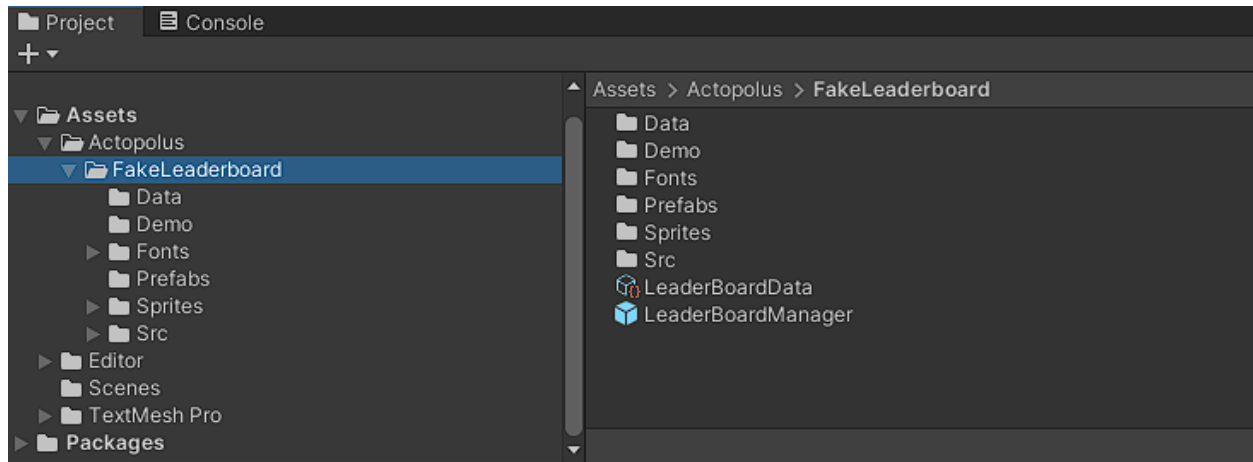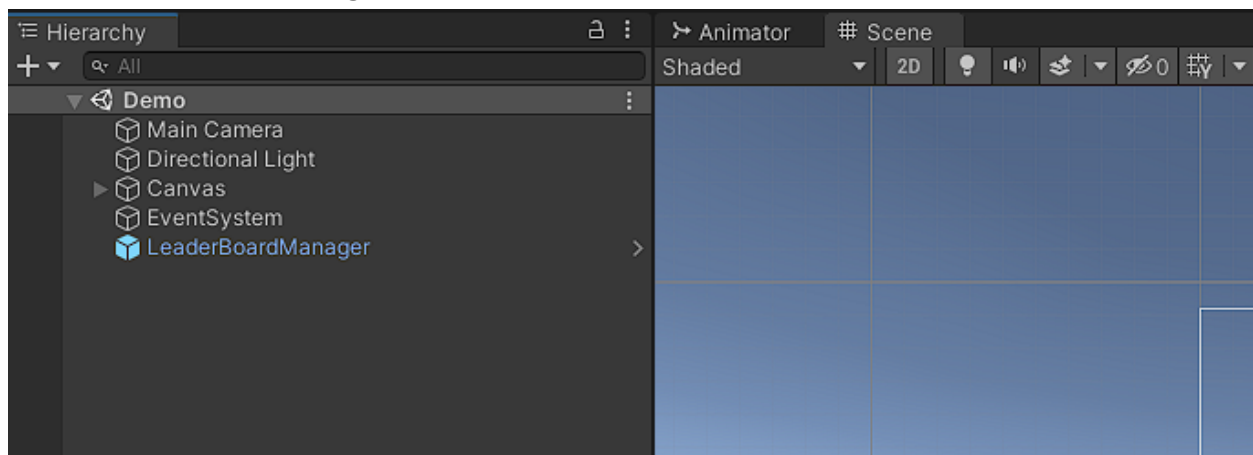# Hypercasual Fake Leaderboard 1.0.0
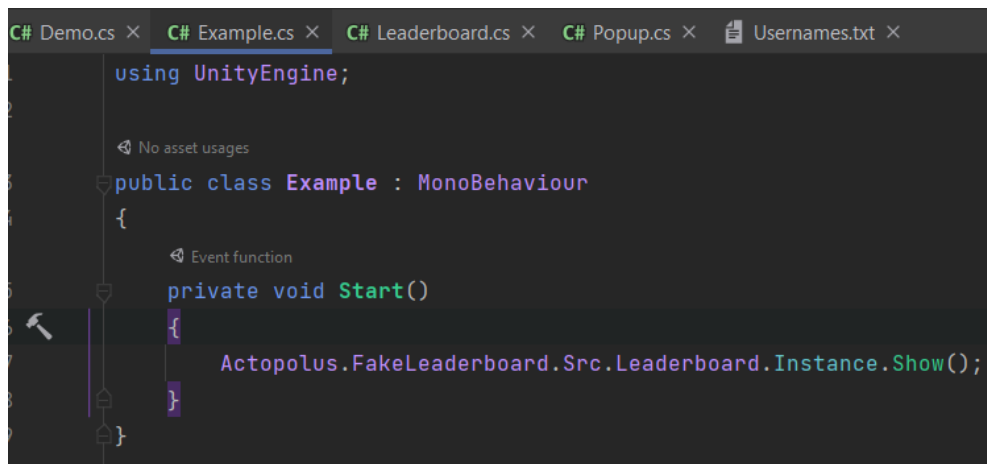
Getting started

