

# Unity3D Game Center Integration Asset Instruction Manual

By: blaQk Sheep

Hello and thank you for purchasing blaQk Sheep's Game Center Integration for Unity3D. It was our goal to make this asset very easy to implement for your iOS powered game. Hopefully, this document is easy enough to follow that you can wire it up. However, if you have any issues or questions then please email us at [support@blaQkSheep.com](mailto:support@blaQkSheep.com) and we will try our best to help you out ASAP so you can be up and running in no time.

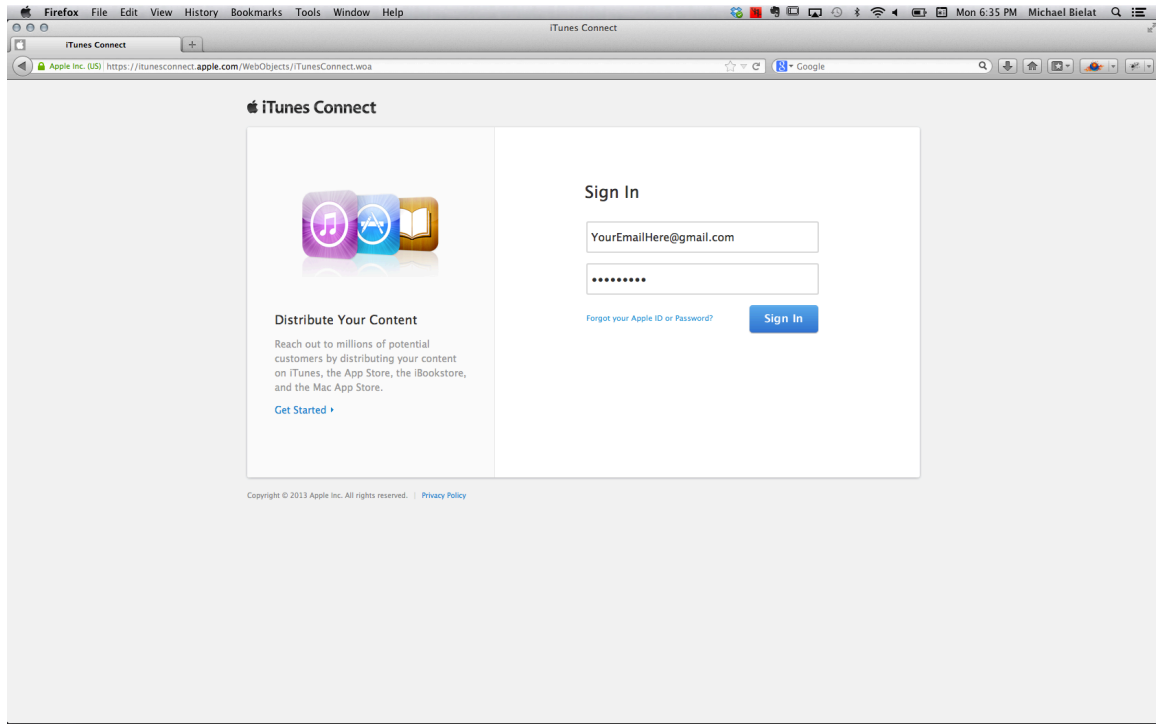
## About this Asset:

Our Game Center Integration Unity3D Asset includes a Demo scene and GameCenter.cs script. The Demo scene contains an empty Game Object that has the GameCenter.cs script attached to it. Inside the script are all the function calls that you will need to:

