

hollow rock entertainment

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Thank you for purchasing Game Center Drag&Drop
Solution for iOS. We aim to make it as easy as possible for
you to quickly get Game Center working in your app.

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Important Note - This documentation assumes that you have already correctly set up your Leaderboard and Achievements in iTunesConnect. If you have not yet done that, then please visit these links and set these up first:

Achievements: <http://goo.gl/ib3LxU>

Leaderboards: <http://goo.gl/J3poHW>

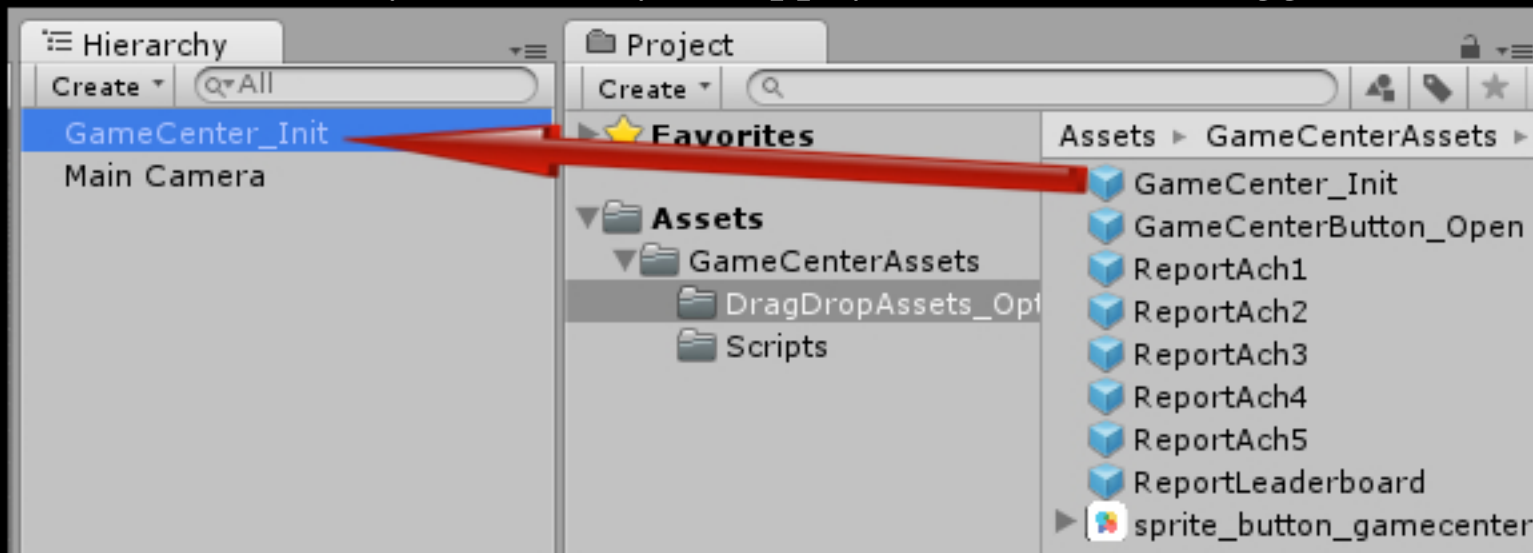
Log In and Authenticate with Game Center.

This package makes authenticating with Game Center incredibly easy, and is done in only 2 very easy steps.

1 - Go into the folder named “DragDropAssets_Optional”.

2 - Drag the object named “GameCenter_Init” into the Hierarchy of the first scene in your game.

That is all. When you launch your app, you will now be logged into Game Center.

