

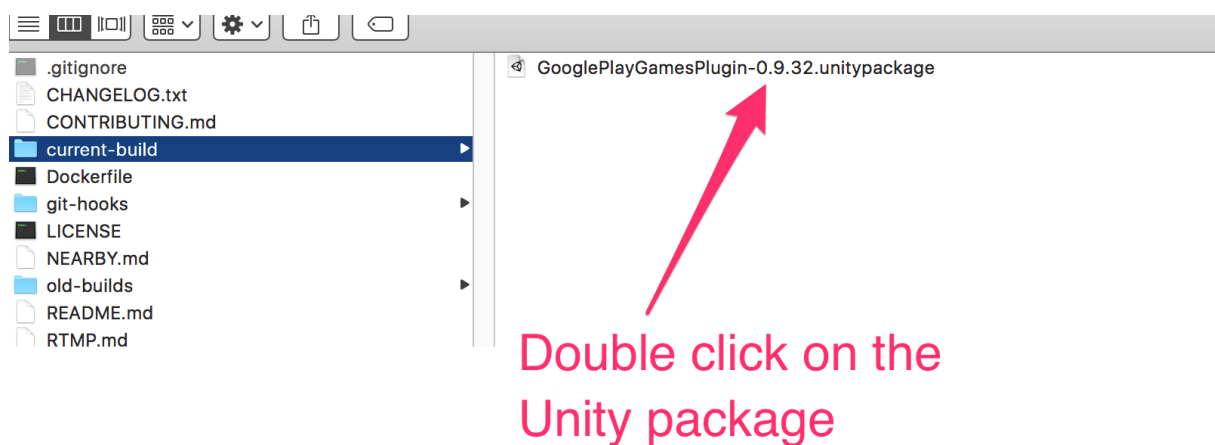
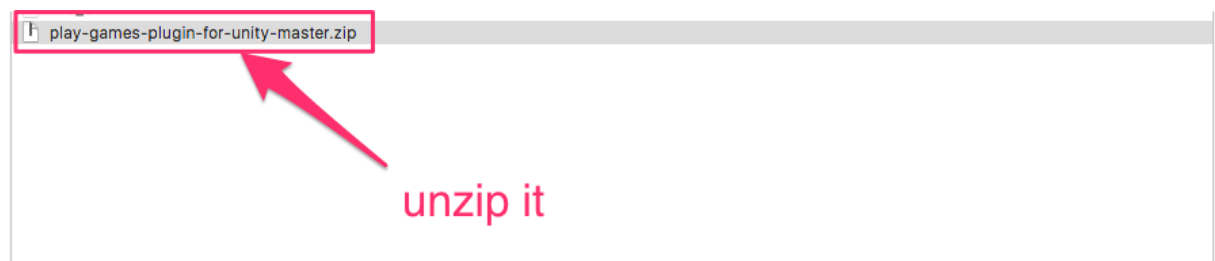
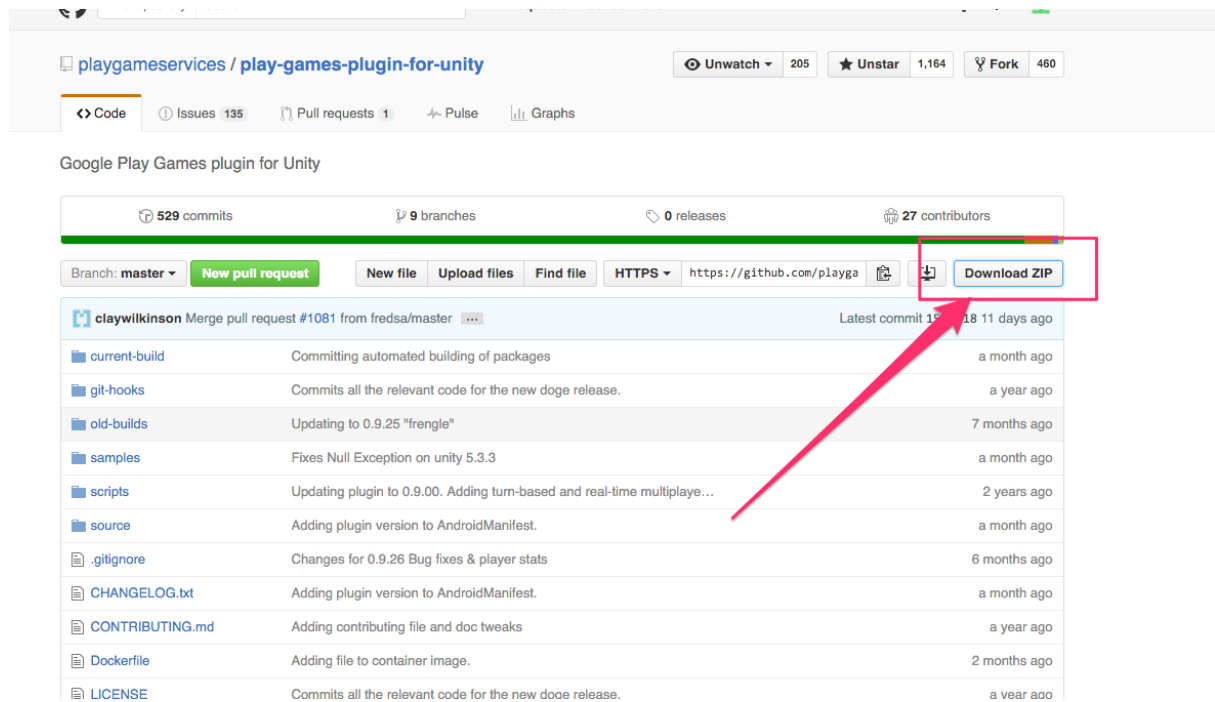


