🚀 Strapi for Unity - QuickStart Guide

I've made a Youtube video which covers this same material:
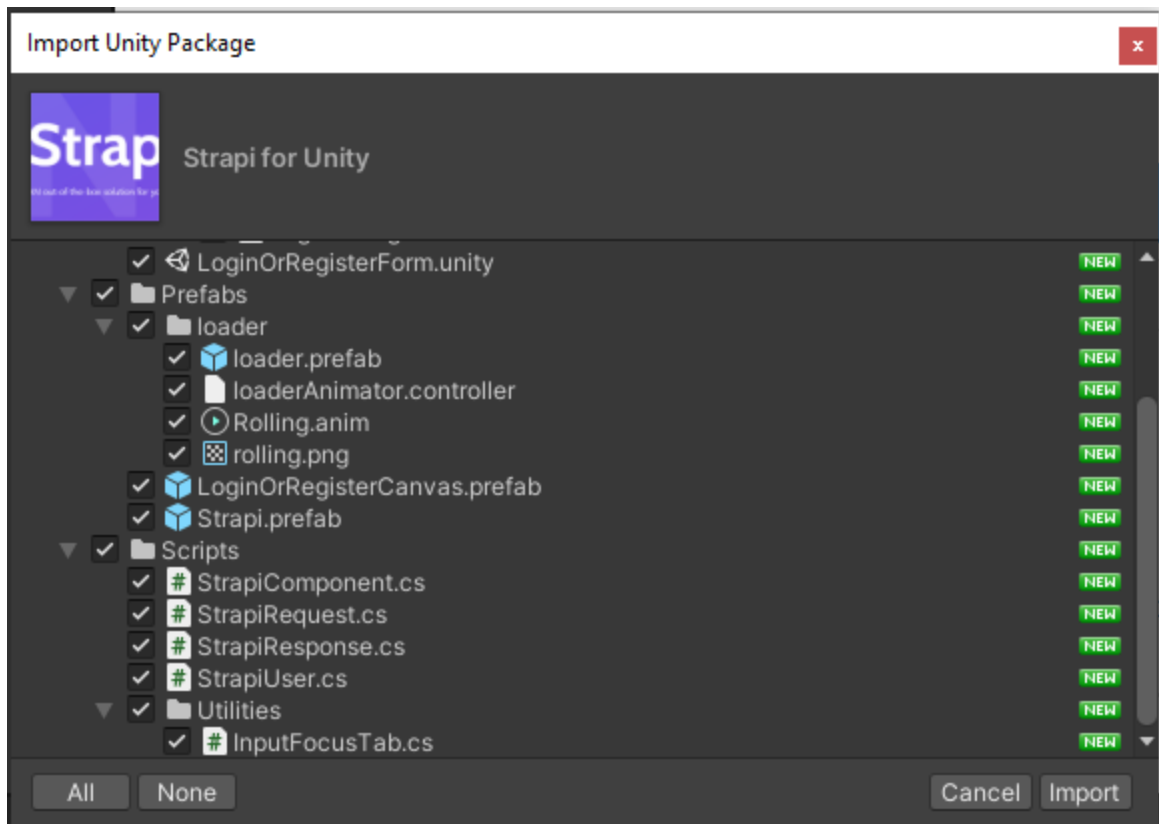https://www.youtube.com/watch?v=rJuEEPz4-ek

Before you start

You'll need to first setup either a local Strapi instance or host one somewhere. I made a video showing you how to host your own Strapi server on Google App Engine. For testing on you own computer, it's possible to run a local Strapi server and worry about deployment after you've got everything working.

