GLOBAL HIGH SCORE

Documentation

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GLOBAL HIGH SCORE

INTRODUCTION

With the Global High Score application, you will be able to store the scores of your players all over the world and show them. Therefore, players will compete and will constantly try to get better new scores in your game. This will increase the rating and popularity of your game.

Many games maintain a high score table that on game on that system. So, players do not know the other players points or scores. But the global high score produces a solution. All players will know scores each other. This system stores your data on the internet.

FREQUENTLY ASKED QUESTION (FAQ)

1. What kind of hosting platform do I need?

   Your hosting plans are including PHP and MySQL. (Maybe you can free hosting firms.)

2. I'm stuck and I need help, what can I do?

If you cannot find a solution for your problem in this documentation, contact me please! I'd gladly help to solve your issue.

3. I can't send or receive scores.

Please check internet connection and add the internet permissions to your game project.

Android users: You have to add this line:

```
<uses-permission android:name="android.permission.INTERNET" />
```

4. Does it matter Windows or Linux hosting?
   No, it doesn't.
5. What is the different updateScore and insertScore?

If you want to a score for each user, you should use updateScore. But you have to be sure the player has a score in your board. You can use this method for check

```
 StartCoroutine (getPlayerScore (player));
```

And look this variable

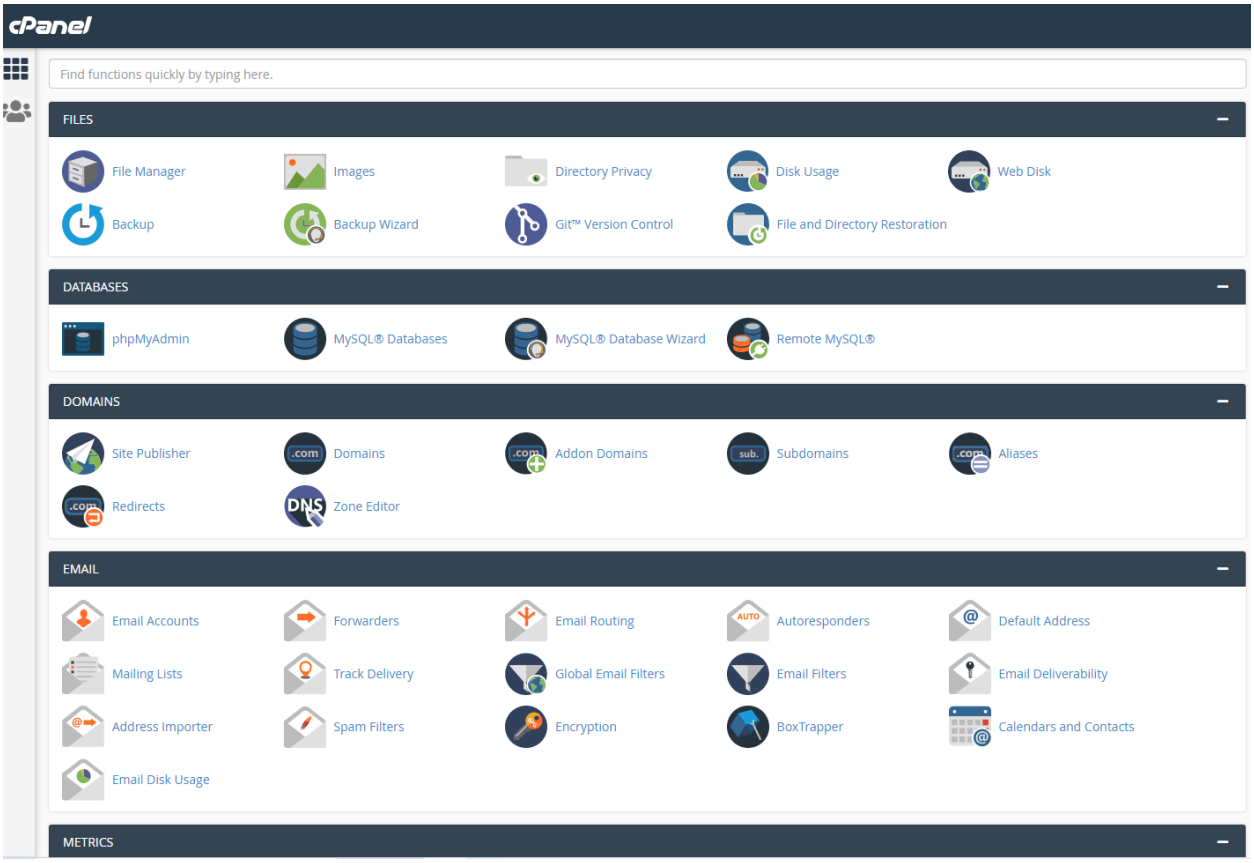
```
private string playerScore = "";
```

If playerScore ="" then call insertScore method but if you have a score call updateScore

