Unity Easy Backend- Creating the database – phpMyAdmin

1. Turn on Xampp, turn on the apache mysql services to continue. Go to google chrome and type in “localhost”. Go to phpMyAdmin. Click on “new” for your database (on the left hand side) and click in the top box in the opened panel to the right. Name it like you would, but stay with small letters, for the purpose, “dataregistration” will be good. Here we will get the information stored in a database table. Think of the variables that should be applied for a screen that transfers in the next scene. Make a users column of 4.
2. Make the first column “id”, make it “int”, click under A/I and click “go”. Make the next one “username” and make it type VARCHAR, text can be used for large information. Make length values 50, and make the next one password with varchar again, and make another one text registration. Now that we have the values set up we can try making a user to try and see the user info in the server.
3. Click on the database on the left. Go to “structure” on the top tab then select the add 2 columns. Make one as levels , an int, and select how many levels you are creating. Make another money with the max money you can have. Click save
4. Now click on the users by clicking on the database on the left first. Click on “SQL” on the top tab. Delete whats there, and Click “INSERT” at the bottom. Delete autoincrement, and inside the the () brackets at the end, (‘testuser’,’123456’, 1, 0) after VALUES, and delete what was after VALUES.