Step 1: Download the asset

Download the asset and import it into your project. The easiest way to do this is by clicking this link and after downloading, select 'Open in Unity'.
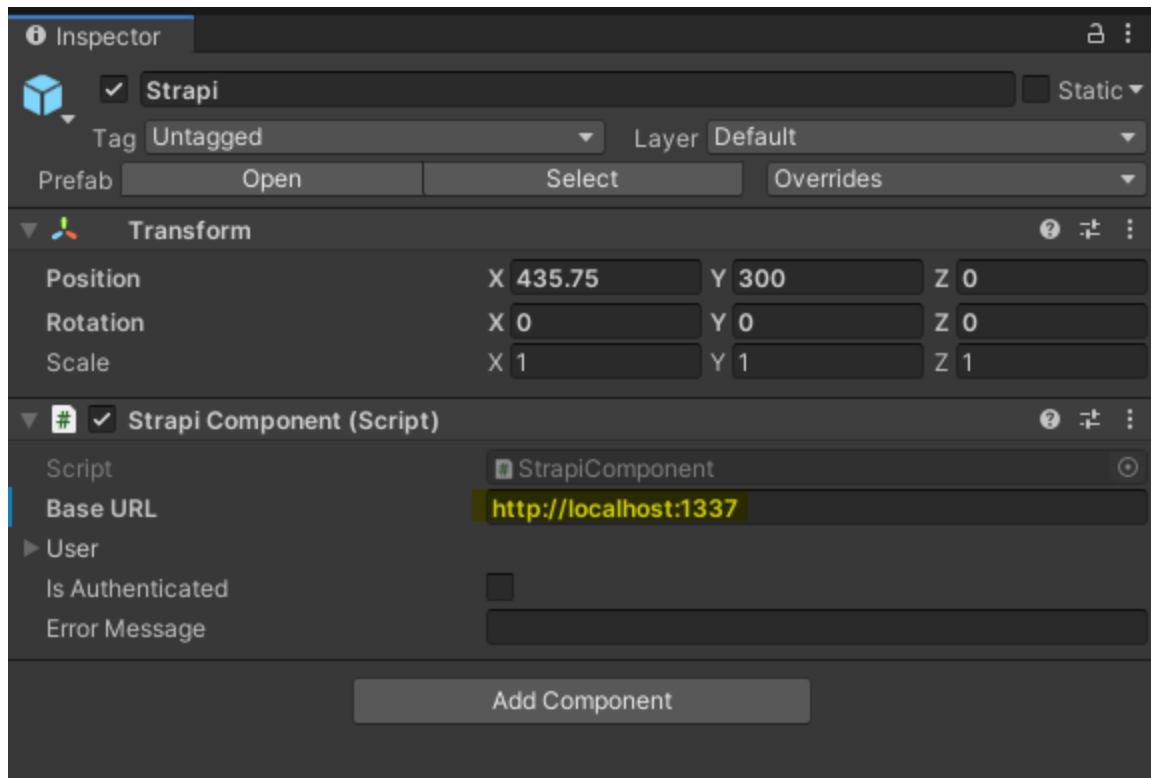
Once imported, you should see a directory called 'StrapiForUnity' in your assets directory. This contains everything you'll need to get started.

Step 2: Add the Strapi prefab

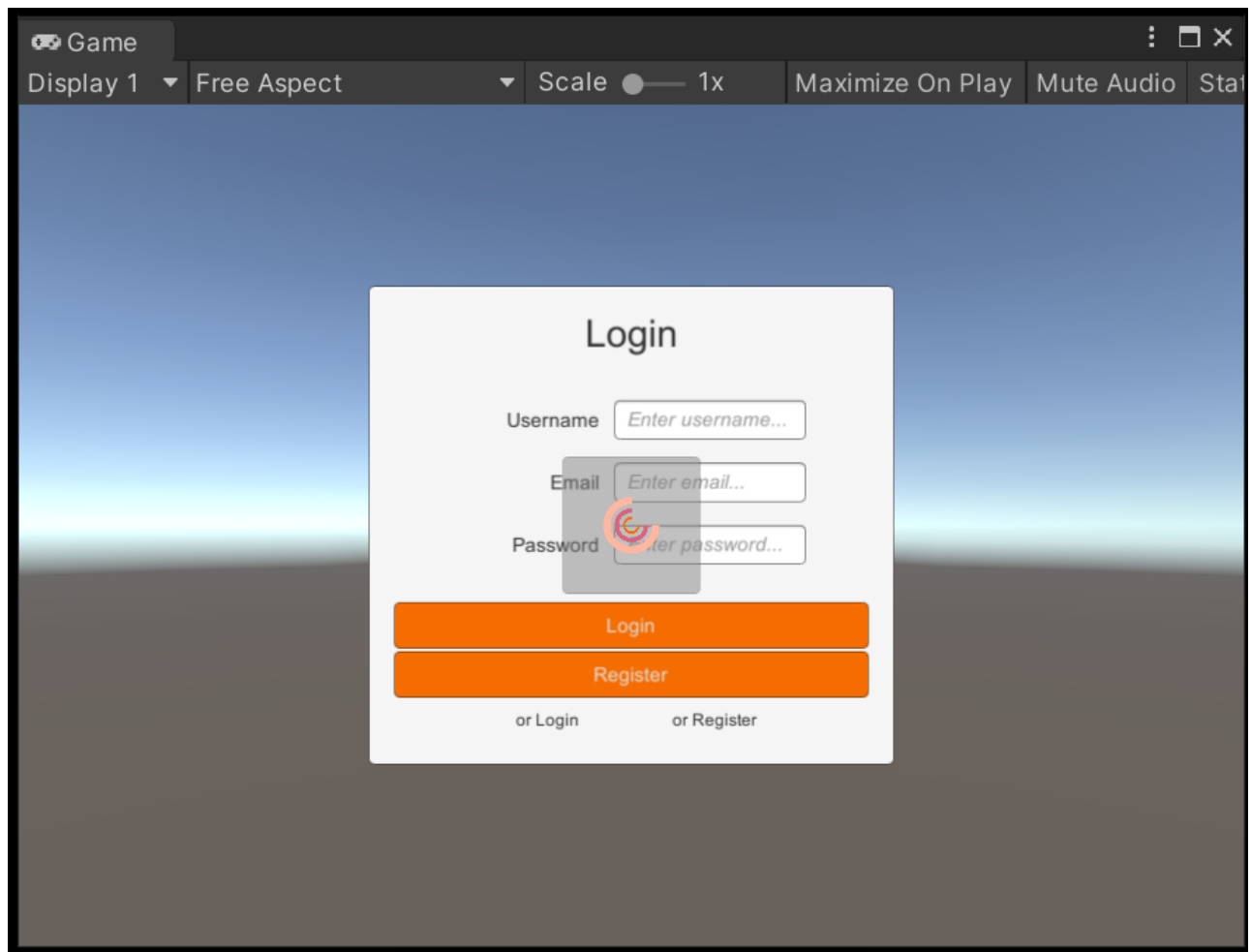Drag the 'Strapi' prefab from 'Assets/StrapiForUnity/Prefabs/' in the project view into your scene hierarchy.

