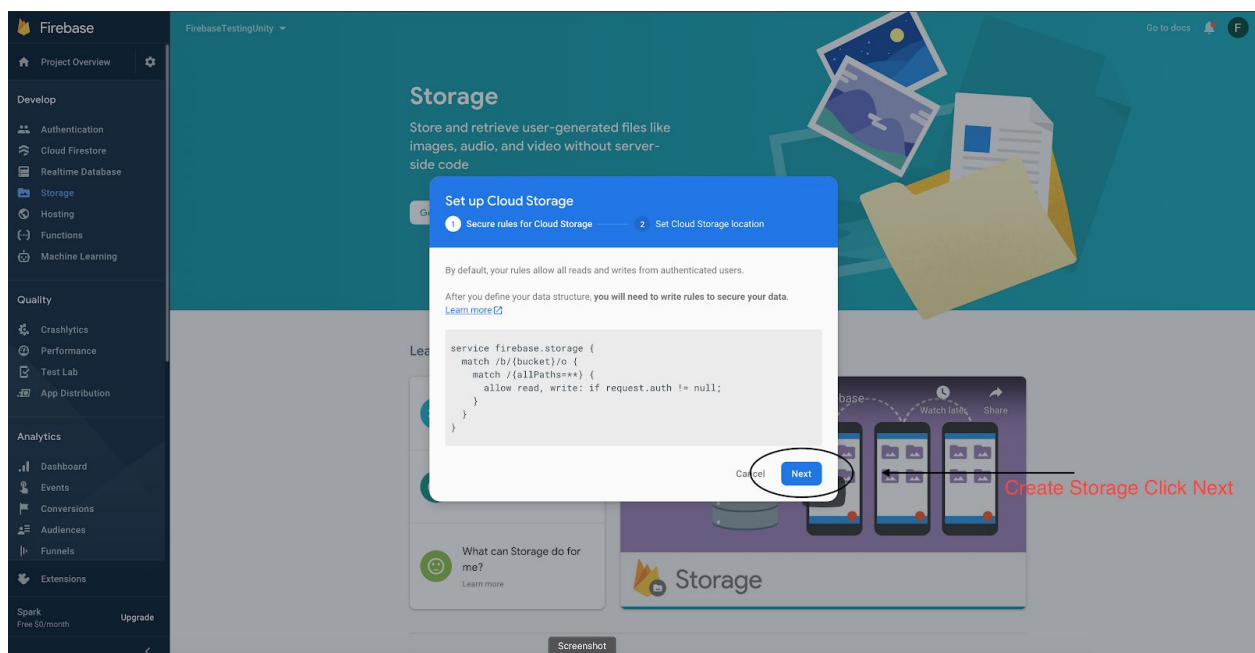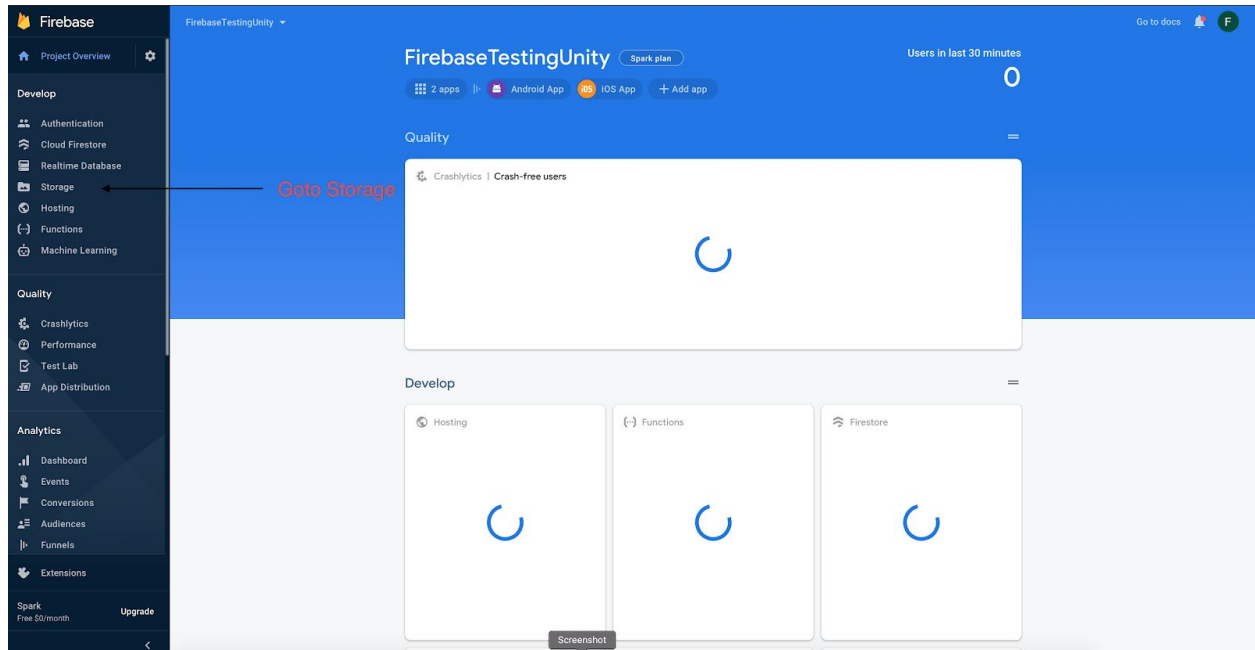