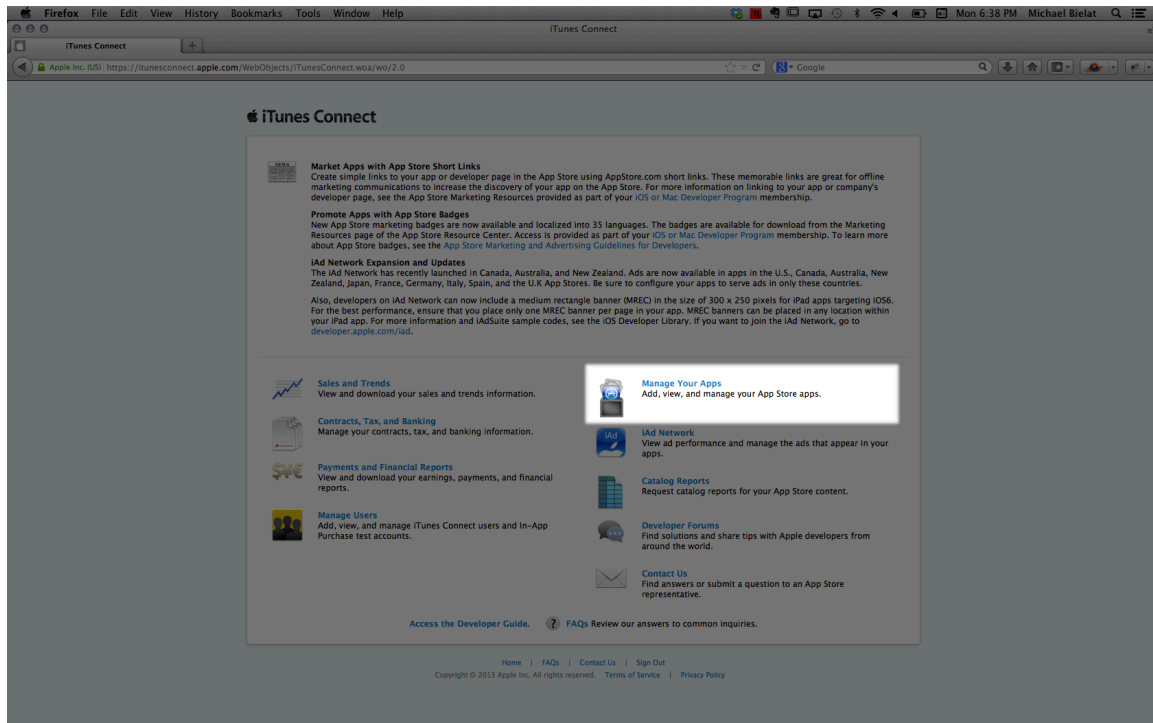
- Authenticate User
- View Achievements
- View Leaderboard
- Acquire Achievements
- Submit Scores to Leaderboard
- Reset Achievements

1.) You will need an Apple iOS Developer License (\$99 per year) and a Unity3D iOS License. Without these, you won't be able to integrate Game Center into your game or be able to publish a game to Apple's App Store. Visit <http://developer.apple.com> and <https://store.unity3d.com> for more information.

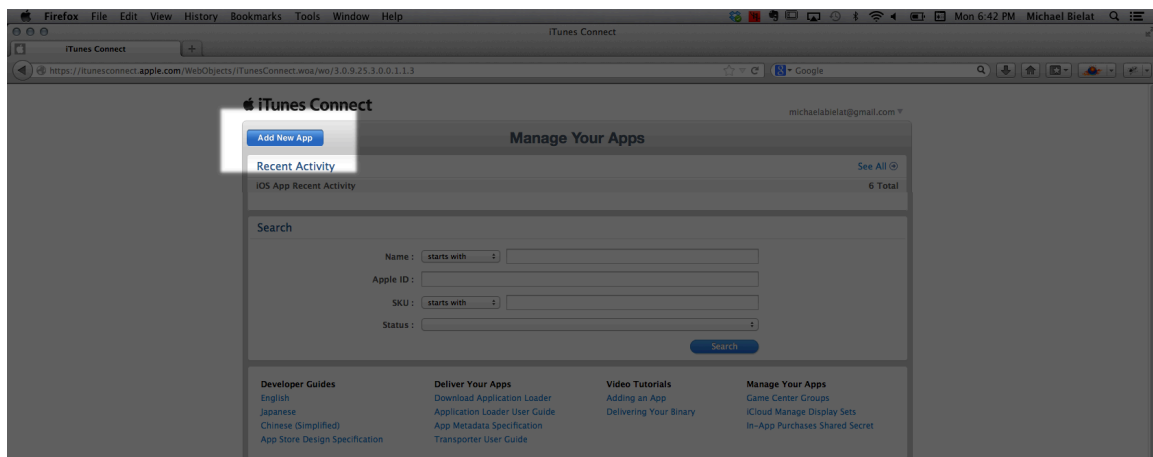
2.) So if you have your Developer License then you will need to visit:  
<http://itunesconnect.apple.com> and log in with your Apple ID associated with your Developer License.