In the inspector tab, copy your Strapi instance URL into the 'Base URL' field. In this example, I'm using my local Strapi instance at http://localhost:1337:

Step 3: Add the LoginOrRegisterCanvas prefab

Drag the 'LoginOrRegisterCanvas' prefab from 'Assets/StrapiForUnity/Prefabs/' in the project view into your scene hierarchy.
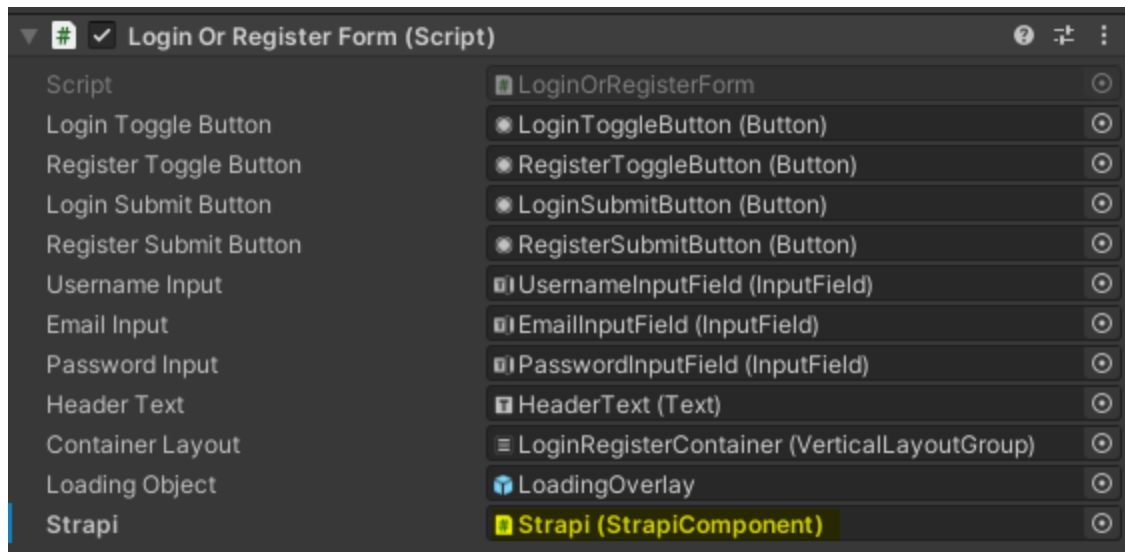
You should now see the Login screen shown in your game view:

Step 4: Tell your LoginOrRegisterCanvas where to find your Strapi component

You'll need to tell your login and register forms how to talk to your Strapi instance.

With the LoginOrRegisterCanvas selected, drag your Strapi object from your game heirarchy into the 'Strapi' field in your inspector tab:

Step 5: Create an event system

In order to interact with your login/register form, you'll need an event system. To add one, right click on your scene hierarchy and select 'UI > Event System'.

Step 6: Test in play mode

Start your game in play mode and try registering a test user. After clicking 'Register' you should see a success screen along with 'Welcome {username}'.

Check your Strapi backend and you should see the new user has been created. You can now login with the same user's username and password.

Getting Help

If you have any problems then you can get in touch with me at:
robin@grandreality.net