Very Simple Leaderboard

Thanks for the purchase.

For Android :

You have to download the last official Google Play Game SDK here :
<https://github.com/playgameservices/play-games-plugin-for-unity>



HOW TO CREATE A LEADERBOARD?

Follow the official tutorial here :

<https://github.com/playgameservices/play-games-plugin-for-unity>

For iOS:

You have nothing to do, the Game Center is already include by default on iOS build ☺

HOW TO CREATE A LEADERBOARD?

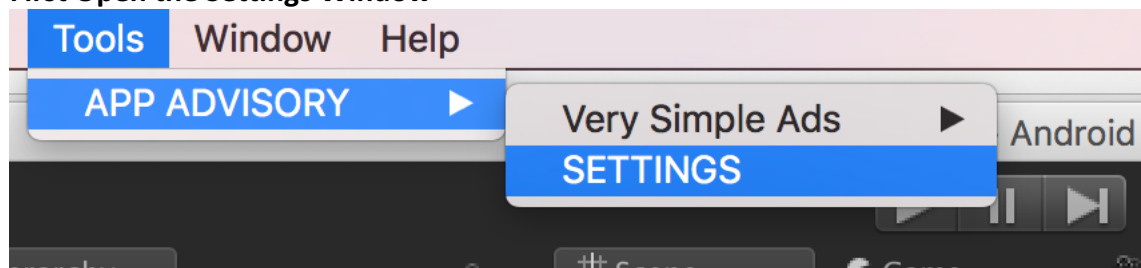
Follow the Apple guide here :

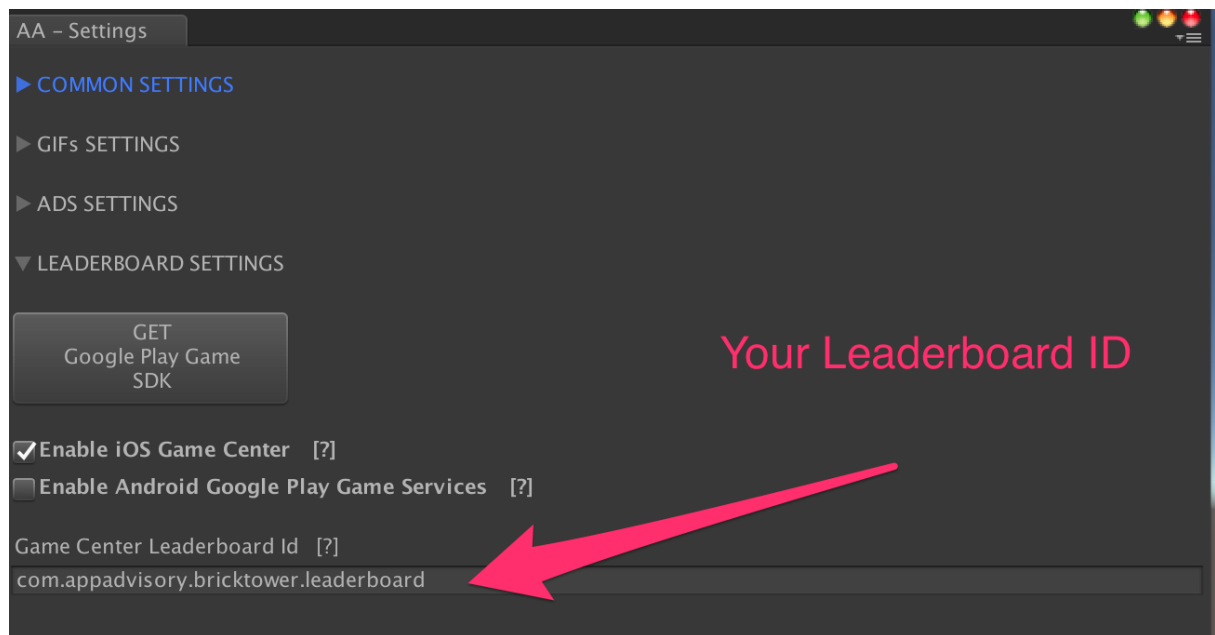
https://developer.apple.com/library/ios/documentation/NetworkingInternet/Conceptual/GameKit_Guide/Introduction/Introduction.html