3.) On the home screen, find and click on the “Manage Your Apps” link.



4.) If you already have existing apps made then you should see them here. If the app you want to integrate Game Center into already has been created then click on that. Otherwise, click on the “Add New App” button.



5.) Enter the app information like so. This info cannot be altered once it is entered so choose wisely. Click “Continue” when done.

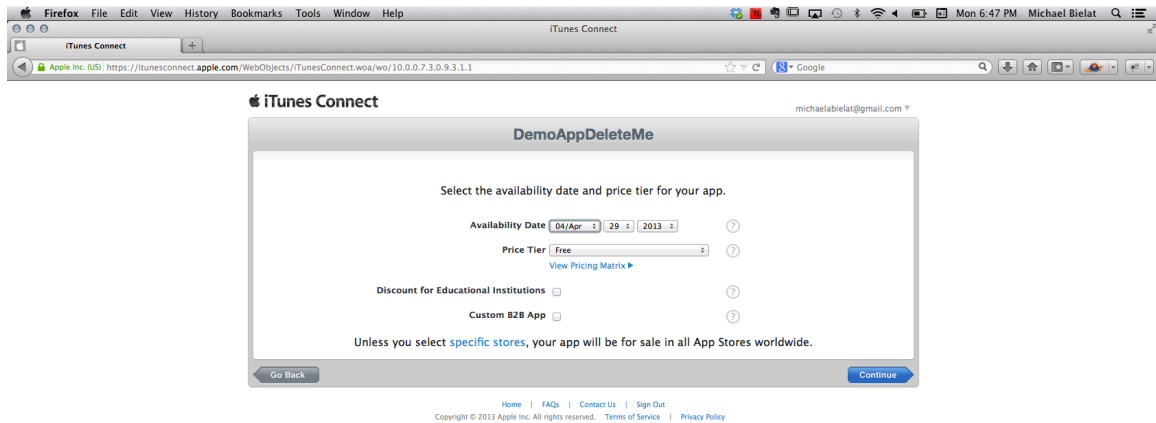
The screenshot shows a web browser window with the iTunes Connect interface. The page title is "App Information" and the user is logged in as "michaelabelat@gmail.com". The form prompts the user to "Enter the following information about your app." and contains the following fields:

- Default Language: A dropdown menu set to "English".
- App Name: A text input field containing "DemoApp".
- SKU Number: A text input field containing "DEMOAPP-001".
- Bundle ID: A dropdown menu set to "Select".

Below the Bundle ID field, there is a link: "You can register a new Bundle ID [here](#)." At the bottom of the form, there is a link: "Does your app have specific device requirements? [Learn more](#)". The form has "Cancel" and "Continue" buttons at the bottom. The footer of the page includes links for "Home", "FAQs", "Contact Us", "Sign Out", "Terms of Service", and "Privacy Policy", along with the copyright notice: "Copyright © 2013 Apple Inc. All rights reserved."

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6.) Determine the app’s pricing. Don’t worry, this can be changed later. Click “Continue” when done.



7.) You will need to enter in the app's version, copyright, rating, contact information, screenshots and all that good stuff in the next window. Click "Save" when done.

iTunes Connect

DemoAppDeleteMe

Enter the following information in English.

Version Information

Version Number: 1.0

Copyright: Your Company Name Here

Primary Category: Education

Secondary Category (Optional): Reference

Rating

For each content description, choose the level of frequency that best describes your app.

