

Godot Engine

Zip Link:

Package contents

1. Ludare Manager Script
 - a. Script meant to run a singleton that takes in the Ludare parameters for the game and then maintains the heartbeat
2. Login Screen Node
 - a. Menu node that allows players to login to the Ludare system
3. Platform Select Node
 - a. Menu node that allows players to select whether they want to try and login through their platform ID or Ludare ID
4. Menu Icon Node
 - a. Menu node players click on to kick off the Ludare login flow
5. Ludare Manager Setup
 - a. Object node that takes in the Ludare parameters and passes them to the manager at runtime

Prerequisites

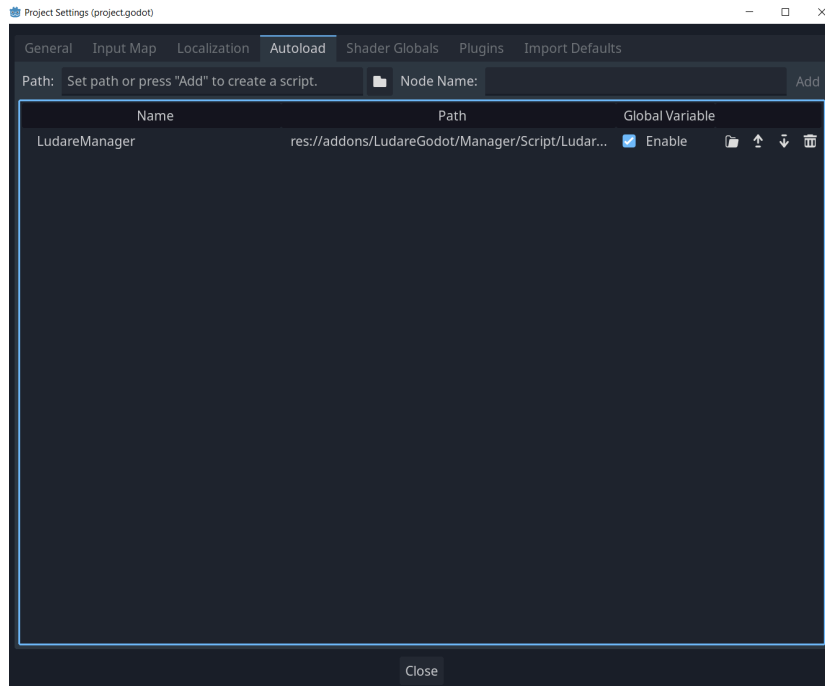
To support logging in through a specific platform (Steam, Epic Game Store, etc.) make sure your game already has the library for the required platform setup.

Steam: <https://godotsteam.com/>

Epic: <https://godotengine.org/asset-library/asset/2453>

Setup Process

1. Create an account on the Ludare website: <https://www.devpowered.com/>
2. Once the account is setup, either connect to an existing developer or request a new developer account be created
3. Request a new game under your developer account
4. Wait for us to approve your game
5. Copy the ID and secret for the game that you are setting up.
6. Open your Godot project.
7. Edit the style of the main menu, platform select, and login nodes to match your style as desired.
8. Got into your Project Settings (Project > Project Settings) and go to the autoload menu.
9. Make a new autoload node called "LudareManager" and point it to addons/LudareGodot/Manager/Script/LduareManager.gd



10. Place the Menulcon node in your main menu node.
11. Place the LudareManagerSetup node in your main menu node.
12. Edit the LudareManagerSetup so that Game Id contains your game's id from the Ludare website, Game Secret contains your game's secret from the Ludare website, and set the Platform to be the platforms you want to support login for (Steam, Epic, or Ludare)
13. Go into the Ludare Manager script and uncomment the code for the platform you want to support login for
14. Build for your target platform and release and update