HOW TO ADD MY LEADERBOARD ID IN VERY SIMPLE LEADERBOARD ?

1/ Add your leaderboard id to the setting editor :

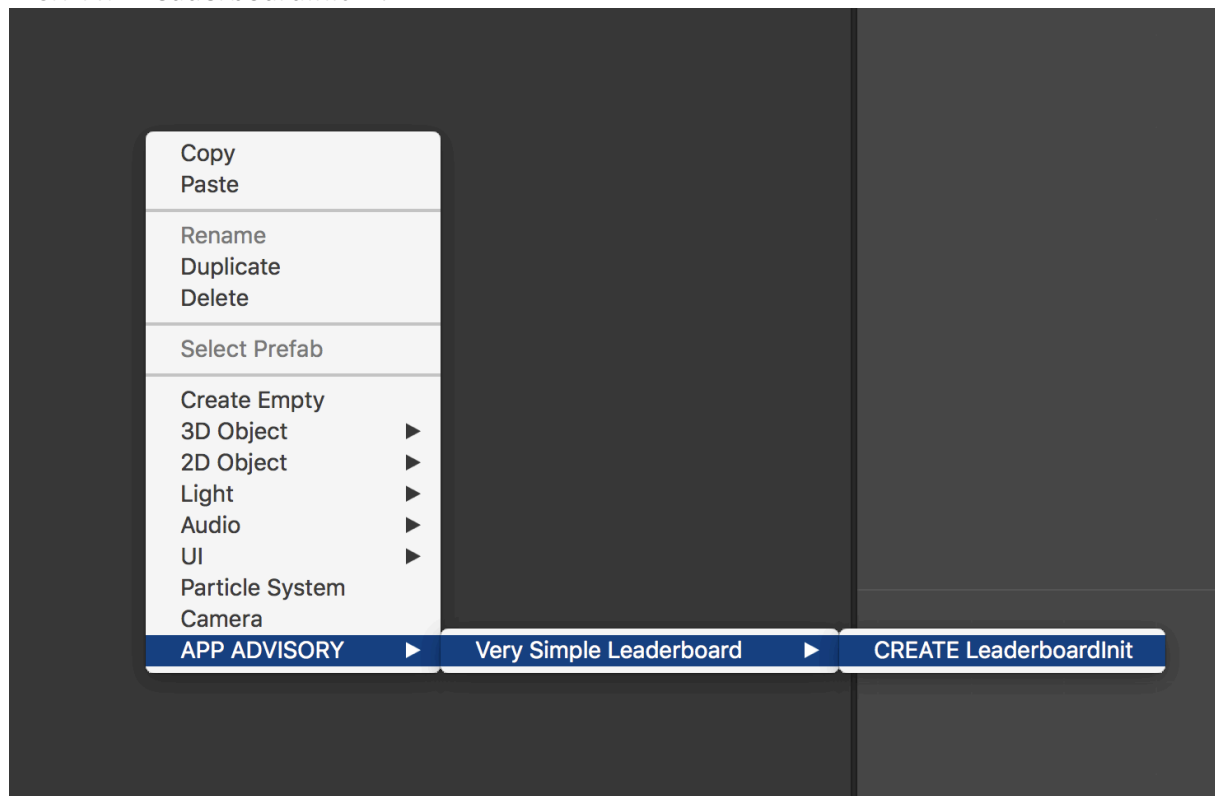
First Open the Settings Window

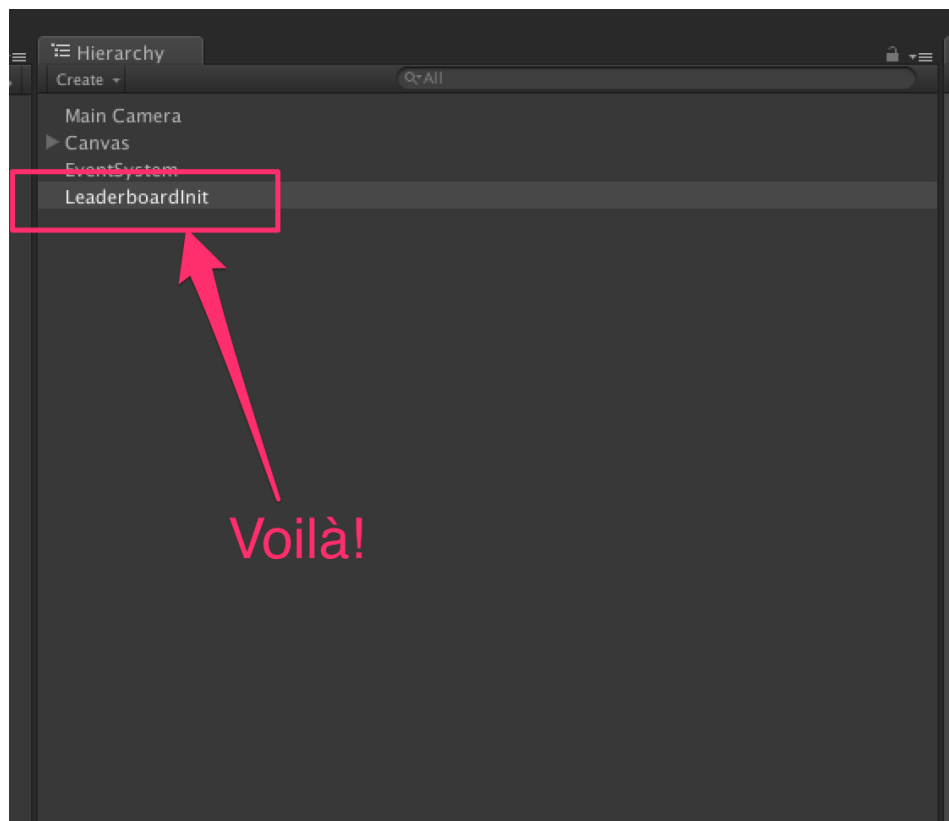




2/ Add the LeaderboardInit to the scene :

Right click on the Hierarchy view, in an empty place (not on a GameObject) and select « CREATE LeaderboardInit » :





NOW YOU ARE READY TO USE LEADERBOARD FEATURE IN YOUR IOS AND ANDROID GAME !

The initialization is automatic.

But you need to know 2 things :

HOW TO SHOW THE LEADERBOARD UI ?

```
LeaderboardManager.ShowLeaderboardUI();
```

HOW TO REPORT A SCORE ?

```
LeaderboardManager.ReportScore(score);
```

Thanks !

Please rate my file, I'd appreciate it! <http://u3d.as/qxf>

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Facebook: <https://facebook.com/appadvisory>

Contact us: <https://appadvisory.zendesk.com/hc/en-us/requests/new>

App Advisory Unity Asset Store catalog: <http://u3d.as/9cs>

Developed by Gilbert Anthony Barouch - <https://www.linkedin.com/in/ganbarouch>

Inquiries: <https://appadvisory.zendesk.com/>

Very Simple Ads:

Everything is done for you: « Very Simple Ad » is already implemented.

Get it here: <http://u3d.as/oWD>

Very Simple Rate:

Everything is done for you: « Very Simple Rate » is already implemented.

Get it here: <http://u3d.as/Dt2>

Very Simple Share:

Everything is done for you: « Very Simple Share » is already implemented.

Get it here: <http://u3d.as/u3N>

Very Simple GIF:

Everything is done for you: « Very Simple GIF » is already implemented.

Get it here: <http://u3d.as/ACQ>