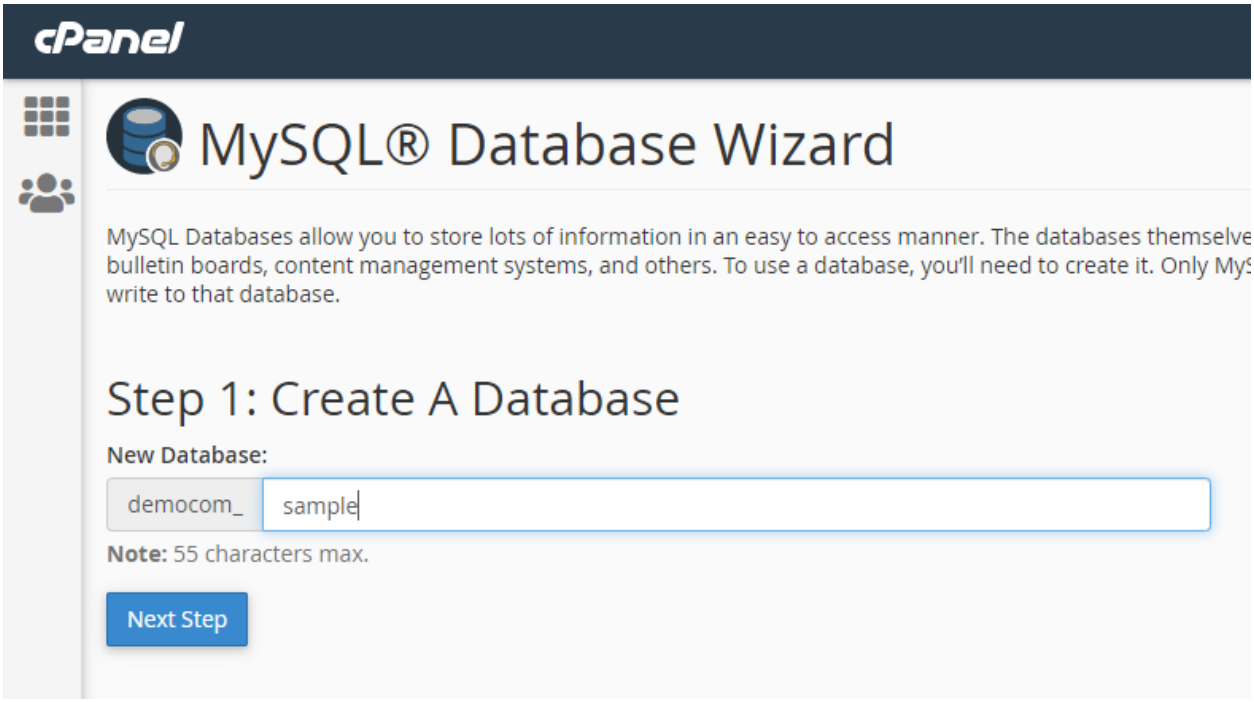
HOW TO CONFIGURE WEB SIDES

UPLOAD PHP FILES:

1. Create a database and database user on hosting in the cPanel.

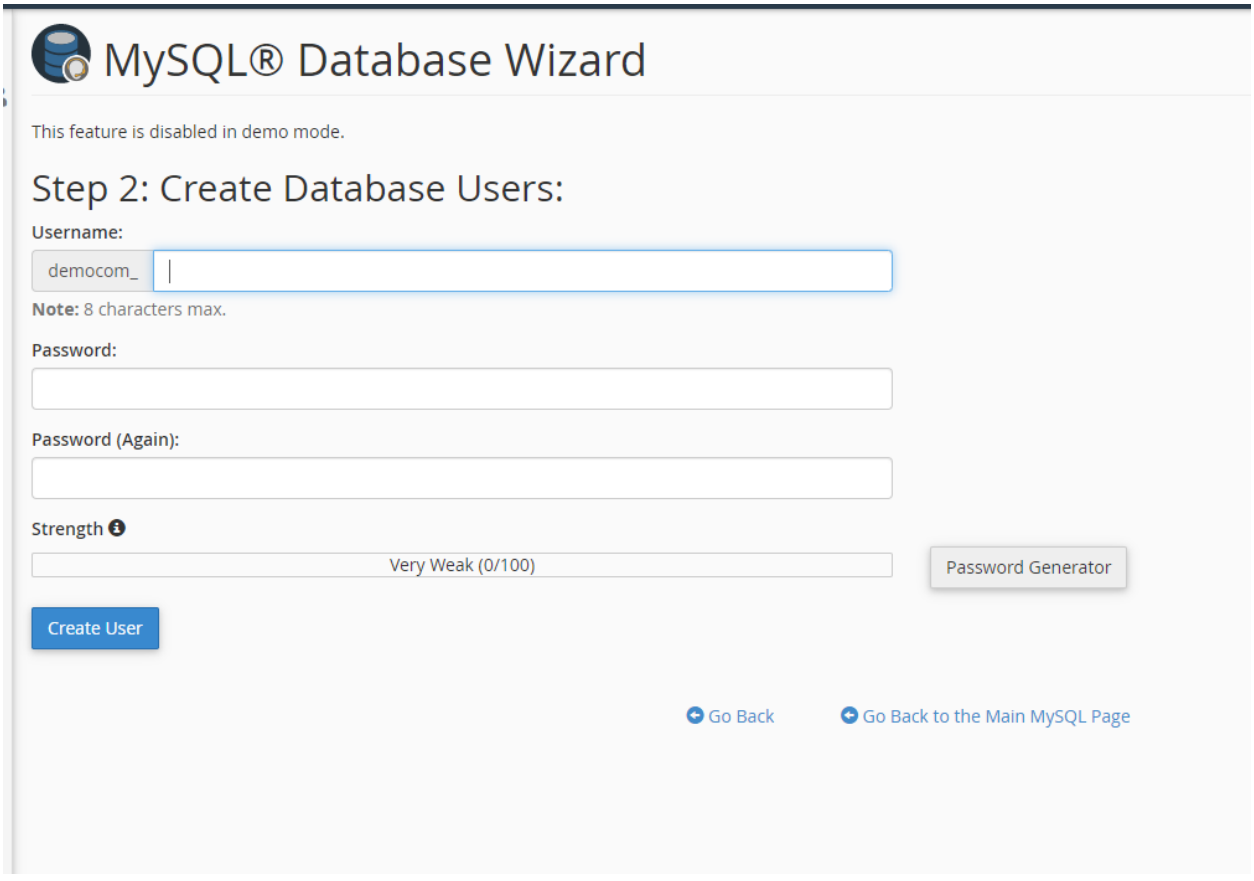


Push MySQL Database Wizard.



Write a database name (Ex: sample). Important note: Your database name is democom_sample.

The next step is creating a database user:

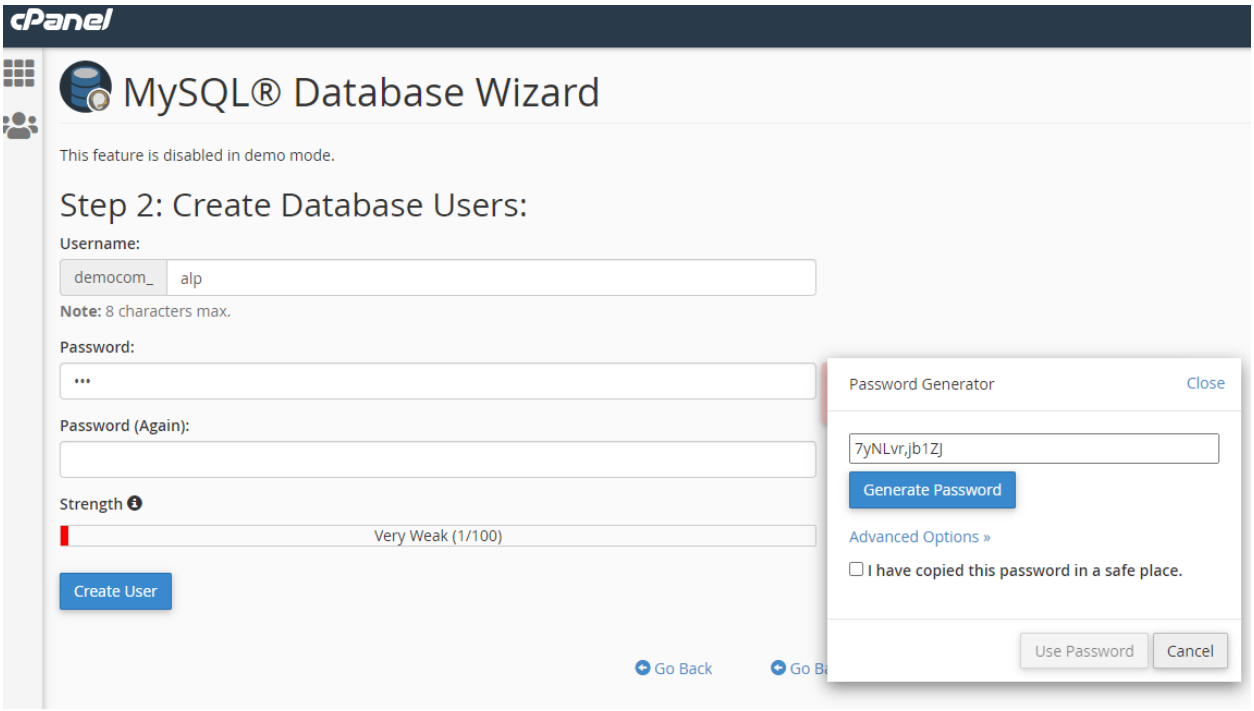


Please write a username.

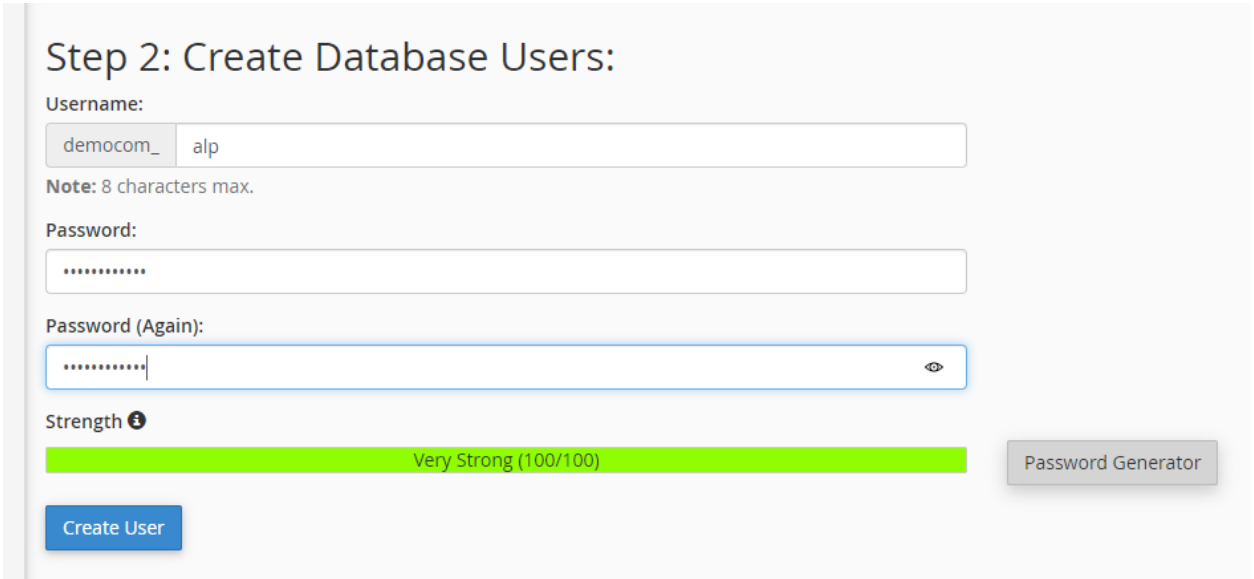
Ex: user ame : alp (User: **democom_alp)**

Password : 7yNLvr,jb1ZJ

Password (Again): 7yNLvr,jb1ZJ



Then push the "Create User" button. (Note I used password Generator button



The system is created strong password for me)

Now we have a database and database user with password. Please note all of it. We will use later. You can see how to on my YouTube channel. (https://youtu.be/jXf29GKKaEQ)

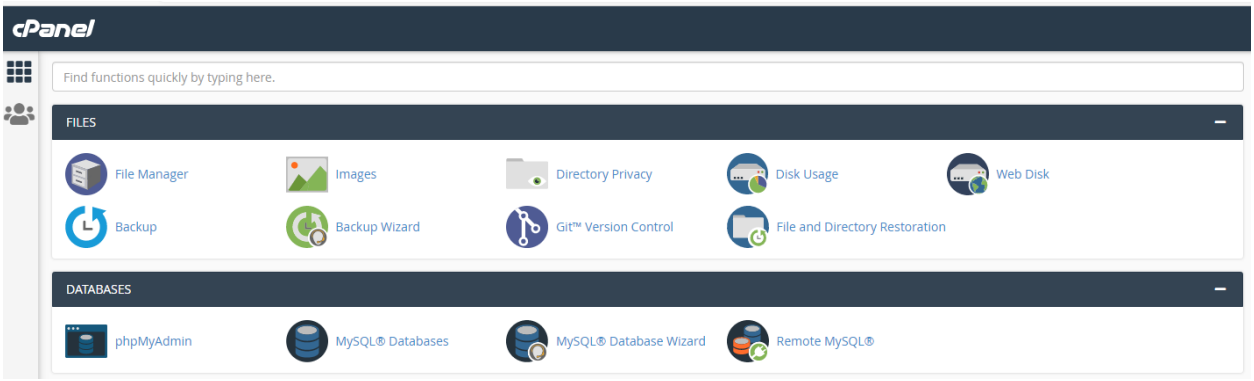
2. We are creating a table for our scores. (Our table name is "scor_board.")