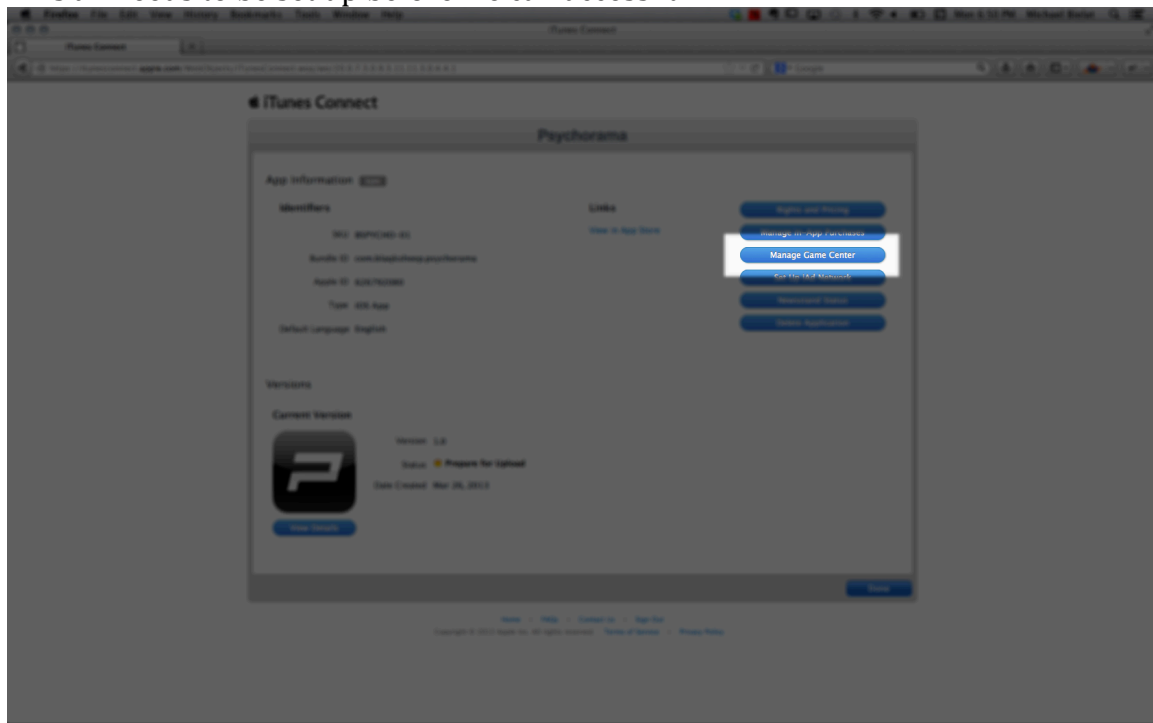
[App Rating Details](#)

Apps must not contain any obscene, pornographic, offensive or defamatory content or materials of any kind (text, graphics, images, photographs, etc.), or other content or materials that in Apple's reasonable judgment may be found objectionable.

Apple Content Descriptions	None	Infrequent/Mild	Frequent/Intense
Cartoon or Fantasy Violence	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Realistic Violence	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Sexual Content or Nudity	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Profanity or Crude Humor	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Alcohol, Tobacco, or Drug Use or References	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Mature/Suggestive Themes	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Simulated Gambling	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Horror/Fear Themes	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Prolonged Graphic or Sadistic Realistic Violence	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Graphic Sexual Content and Nudity	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>

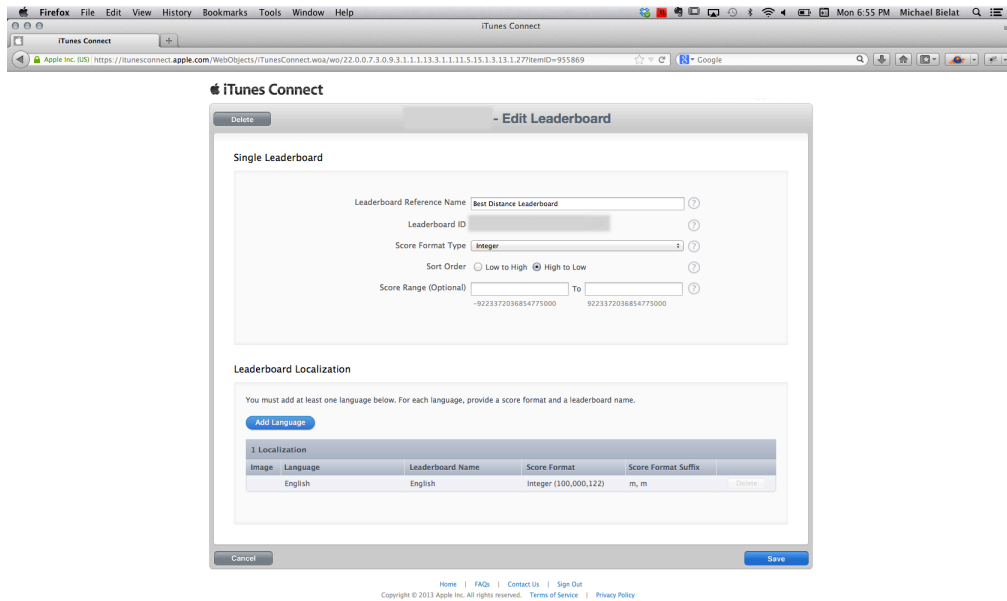
4 App Rating

8.) Now that the app has been created, click on the “Manage Game Center” button. This all needs to be set up before we can access it

