

# GamAR Gameserver

## Unity Server Class Usage

### Instance

```
server = new Server(ServerURL, this);
```

Note: The server class needs a reference to a MonoBehaviour ('this' in this case).

### Register

```
server.Register(string groupCode, string userName, string character, string email,  
               string password, string deviceId, Action<User> callback)
```

### Login

```
server.Login(string email, string password, Action<User> callback)
```

Note: The server class cares about the User object login state.

### Logout

```
server.Logout(Action<User> callback)
```

### Check-In

```
server.Checkin(int markerId, string markerValue, Action<CheckinResponse> callback)
```

Note: Supported markers are available from `string[] server.MarkerNames`  
markerId refers to the ID of the string in this array.

### Check-Out (without finishing the game)

```
server.Checkout(Action<CheckoutResponse> callback)
```

### Score

```
server.Score(int value, Action<ScoreResponse> callback)
```

Note: The value has to be between 0 and 100. Submitting a score automatically checks the user out of the current game.

## GamAR Gameserver

Test Project Screenshots

LOGIN

E-Mail Address  
test@test.com

Password  
test

SUBMIT

REGISTER

Group Code

Name

Character

E-Mail Address

Password (at least 4 characters)

Device ID

SUBMIT

LOGOUT

GAME CHECK-IN

Marker  
☒ Image Marker  
☐ Apple iBeacon  
☐ Hash

Value  
333

CHECK-IN

LOGOUT

GAME RESULTS

Game: 'ORF Station 1', Tries: 0  
Assets URL: 'game1.zip'

Score (0-100)  
7

SUBMIT

CANCEL