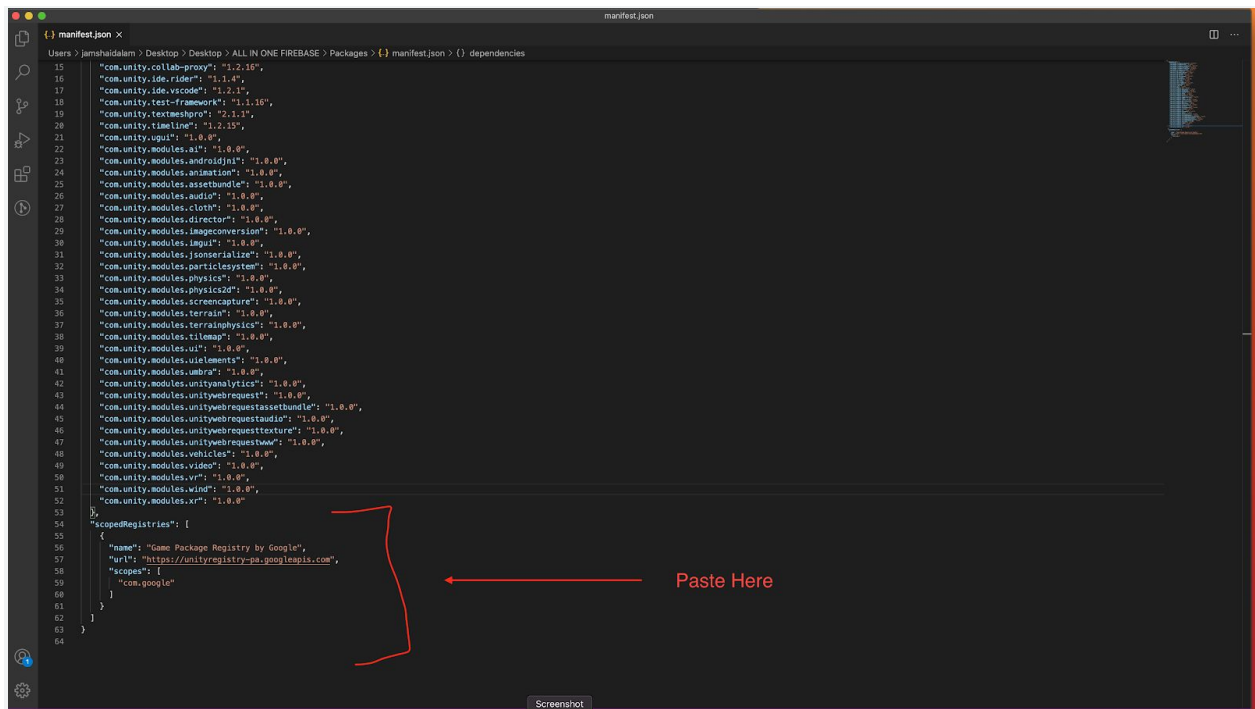## 6. Configure Unity Package Manager for Google Firebase

