Unity Easy BackEnd- User Login – Sending data to our server

1. We are going to create a new php file called Login, Which is saved in the Xampped folder, under the database name you selected in a folder called “dataregistration”

This is the script. Name it Login.php

<?php

$servername = “localhost”;

$username = “root”;

$password = “”;

$dbname = “dataregistration”;

// variables submitted by user

$loginUser = $\_POST(“loginUser”);

$loginPass = $\_POST(“loginPass”);

// Create Connection

$conn = new mysqli($servername, $username, $password, $dbname);

// Check connection

if ($conn->connect\_error) {

Die(“Connection failed: “, $conn->connect\_error);

}

echo “Connected successfully, now we will show the users.<br><br>”

$sql = “SELECT password FROM users WHERE username = ‘“ . $loginUser . ”’”;

$result = $conn->query($sql);

if ($result->num\_rows > 0) {

// output data of each row

while($row = $result->fetch\_assoc()) {

if ($row (“password”) == $LoginPass) {

echo “Login Success.”;

// Get user’s data here.

// Get player info.

// Get Inventory

// Modify player data.

// Update inventory

} else {

echo “wrong credentials.”;

} }

else {

echo “Username does not exist”;

$conn->close();

?>

1. Now go to unity, and go to the c# script “ServerInformation” which was created before. Add this function to create a login system

IEnumerator Login(string username, string password)

{

WWWForm form = new WWWForm();

form.AddField(“loginUser”, username);

form.AddField(“loginPass”, password);

using (UnityWebRequest www = UnityWebRequest.Post(<http://localhost/dataregistration/Login.php>, form)){

yield return www.SendWebRequest();

if([www.isNetworkError](http://www.isNetworkError) || [www.isHttpError](http://www.isHttpError))

{

Debug.Log([www.error](http://www.error));

}

else

{

Debug.Log([www.downloadHandler.text](http://www.downloadHandler.text));

}

}

Use this function to basically build a list of items we can retreieve from the user that was here. This is great for recording items in your game, updating inventory, etc.

In the next one, we will be able to register a user, and then we will look into login ui for the backend of unity.