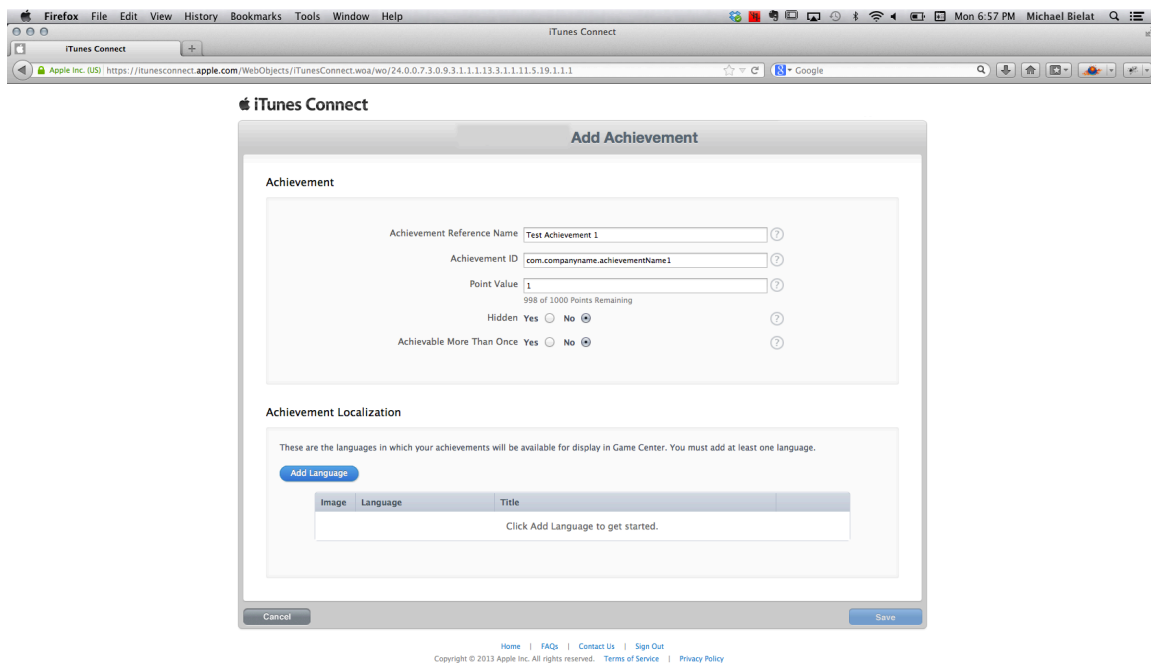


9.) Make sure the Enable Game Center switch is turned on.

10.) Create the Leaderboard. Try to make that Leaderboard ID unique like “com.yourcompanyname.leaderboardname.” Click “Save” when done.