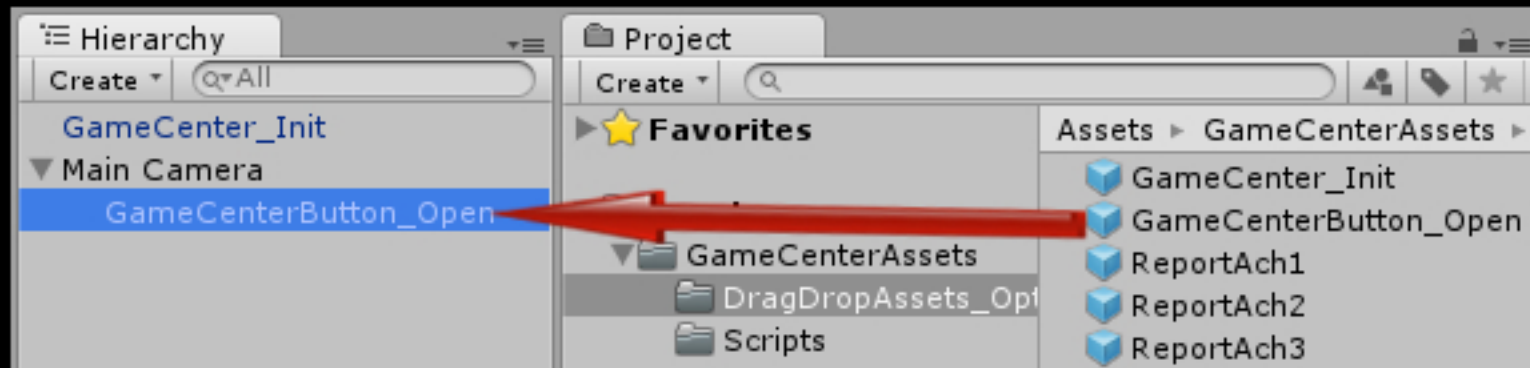


Opening Game Center Inside Your App.

Not only does this package open Game Center in the app, but it creates a physical, non-GUI based, Game Center button to do so (one less thing for you to do!).

Follow these steps:

- 1 - Go into the folder named “DragDropAssets_Optional”.
- 2 - Drag the object named “GameCenterButton_Open” onto your Main Camera object in your Hierarchy, making it a child of your Main Camera.



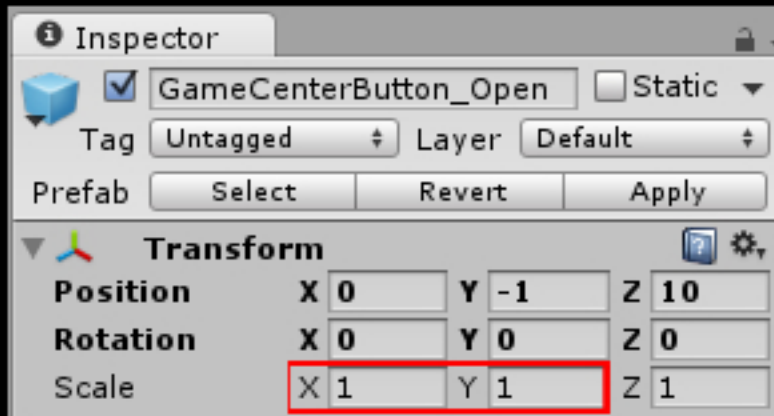
See the next page for details on how to resize and reposition your button.

Opening Game Center Inside Your App.

The Game Center button is fixed facing the Main Camera's orientation, so no matter where you move your camera to, the button will stay in the same position on screen.

To resize your button simply:

- 1- Highlight the button in your Hierarchy view.
- 2- In the Inspector, adjust the X and Y Scale.



To change the position of the button:

- 1- Highlight the button in your Hierarchy view.
- 2- In the Inspector, adjust the X and Y Position.



As stated, the button is a non-GUI object that has a box collider attached to it. The button registers a touch event between the user's finger and the collider to open Game Center. A Game Center sprite is even included on the object so you have literally no work to do in setting up your functional Game Center UI button. You can easily replace and add your own sprite to the button by changing the sprite assigned in the object's Sprite Renderer.

Report an Achievement

Special Note on Achievements at the end of this document

Reporting an achievement is another simple process using this package. In the “DragDropAssets_Optional” folder you will see five ReportAchX objects. Each of these objects has a slightly different script attached to them.

If you have five or less achievements, you only need use these five objects to report your achievements. If you have more than five, you will need to create additional objects to cover the rest (instructions for that on next page).

