Unity Easy Backend- Putting together a UI for a login system

1. First You must create the UI. To do this I recommend starting with a canvas, and within the canvas, we make both a registration of user system, and a login system for pre existing users. Start by putting images together for your UI via right clicking the mouse on the left side of unity where ui is located. Make Them center up by moving their position to right or left with x and up or down with y axis. Now add input field by right clicking in the hierarchy (where it shows your scenes stuff) and you must create separate input fields. 2 for under UI text login with max size, and 4 for Registration for registering a new user.
2. Now it is time to make a few scripts in Unity C#. This is to be used for accessing the web via a public static instance of web component to create an easy reference to your php scripts.

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class Main : MonoBehaviour {

public static Main Instance;

public Web Web;

void Start() {

Instance = this;

Web = GetComponent<Web>();

}

And another Script for Login/Register. This can be done by first making all your IEnumerator functions public. Ex: public IEnumerator Login(){.. Make sure to make the variables ie: usernameInput set in the inspector to the item via clicking and dragging the input field to the variable

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.UI;

public class Login : MonoBehaviour {

public InputField UsernameInput;

public InputField PasswordInput;

public Button LoginButton;

void Start() {

LoginButton.onClick.AddListener(() => {

StartCoroutine(Main.Instance.Web.Login(UsernameInput.text, PasswordInput.text));

});

}

}