First Way:

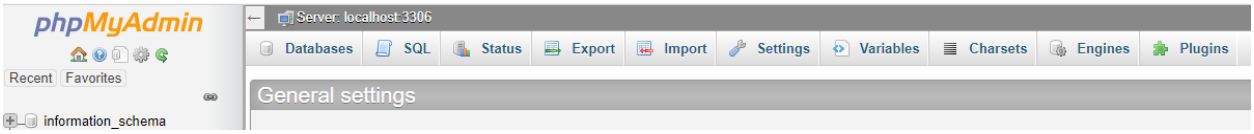
Open createtable.php from PHP folder with notepad. Then change the **yourdatabasename** as above. Save and upload your hosting. Then call from browser like this :
http://www.yourdomain.com/createtable.php

You will see "Table scor_board created successfully".

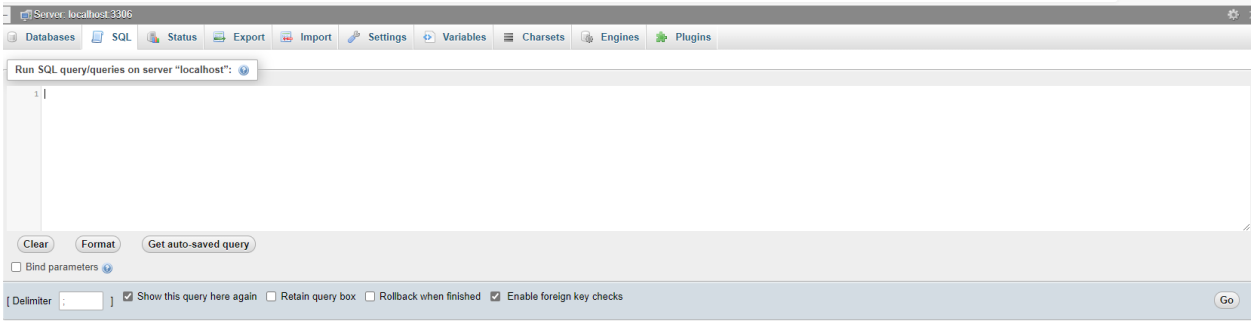
Second Way: Select phpMyAdmin



Then select SQL tab.



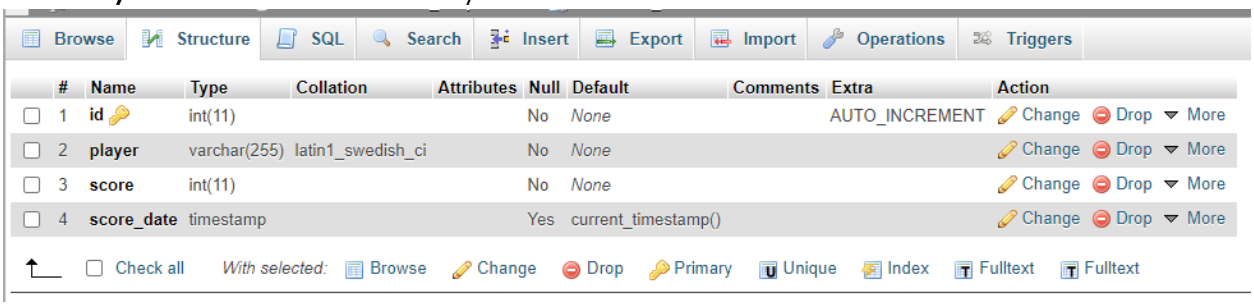
Select SQL



Then paste this script :
CREATE TABLE `yourdatabasename`.`scor_board` (`id` INT NOT NULL AUTO_INCREMENT , `player` VARCHAR(255) NOT NULL , `score` INT NOT NULL , `score_date` TIMESTAMP NULL , PRIMARY KEY (`id`)) ENGINE = MyISAM;

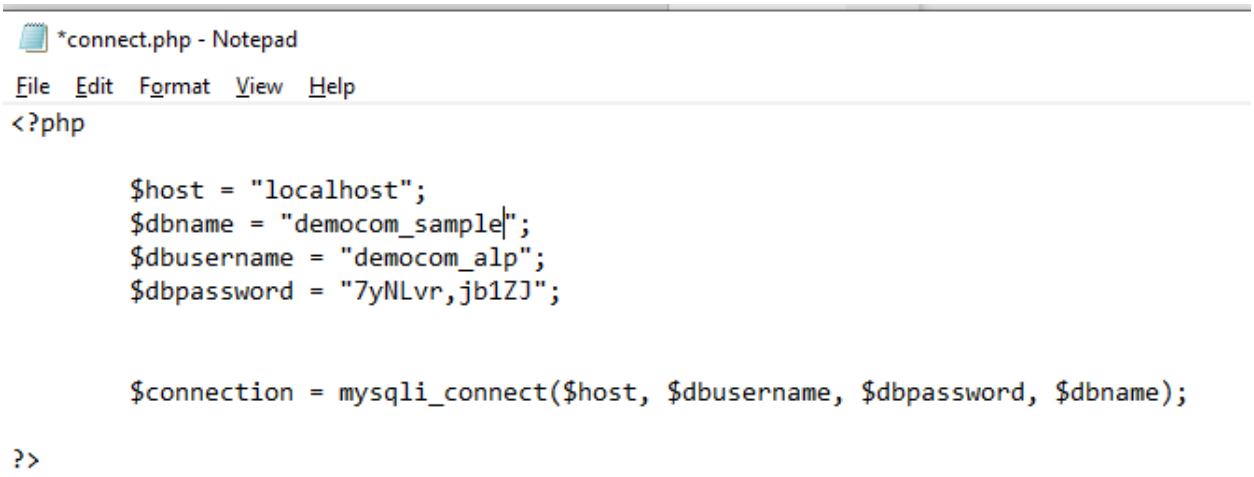
and push "Go" button. Your table is created.