To report an achievement, simply (using object “ReportAch1” as an example):

- 1- Open up the script attached to “ReportAch1” - This Script is called “GameCenterAch1Unlock”.
- 2- On line 16 of the script, replace the example achievement ID with an actual achievement ID that you set up in iTunesConnect.

```
Social.ReportProgress ("exampleach1", 100.0, result => {
```



```
Social.ReportProgress ("youractualachid", 100.0, result => {
```

- 3- Then place the object into whatever scene you want to report the achievement.

Report an Achievement

If you have 5 or less achievements then skip this page

This package provides for 5 achievements. If you need to create a sixth, or more, follow these steps.

- 1- Create new game object and name it ReportAch6 (or whatever # you need).
- 2- Create a new C# Script and attach it to the new object.
- 3- Name the Script GameCenterAch6Unlock (or whatever # you need).
- 4- Open the new Script and delete EVERYTHING.
- 5- Open the Script GameCenterAch1Unlock and copy EVERYTHING.
- 6- Paste all of the contents from GameCenterAch1Unlock into GameCenterAch6Unlock.
- 7- Edit the following things in the new script:

Make sure the public class in line 5 = the name of the new script.

```
public class GameCenterAch1Unlock : MonoBehaviour {
```



```
public class GameCenterAch6Unlock : MonoBehaviour {
```

Now repeat steps 2 and 3 from the previous page and save your new script.

Report a Leaderboard Score

Special Note on Leaderboard reporting at the end of this document

The bulk of this section is actually not covered here in the documentation - but in the comments of the Script “GameCenterLeaderboardReport”.

Before reading that though, please look at the object “ReportLeaderboard” in the folder “DragDropAssets_Optional”. That object has the aforementioned Script attached to it. You can add this object to a scene to report your leaderboard progress, or you can use your own method of calling this Script.

In the Script, Lines 29 & 33 are commented out. That is because until you plug in the proper Script name and variable asked for in the Script, the editor will report a compile error and will not allow you to start the game.

You MUST follow the directions in the Script comments before being able to report a leaderboard score.

AFTER you have completed the directions in the comments, **THEN** uncomment lines 29 & 33. You will then be able to properly report your leaderboard score.

Special Notes

Achievements - The way achievements are set up in this package, your achievement will be reported as soon as the object with the Achievement Script attached is created. That means, that in most cases - if your scene has the object present, that the achievement will be completed when the level is loaded. If you want to report an achievement for something that happens after the level has loaded (such as killing a boss), then you will need to find your own way to instantiate the Achievement objects included in the package. Unfortunately, due to the infinite ways that a developer might want to report an achievement, there is no “one way fits all” solution for reporting an achievement. Due to this, as previously stated - if you want to report an achievement after the level loads, you will need to find your own method of calling either the Scripts or Objects provided in this package.

Special Notes

Leaderboards- Everything stated on the previous page is also true about Leaderboards. You can use the Leaderboard object in this package “as-is” if you have your game set up in the following way:

- 1- Have a main scene that the player scores points in.
- 2- Have a scene that follows that main scene, this scene would contain the “ReportLeaderboard” object. This would properly report the score due to the score being held over from the “Main Scene” - and then reported in the “Report Scene”.

Otherwise, if you want to report a score mid-scene (not when the level loads) then you will need to find your own way to instantiate the “ReportLeaderboard” object at the time that you want.

All of these special notes are handled by the simplest of code. Simple “if statements” will allow you to instantiate these objects at any time you need.

There is one last note about leaderboards on the final page.

Special Notes

Leaderboards (continued) - All scripts in this package are written in C# and will work with no modifications with all Unity projects, but there is one special case scenario in the package.

If your game is written in a language other than C#, then you will need to find your own method of converting your score variable from JS (or any other language) to C# so that the “GameCenterLeaderboardReport” Script can properly read and report the value to Game Center.

Thank you very much for purchasing Game Center Drag&Drop Solution for iOS. We greatly appreciate it, please let us know if we can be of any help to you. If you found this package helpful, please leave us a review on the Asset Store. It helps more than you know =)