Unity Easy Backend- Handling login and checking to see information from table to create a functional loop

1. Open unity. This is another IEnumerator, so we can make it public and also make the variables public. This is for fetching php files from your scripts for the basics of databasing.
2. string loginURL = "http://127.0.0.1/login.php";
3. IEnumerator HandleLogin()
4. {
5. label = "Checking username and password";
6. string login\_URL = this.loginURL + "?username=" + username + "&password=" + password;
7. WWW loginReader = new WWW (login\_URL);
8. yield return loginReader;
9. Debug.Log ( login\_URL+ " loginReader="+loginReader + " error= " + loginReader.error);
10. if(loginReader.error != null)
11. {
12. label = "could not locate page";
13. Debug.Log (loginReader.error);
14. }else {
15. if(loginReader.text == "success")
16. {
17. Application.LoadLevel("second scene");
18. label ="logged in";
19. }else
20. {
21. label = "invalid user/pass";
22. }
23. }
24. }

Where it says Application.LoadLevel(“second scene”) is where you put your scene name in unity for where you want the loop to occur. Now we must have a Login.php script. The string url must match your localhost file, which can be changed accordingly to your localhost/database/php files, with xammp supporting apache and mysql. Here is the php file for cross checking two pieces of data for php. Put this in your xammp/htdocs folder

1. <?php
2. $user = $\_GET['username'];
3. $pass = $\_GET['password'];
4. $sqlconnection = mysqli\_connect("localhost", "root", "", "Runner");
5. if(mysqli\_connect\_errno()) {
6. echo"failed to connect".mysqli\_connect\_error();
7. }
8. if(isset($user) && isset($pass)) {
9. $query = "SELECT \* FROM users WHERE Username = '".$user."' and Password = '".$pass."'";
10. $result = mysqli\_query($sqlconnection, $query);
11. if ($result->num\_rows == 0) {
12. echo "Nope";
13. } else {
14. echo "success";
15. }
16. }
17. ?>