

## Dino Game

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```
from auth import device flow as df
from auth.auth0 import config_auth0
from dino.leaderboard import set_user_score
# . . previous code
   elif display.pressed(BUTTON B):
        print("Connecting to the internet...")
        if not display.isconnected():
            display.connect()
        clear screen()
        print("Config Auth0")
        auth0_request_data = config_auth0()
        print("Requesting tokens")
        tokens = df.login(auth0_request_data)
        print("Setting user score with API...")
        set_user_score(tokens.get('access_token', 'error'), score)
        start text()
```



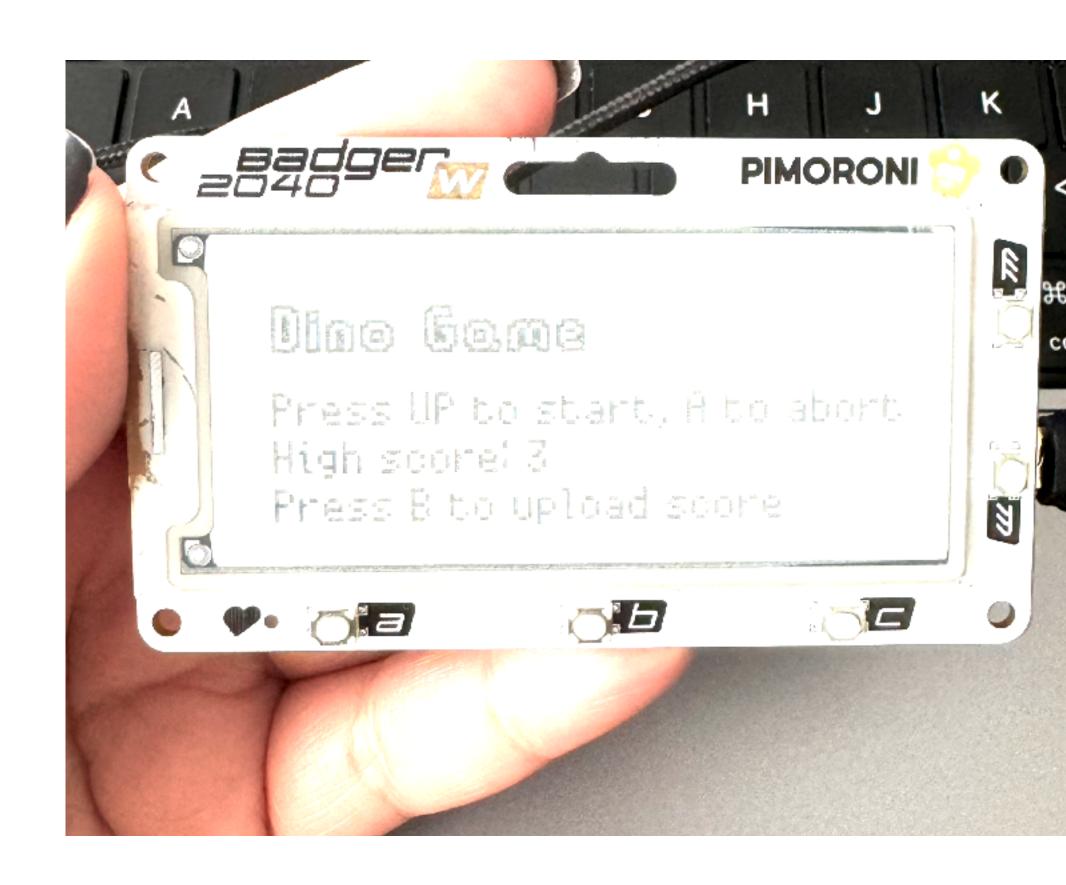




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print("Setting user score with API...")
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start_text()
```

## Device Flow

```
def config_auth0():
    auth0_config = open(AUTH0_CONFIG_PATH, "r")
   AUTHO_DOMAIN = authO_config.readline()
   AUTHO_CLIENT_ID = authO_config.readline()
   ALGORITHMS = auth0_config.readline()
   AUDIENCE = auth0_config.readline()
   auth0_request_data = {
        "domain": AUTH0_DOMAIN.strip('\n'),
        "client_id": AUTH0_CLIENT_ID.strip('\n'),
        "algorithms": [ALGORITHMS.strip('\n')],
        "audience": AUDIENCE.strip('\n')
    auth0_config.close()
    return auth0_request_data
```

