

# Engine Integrations

## Unity Engine

Package Link:

<https://drive.google.com/file/d/1z4nit9PC8Yuh3wVg14LBJfhSHqo7ntHN/view?usp=sharing>

Video Walkthrough:

<https://youtu.be/cDmp1-wsLpI>

### Package contents

1. Ludare Manager Object
  - a. Game object that maintains the Ludare connection and implements all required functions.
2. Ludare Menu Icon
  - a. Prefab containing the menu icon to start the login process
3. Ludare Platform Select
  - a. Prefab containing the menu UI to select if you want to login through connected platform accounts or the Ludare sign in process
4. Ludare Sign In
  - a. Prefab containing the UI menu to login through the Ludare platform flow

### Prerequisites

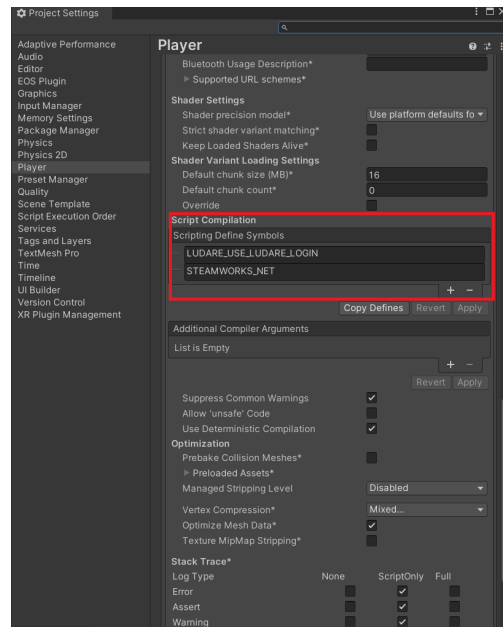
To support logging in through a specific platform (Steam, Epic Game Store, etc.) make sure your game already has their required libraries for account access integrated.

### Setup Process

1. Create an account on the Ludare website: <https://www.devpowered.com/>
2. Once the account is setup, either connect to an existing developer or request a new developer account be created
3. Request a new game under your developer account
4. Wait for us to approve your game
5. Copy the ID and secret for the game that you are setting up.
6. Open your Unity project.
7. Do one of the following implementations.

### UI Menu Icon

1. Place the menu Icon prefab.
2. Place the LudareManager prefab.
3. Enter the game ID and secret into the manager prefab parameters.
4. Open Editor > Project Settings.
5. In Player, scroll to the Script Compilation settings and the Scripting Define Symbols.
6. Add the symbol for the type of platform logins you want to support.



- a. LUDARE\_USE\_STEAM\_LOGIN: To support Steam login
  - b. LUDARE\_USE\_EOS\_LOGIN: To support Epic login
  - c. LUDARE\_USE\_LUDARE\_LOGIN: To only support the Ludare login
7. Build for your target platform and release an update.

## DRM Login

1. Open Build Settings window (File => Build Settings).
2. Add the Ludare/DRM Login/Login DRM Scene to the scenes in build and drag it to the top as scene 0.
3. Open Ludare/DRM Login/Login DRM Scene in Unity.
4. Edit the Ludare Game ID and Ludare Game Secret params in the LudareManager prefab to match the values on your game page on the Ludare website.
5. Edit the Scene Path To Load param in the LudareDRMFlow prefab to match the main game scene to load into.
6. Build for your target platform and update your build on the website.

## DRM Menu Login (BETA)

1. Open your main menu scene.
2. Place the LudareManager prefab.

3. Enter the game ID and secret into the manager prefab parameters.
4. Add logic to your menu scripts to spawn in the DRMLoginFlow prefab when the menu loads.
5. In the script, set the dontLoadLevel param to false on spawn.
6. Build for your target platform and update your build on the website.