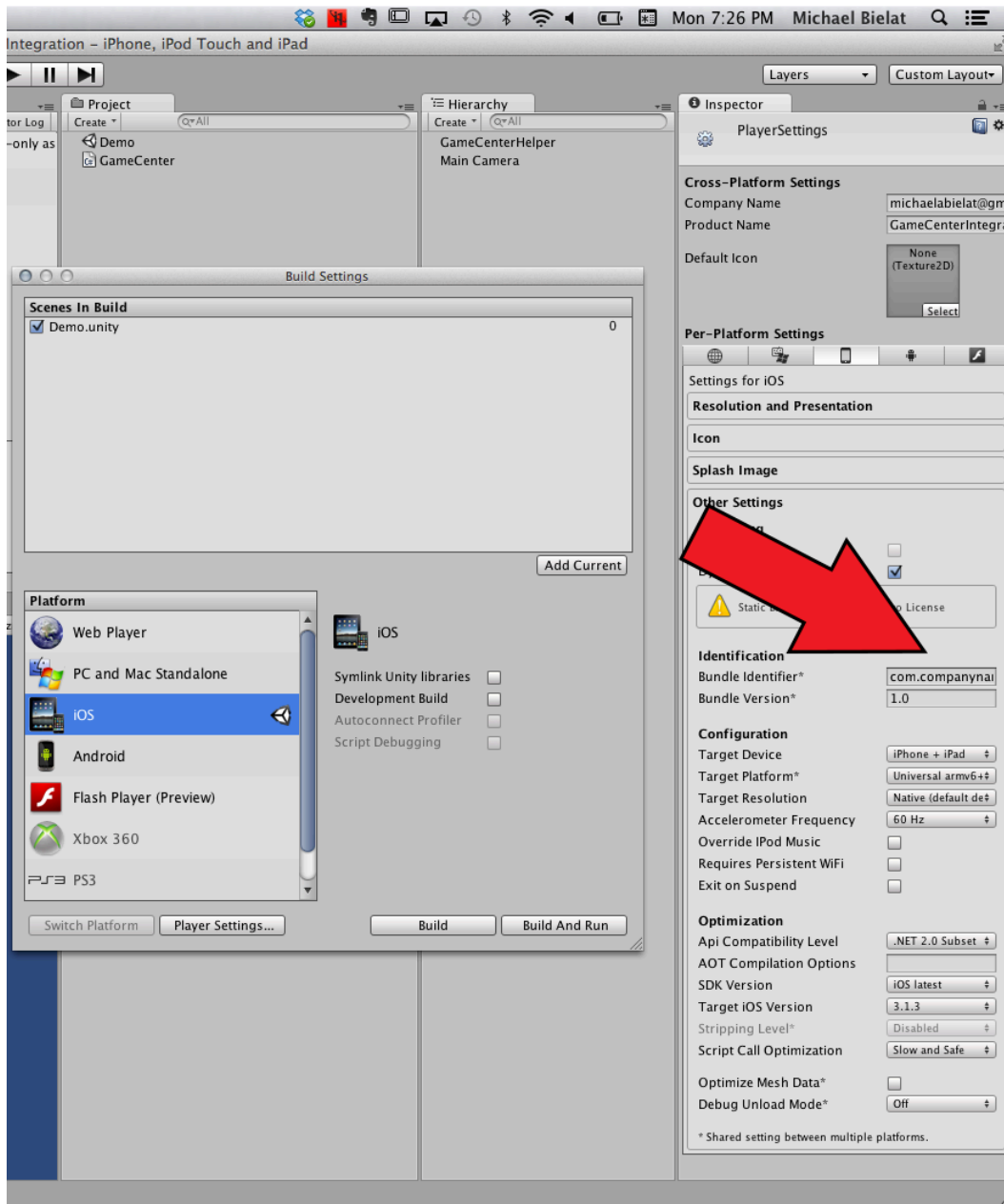
11.) Create an Achievement. Give it a user-friendly reference name. That is the text that shows up in you're app when an achievement is acquired. Achievement ID needs to be unique just like the leaderboard one. Try to follow the "com.companyname.whateverachievementname" format.



12.) Implement the Game Center asset into your Unity3D game. Drag and drop the variables and functions where you need them. Make sure the Leaderboard ID and all Achievement ID's that you use inside your project match up with the corresponding achievements that you made in iTunes Connect.

13.) When you are finally ready to test on your device, be sure that your Platform is set to iOS. Next, in the Player Settings make sure Bundle Identifier (see below) matches up with the Game you created in iTunes Connect. Be sure to log out of your active Game Center profile within your iOS device. You are going to need to create a "Sandbox" account for testing right from within your app. Once that is done, proceed to build to your iOS device and give it a try.





Note\* The application Bundle Identifier within your project (Player Settings) needs to match up with your Bundle ID when you created your iTunes Connect application.

Note\*\* Each and every Achievement ID needs to be unique. There are public variables within the GameCenter.cs file shows some sample Achievement IDs. When you add Achievements to your game, you need to replace these ID's with your own.

Once again, thank you for your support. We really hope this Asset helps you out. Feel free to shoot us an email when you finish your game so we can check out all your hard work.

Mike & Corey

Team blaQk Sheep

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