Friends Sample user guide

How to test the sample?
1. Link your project to the Dashboard: [details](#)
2. Enable the Friends services on the dashboard
3. Create a local build (File -> Build settings -> Build)
4. Launch the executable
5. Copy your Player ID
6. Open the FriendsSampleUGUI scene
7. Press Play in the editor
8. Click on the add Friend Button
9. Paste the ID that you copied from the build
10. Check the Friend Request tab in the build
11. Accept the friend invite
12. Play round with the others features (block/status/presence)

How to use the sample in your game?
1. Import the Friends SDK in your project
2. Drag and drop the RelationshipUGUIView in your scene's main UICanvas

How to use the extend/modify the sample?
We implemented this sample with UGUI and with UI Toolkit using an interface. Feel free to create your own version of the sample by inheriting from that interface. You can of course start from the existing classes and prefabs and tweak them however you want.

Finally, feel free to simply call the Friends SDK methods that are all centralized in the RelationshipsManager.cs and to use your custom UI system.