Third way: You can create table row by row. Your structure is look like this

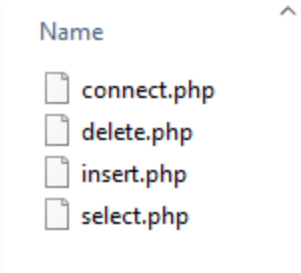


Note: Also, you can use this documentation. https://docs.cpanel.net/cpanel/databases/mysql-databases/

3. Now please open the connect.php file. You can use notepad, notepad++ etc programs. And fill on it with your notes.
   $host = "localhost" or sometimes your database ip
   $dbname = "yourdatabasename"
   $dbusername = "yourdatabaseusername"
   $dbpassword = "yourdatabaseusernamepassword"

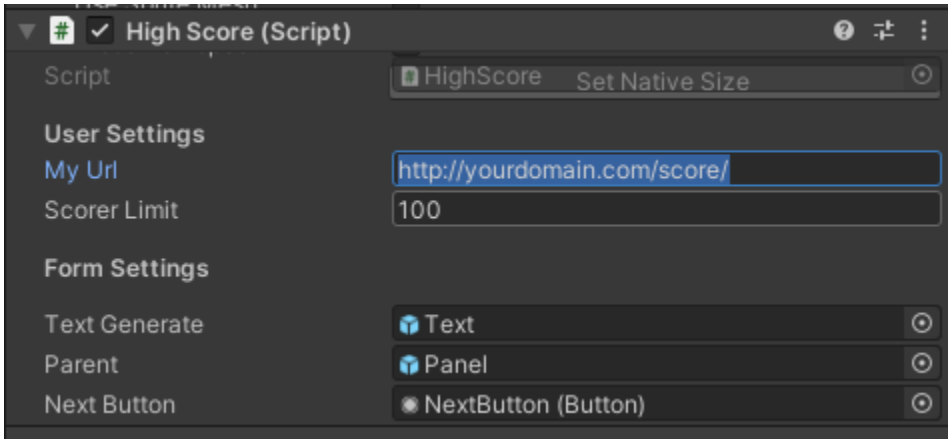


4. You must upload these PHP files to your host. If you have uploaded files in a folder, please note this. (ex: ...\score\) You can do this by any ftp programs(such as Filezilla) or webFTP.

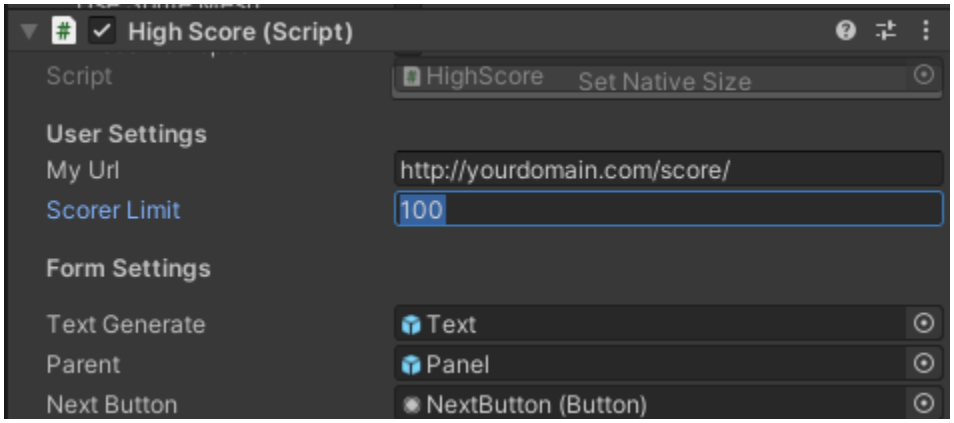


UNITY ENGINE SIDE:

1. Unity Engine side is so simple. Please write your uploaded files directory in My Url. (Ex: http://yourdomain.com/xxxx/ .



2. You can set your score board limit. Scorer Limit : X



HOW TO USE HIGH SCORE

SAVE SCORE:

You have to use the InsertScore(string player, int score) method in HighScore.cs.

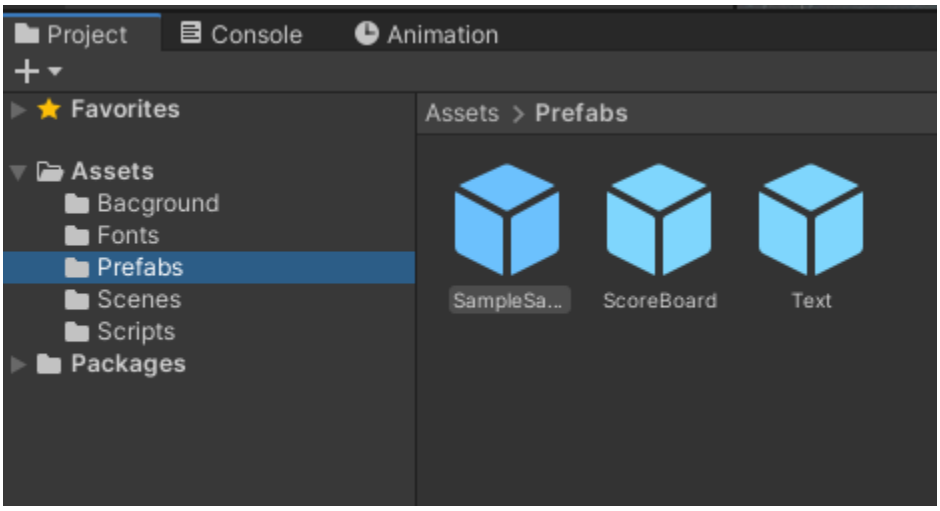
```
IEnumerator InsertScore (string player, int score)
```

Example is how to use it:

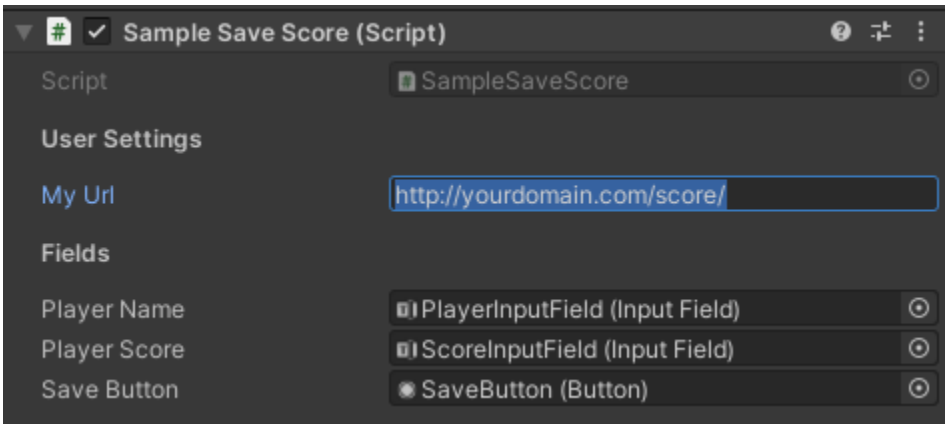
```
StartCoroutine (InsertScore ("Rob", 15000));
```

This method parameters are player and score. Player is player's name; player's score is game score.

