

# Web3Auth PnP Unity SDK

The Web3Auth [Unity SDK](#) is a client-side library that allows you to authenticate users using Web3Auth onUnity3D game engine. This SDK has been written majorly inC# and can be integrated preferably across all mobile platforms. It returns a private key generated in a non-custodial way on successful user authentication. This authentication can be achieved by using any social login options that Web3Auth supports or uses a custom authentication flow of your choice.

**This Documentation is based on the2.0.0**

SDK Version.[^](#)

## Requirements[^](#)

- Unity Editor 2019.4.9f1 or greater
- .Net Framework 4.x
- iOS Platform Target Version 14 and above
- Android Target SDK Version 24 and above

## Resources[^](#)

- [Quick Start](#)
- : Get Started with an easy to follow integration of Web3Auth
- [Example Applications](#)
- : Explore our example applications and try the SDK yourself.
- [Troubleshooting](#)
- : Find quick solutions to common issues faced by developers.
- [Source Code](#)
- : Web3Auth is open sourced. You can find the source code on our GitHub repository.
- [Community Support Portal](#)
- : Join our community to get support from our team and other developers. [Edit this page](#) [Previous dApp](#) [Share](#) [Next](#) [Install](#)