**Hướng dẫn cài đặt plugin Google Play Service**

**sử dụng SDKBOX**

1. **Cài đặt SDKBOX:** (Xem bài google analytics).
2. **Chạy câu lệnh trên command prompt:**

**sdkbox import gpg**

1. **Sửa file** proj.android/res/values/string.xml điền app id google.

3.1. Lấy ID của Leaderboard

3.2. Tạo và lấy ID Achievement

1. **Khởi tạo plugin** trong AppDelegate::ApplicationDidFinishLaunching()

sdkbox::PluginGPG::init();

1. **Khởi tạo biến game service:**

std::unique\_ptr<gpg::GameServices> gameServices = gpg::GameServices::Builder()

.SetOnAuthActionFinished([](gpg::AuthOperation op, gpg::AuthStatus status){

})

.EnableSnapshots()

.SetDefaultOnLog(gpg::LogLevel::VERBOSE)

.Create(\*CreatePlatformConfiguration().get());

1. **Đăng nhập tài khoản:**

gameServices->StartAuthorizationUI();

1. **Một số API:**

Unlock Achievement:

if (gameServices->IsAuthorized()) {

gameServices->Achievements().Unlock(achievementId);

}

Show Achievement:

if (gameServices->IsAuthorized()) {

gameServices->Achievements().ShowAllUI([](gpg::UIStatus const &status) {});

}

Submit high score:

if (gameServices->IsAuthorized()) {

gameServices->Leaderboards().SubmitScore(leaderboardId, score);

}

Show high score:

if (gameServices->IsAuthorized()) {

gameServices->Leaderboards().ShowUI(leaderboardId, [](gpg::UIStatus const &status) {});

}

Sign out:

gameServices->SignOut();

*Chi tiết:*

*https://developers.google.com/games/services/cpp/GettingStartedNativeClient*

*Project mẫu: https://github.com/sdkbox/sdkbox-sample-gpg/blob/master/cpp/Classes/StateManager.cpp*