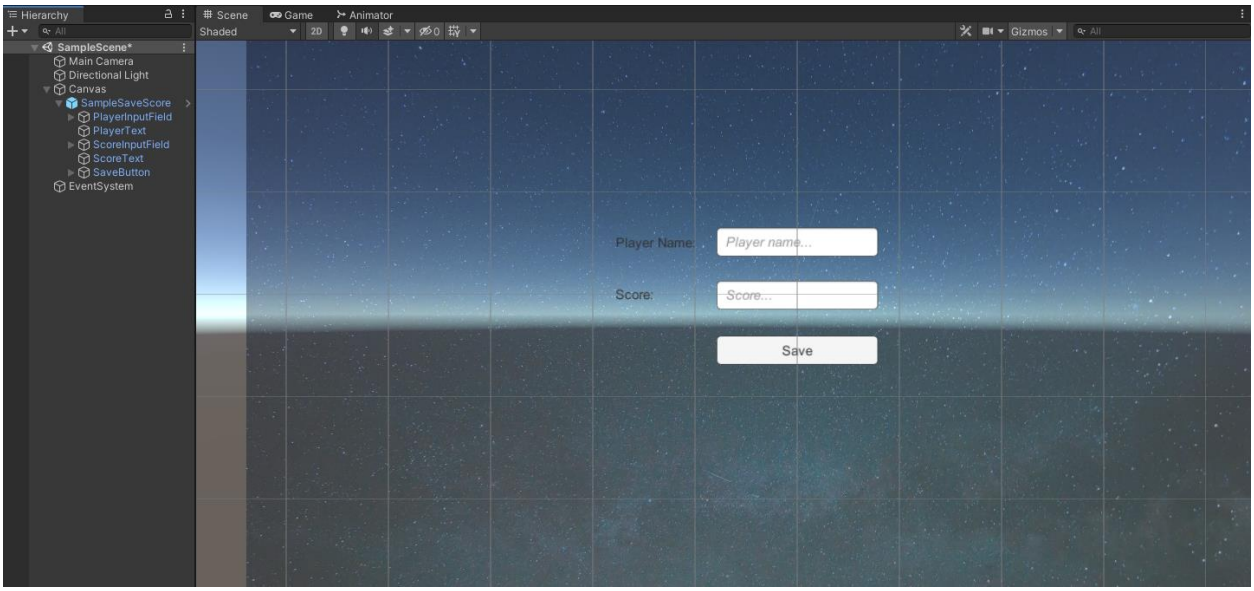
You can take advantage of this prefabs: **SampleSaveScore**

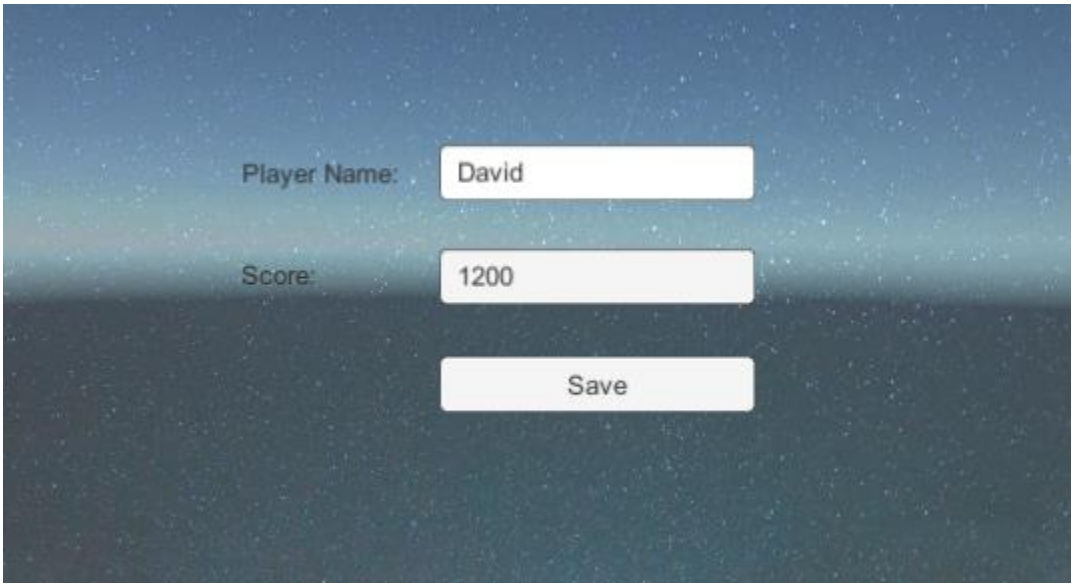


Don't forget set the your url:



Now you can use:





UPDATE SCORE:

If you want to unique score for any user, you have to this method.

```
IEnumerator UpdateScore (string player, int score)
```

Example is how to use it:

```
StartCoroutine (UpdateScore ("Adrian", 17000));
```

VIEW SCORE:

If you have any high scores in your database, you should see this result.

You can navigate your scores . For this you can use “Next”, “Last”, “Prev” and “First” buttons.

DELETE SCORES:

You can delete all scores from your system. Please call this methods

```
IEnumerator DeleteScore (){
```

Example is how to use it:

```
StartCoroutine (DeleteScore ());
```

Please use carefully this method, because delete all of them.

GET PLAYER SCORE:

You can get the player’s score with this method.

```
IEnumerator  getPlayerScore (string player)
```

Then please check this variable.

```
playerScore
```

Example is how to use it:

```
StartCoroutine (getPlayerScore ("Adrian"));
```

GET PLAYER RANK:

You can get the player’s rank with this method.

```
IEnumerator  getPlayerRank (string player)
```

Then please check this variable.

```
playerRank
```

Example is how to use it:

```
StartCoroutine (getPlayerRank ("Adrian"));
```

PLAYER IS EXIST:

With this method, you can find out if the user exists.

```
IEnumerator  getPlayerisExist (string player)
```

Then please check this variable.