1. Import package from asset store with package manager
2. Go to the **Actopolus/FakeLeaderboard** folder
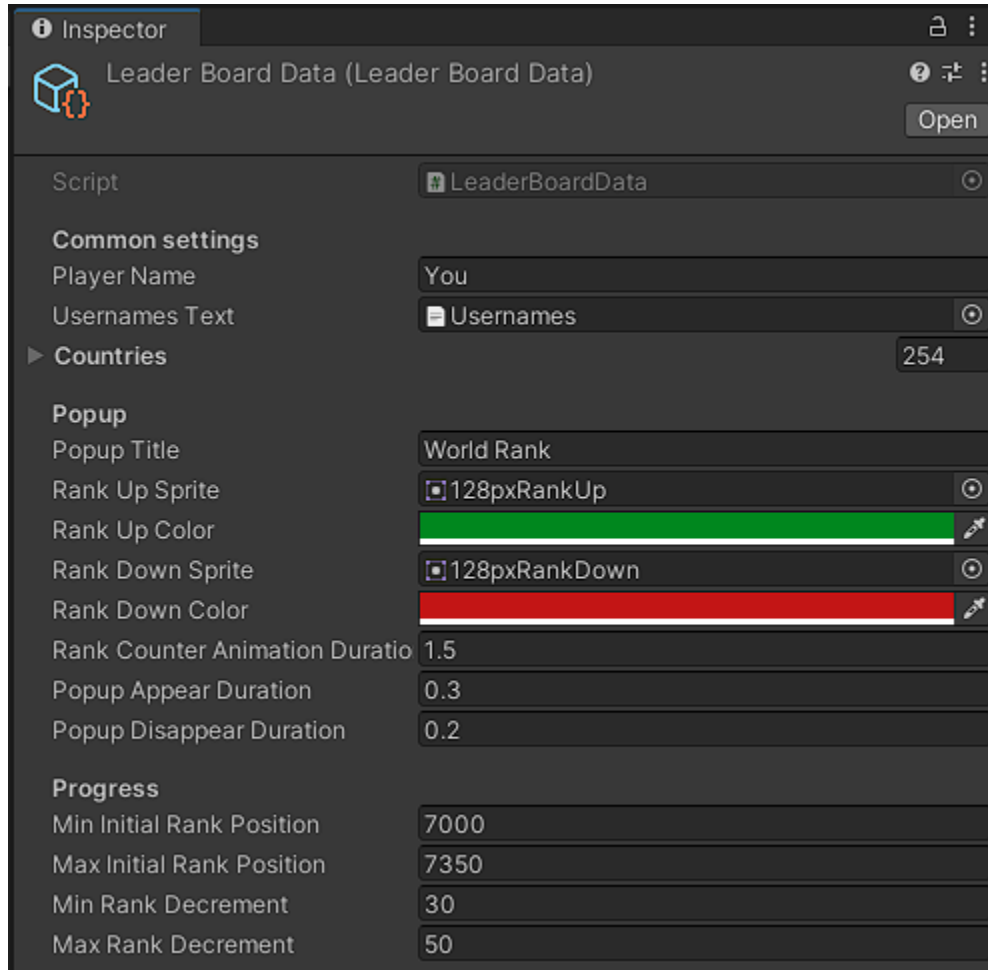

