

This document describes how to implement the Spil iOS SDK using unity

## **1: Import the Unity package into your project**

Important note for Android: Only import the google play services folder (Plugins/Android/google\_play\_services\_lib) if you do not have it in your project already. Some other plugins, such as chartboost, will have imported it too.

## **2: Initialize the SDK**

Create an empty game object in the first scene of your game (Splash or loading/initialisation screen) and attach the script named Spil.cs to it. The script can be found in the imported Spilgames folder.

## **3: Track events**

To track an event, simply call `Spil.TrackEvent(String eventName);` from anywhere in your code.

To pass more information with the event, simply create a Dictionary and pass that as the second parameter like so:

```
Dictionary eventParams = new Dictionary();  
  
eventParams.add("Level",levelName); eventParams.add("Coins",playerCoins);  
  
Spil.TrackEvent("PlayerDeath", eventParams);
```

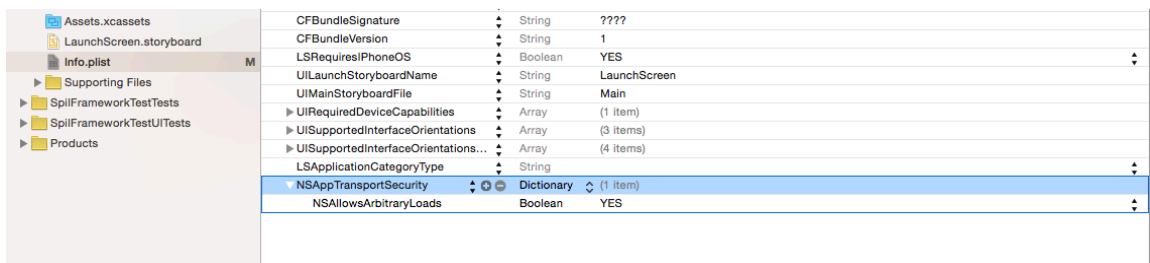
## **4: Adding the events**

Make sure to add the events as specified in the excel document.

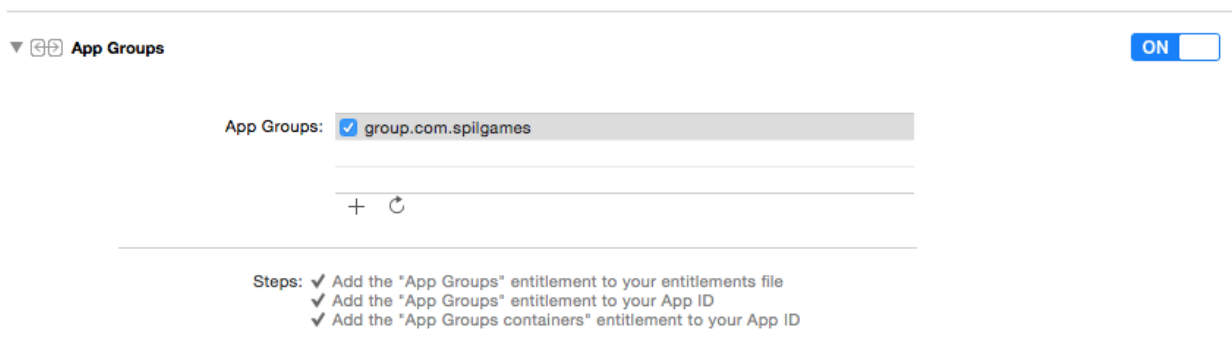
## 5: Xcode settings

After generating a xcode project we need to make a few small changes in xcode:

Since iOS 9 blocks all http requests and only allows https by default we need to add one small setting to the info.plist of the project:



Make sure you enabled the spil games app group in the xcode project capabilities tab. \*This might require a certificate update.



## **Support and feedback**

If you need help with this integration please feel free to email [martijn.vandergun@spilgames.com](mailto:martijn.vandergun@spilgames.com) or get me on skype at martijngun.

The sdk is still in the early stages, so if while working on the project, you think of a better way to do things please do let us know, feedback is very welcome.