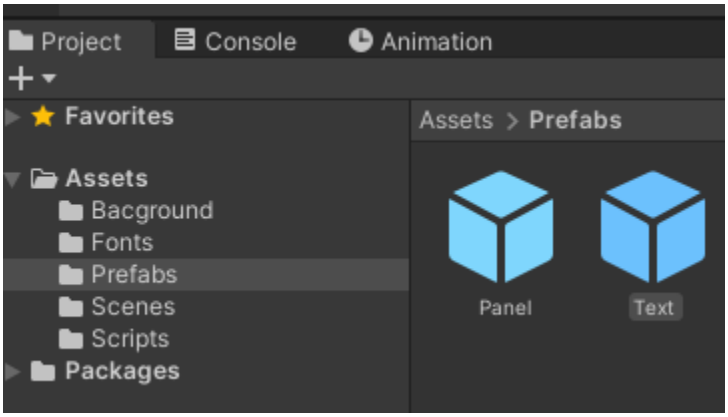
```
isExist
```

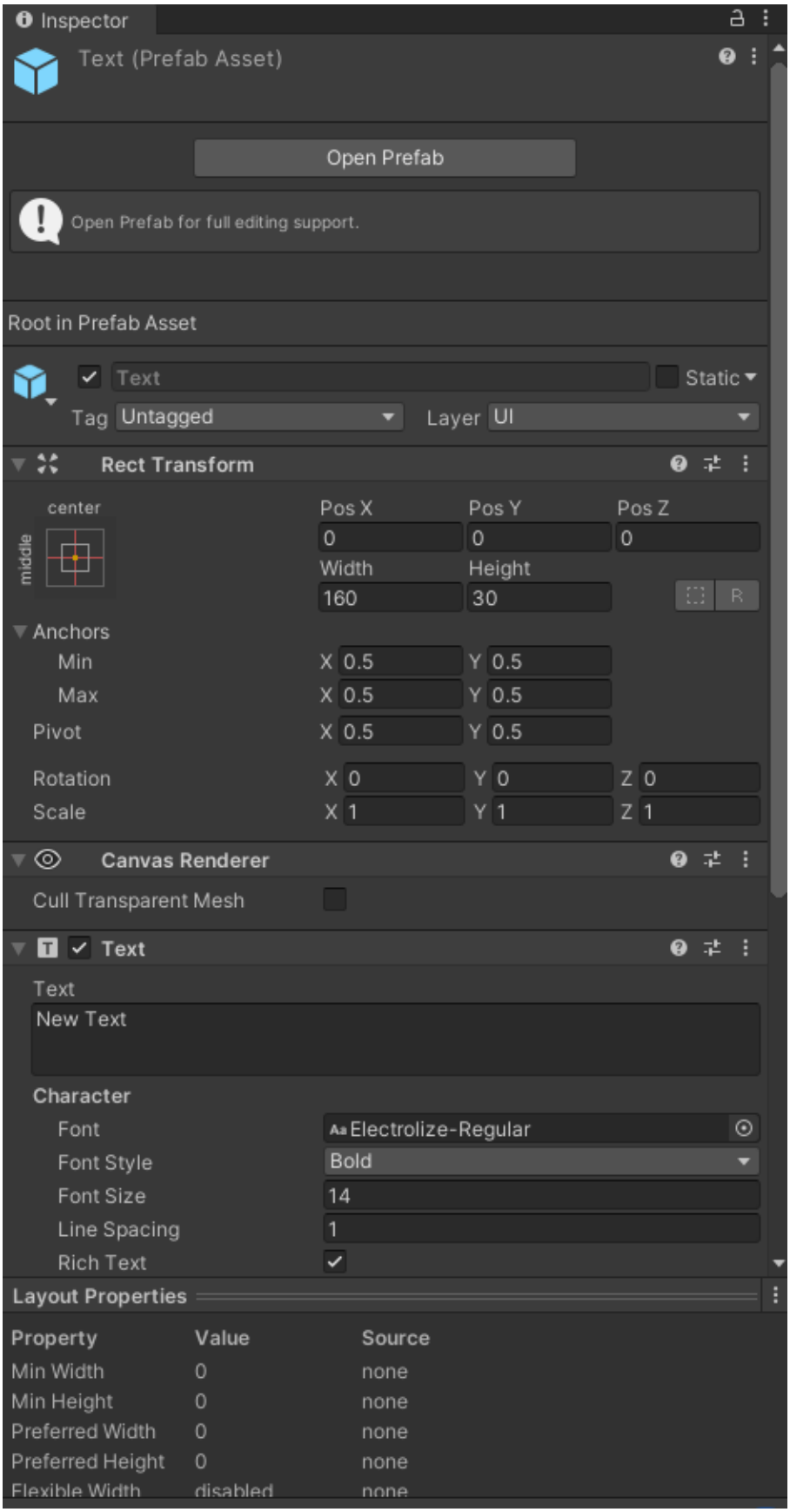
Example is how to use it:

```
StartCoroutine (getPlayerisExist ("Adrian"));
```

USEFUL TIPS

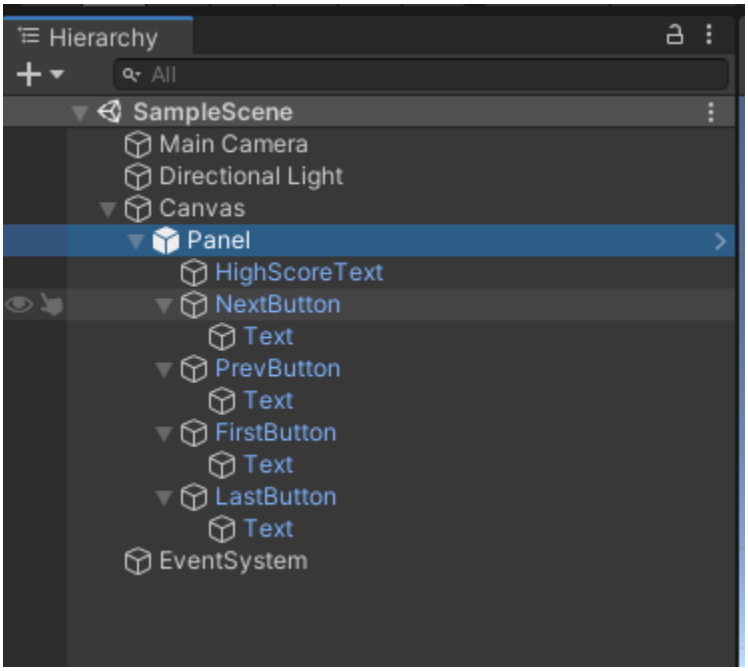
1. You can change text fonts, size etc. Select Prefabs in Project Folders. Select Text in Prefabs folder.

