

[GameKit](#) / [GKLeaderboard](#) / submitScore(_:context:player:completionHandler:)

Instance Method

submitScore(_:context:player:completionHandler:)

Submits a score to the leaderboard.

iOS 14.0+ | iPadOS 14.0+ | Mac Catalyst 14.0+ | macOS 11.0+ | tvOS 14.0+ | visionOS 1.0+ | watchOS 7.0+

```
func submitScore(  
    _ score: Int,  
    context: Int,  
    player: GKPlayer,  
    completionHandler: @escaping ((any Error)?) -> Void  
)
```

```
func submitScore(  
    _ score: Int,  
    context: Int,  
    player: GKPlayer  
) async throws
```

Parameters

score

The score that the player earns.

context

An integer value that your game uses.

player

The player who earns the score.

completionHandler

A block that GameKit calls when this method adds the score.

The block receives the following parameters:

error

Describes an error if it occurs, or `nil` if the operation completes.

Mentioned in

- 📄 Creating recurring leaderboards
 - 📄 Creating engaging challenges from leaderboards
 - 📄 Choosing a leaderboard for your challenges
 - 📄 Encourage progress and competition with leaderboards
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See Also

Submitting Scores

```
class func submitScore(Int, context: Int, player: GKPlayer, leaderboard  
IDs: [String], completionHandler: ((any Error)?) -> Void)
```

Submits a score to multiple leaderboards.