Add the **Game Package Registry by Google** to your Unity project.
`Packages/manifest.json`

```json
"scopedRegistries": [
  {
    "name": "Game Package Registry by Google",
    "url": "https://unityregistry-pa.googleapis.com",
    "scopes": [
      "com.google"
    ]
  }
]
```

7. **Download these Firebase Package from Package Manager (version 7.0.2)**
   - **Cloud Firestore for Firebase**
   - **Cloud Storage for FIrebase**
   - **Firebase Authentication**
   - **Firebase Realtime Database**
   - **Google Analytics for Firebase**
   - **Firebase Crashlytics**
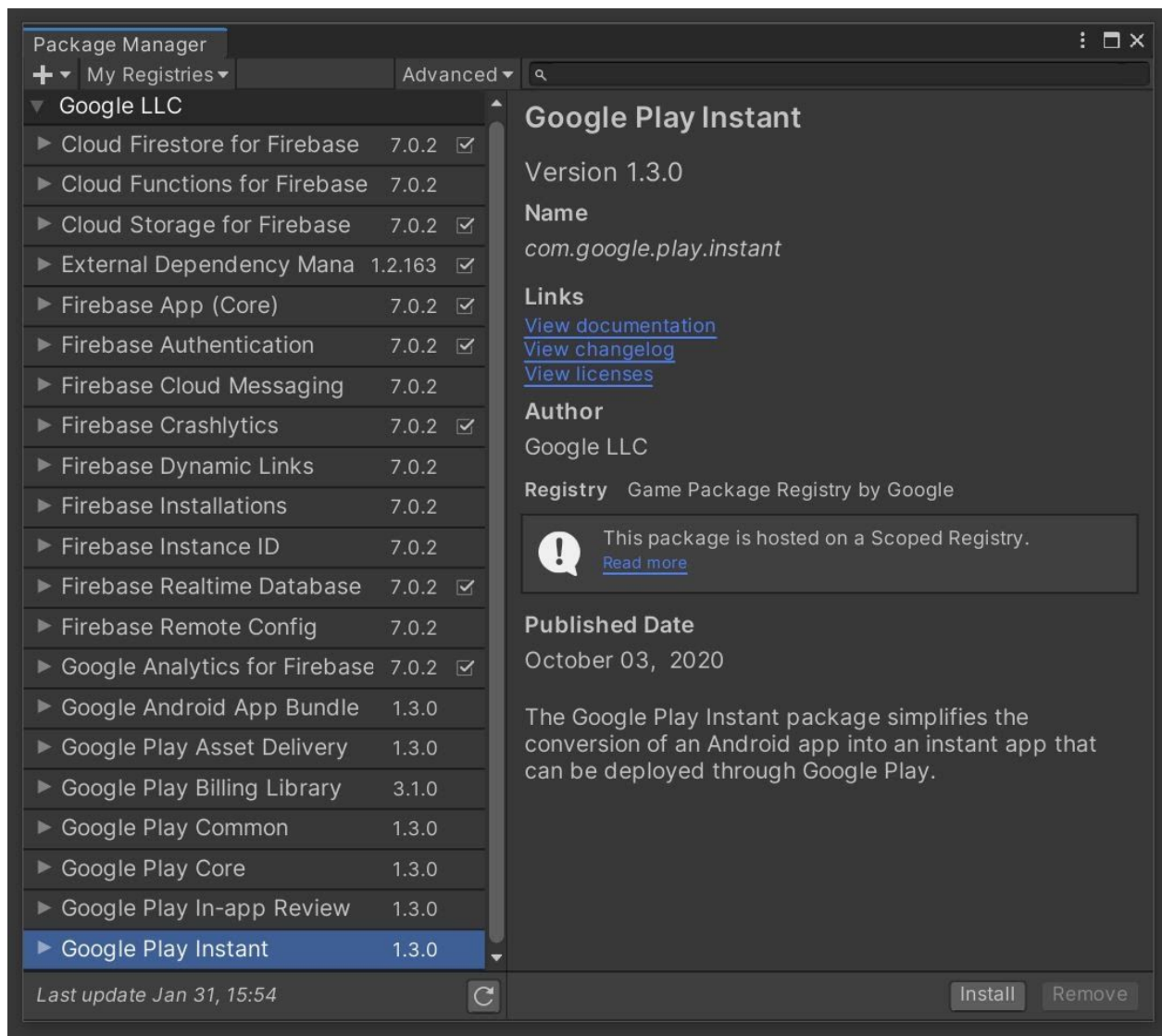
Note: If "My Registries" is not showing up. Restart Unity.

8. Download Native Gallery from Asset Store
https://assetstore.unity.com/packages/tools/integration/native-gallery-for-android-ios-112630

9. Demo APK :
https://drive.google.com/file/d/1DgW2lBBEVm1EU0LkGcVyTQzScahxGWtV/view?usp=sharing

Any issue please Contact me at
cykodevtools@gmail.com

See How to Setup Firebase for Unity if you are new to Firebase:
https://www.youtube.com/watch?v=mGoA2eMHAao