3. Put **LeaderBoardManager** to the Scene

4. Write script to show leaderboard - **Leaderboard.Instance.Show()**

5. Done

Settings

1. Go to the **Actopolus/FakeLeaderboard** folder
2. Select **LeaderBoardData**

Common settings

Player Name
It is name of the current player that will be displayed on the player's item in leaderboard

Usernames Text
It is a plain file with usernames. One name on one line. You can easily edit this file with a notepad

Countries
Contains a list of sprites with flags. You can add or remove some flags here

Popup

Popup Title
It is title on the top of popup with leaderboard

Rank Up Sprite

Sprite icon that is shown when player's rank gets up

Rank Up Color

Icon color of the sprite that is shown when player's rank gets up

Rank Down Sprite

Sprite icon that is shown when player's rank fall down

Rank Down Color

Icon color of the sprite that is shown when player's rank fall down

Rank Rank Counter Animation Duration

Duration of the scroll in seconds to player new position in the leaderboard

Popup Appear Duration

Animation duration in seconds when popup appears on the screen. Set 0 to disable animation

Popup Disappear Duration

Animation duration in seconds when popup disappears off the screen. Set 0 to disable animation

Progress

Min/Max Initial Rank Position

Starting position for the player in the leaderboard will be randomly selected from min to max initial rank position. It is applied when using *Leaderboard.Instance.Show* without ranking arguments

Min/Max Rank Decrement

Step value that decreases rank will be randomly selected from min to max rank decrement value. It is applied when using *Leaderboard.Instance.Show* without ranking arguments. For example if current rank 7800 and step 300, then new rank will be 7500

Prefabs

- Folder Actopolus/FakeLeaderboard
    - **LeaderBoardManager** - main prefab required on the scene
- Folder Actopolus/FakeLeaderboard/Prefabs
    - **Item** - visuals of one item in the leaderboard list
    - **Popup** - visuals of the popup and front player item

Methods

Leaderboard.Instance.**Show**(Action onComplete)

Shows the leaderboard and calculates new rank randomly. It is a simple way to use the leaderboard. Rank will be calculated in automatic mode using values of settings - min/max rank decrement. If it is first time call then rank will be initialized from values of settings - min/max initial rank position. New rank will be saved in PlayerPrefs.

onComplete
Callback will be called when rank scroll animation is finished

Leaderboard.Instance.**Show**(int oldRankPosition, int newRankPosition, Action onComplete)

Shows the leaderboard. It is a manual way to use the leaderboard. Rank will be calculated on your side in manual mode and leaderboard will be just renderer for your values. New rank will be saved in PlayerPrefs.

onComplete
Callback will be called when rank scroll animation is finished

Leaderboard.Instance.**Hide**(Action onComplete)

Hides the leaderboard

onComplete
Callback will be called when popup is hidden

Leaderboard.Instance.**Reset**()

Resets the rank in PlayerPrefs

Leaderboard.Instance.**GetRank**()

Returns current rank from PlayerPrefs

Example

For example see demo scene in the project

Link to the asset: https://u3d.as/2UBp