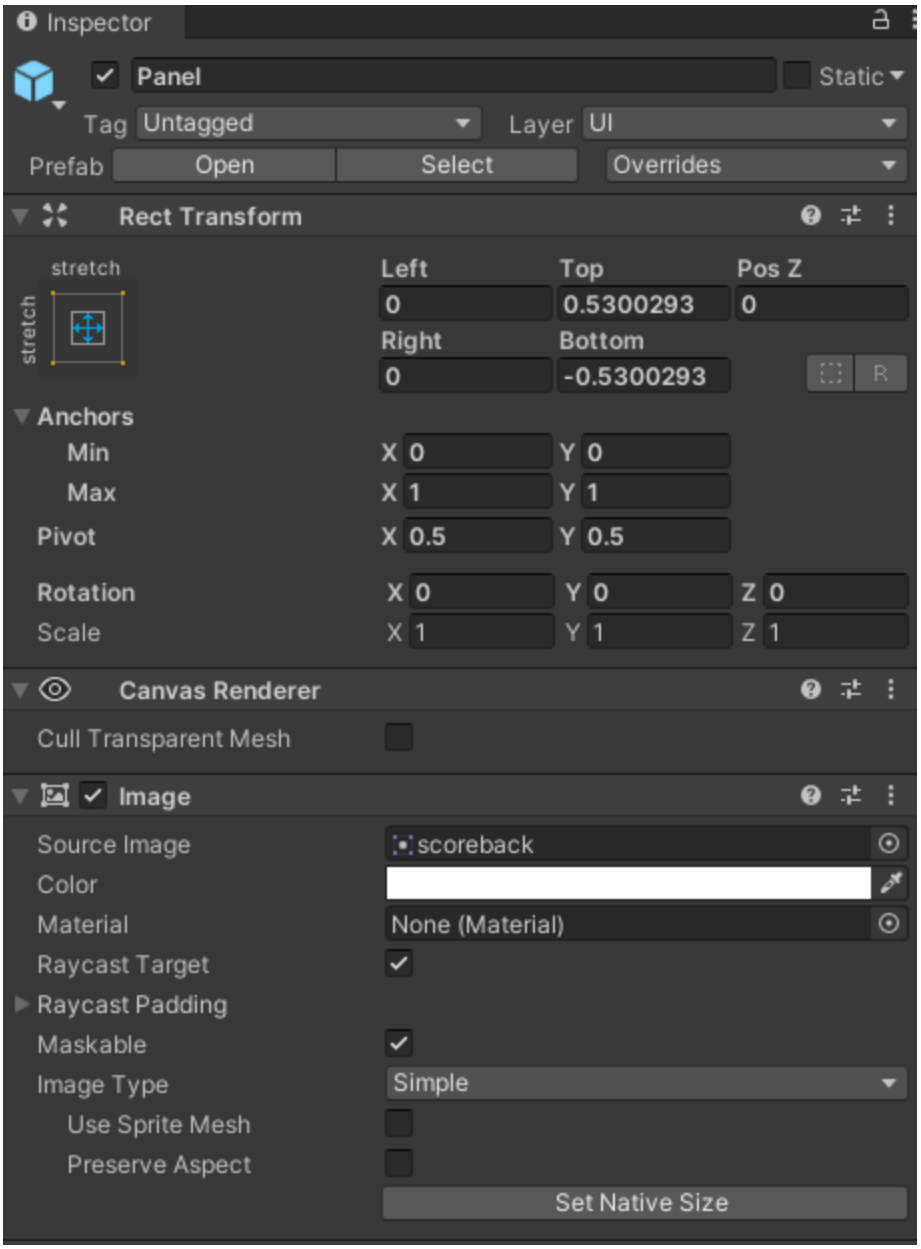



Inspector
Text (Prefab Asset)
Open Prefab
Open Prefab for full editing support.
Root in Prefab Asset
Text
Static
Tag Untagged
Layer UI
Rect Transform
center
middle
Pos X
Pos Y
Pos Z
0
0
0
Width
Height
160
30
R
Anchors
Min X 0.5 Y 0.5
Max X 0.5 Y 0.5
Pivot X 0.5 Y 0.5
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Canvas Renderer
Cull Transparent Mesh
Text
Text
New Text
Character
Font Electrolize-Regular
Font Style Bold
Font Size 14
Line Spacing 1
Rich Text
Layout Properties
Property Value Source
Min Width 0 none
Min Height 0 none
Preferred Width 0 none
Preferred Height 0 none
Flexible Width disabled none

2. If you need different background, you can change source image in panel component.

Select "Panel" in the Hierarchy panel then change Source Image in Inspector panel.




Inspector
Panel
Static
Tag
Untagged
Layer
UI
Prefab
Open
Select
Overrides
Rect Transform
stretch
stretch
Left
Top
Pos Z
0
0.5300293
0
Right
Bottom
0
-0.5300293
Anchors
Min
X 0
Y 0
Max
X 1
Y 1
Pivot
X 0.5
Y 0.5
Rotation
X 0
Y 0
Z 0
Scale
X 1
Y 1
Z 1
Canvas Renderer
Cull Transparent Mesh
Image
Source Image
scoreback
Color
Material
None (Material)
Raycast Target
Raycast Padding
Maskable
Image Type
Simple
Use Sprite Mesh
Preserve Aspect
Set Native Size

CONTACT

You can contact me or get the latest updates via:

e-Mail

YouTube

Facebook

If you have any problems, questions, suggestions or feedback, please contact with me.

LICENCE

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