Firebase Realtime Database
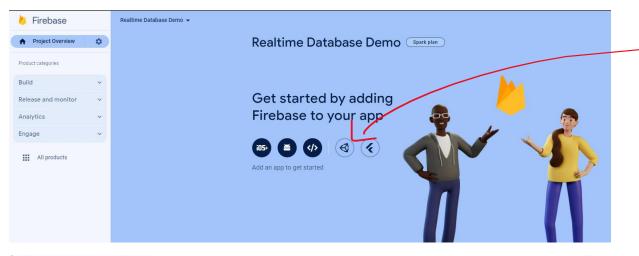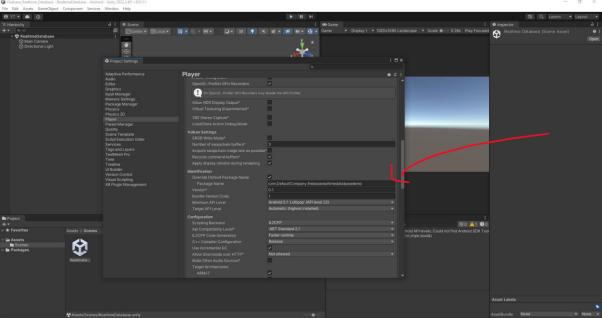
=>Step 1 : Firebase Project Create (https://firebase.google.com/)

=>Step 2 : Unity Project Connect to Firebase

× Add Firebase to your Unity app

1 Register app

Are you releasing your game on both Apple and Android? It's important to register both build targets of your Unity app with the same Firebase project. After registering, your Unity app will be displayed in your Firebase project as an Android and/or Apple app.

☐ Register as Apple app

Apple bundle ID ⑦

com.company.appname

App nickname (optional) ⑦

My Apple app

☑ Register as Android app

Android package name ⑦

com.DefaultCompany.firebaserealtimedatabasedem

App nickname (optional) ⑦

Firebase Realtime Database

Register app

× Add Firebase to your Unity app

✓ Register app

2 Download config file

⬇ Download google-services.json

Open the Project window of your Unity project, then move your downloaded Firebase config file into the Assets folder.

Note: You can place the Firebase config file anywhere within the Assets folder.

Next

3   Add Firebase SDK

4   Next steps

Step 3 : Import FirebaseDatabase SDK

FirebaseAnalytics	20-10-2023 00:31	Unity package file	87,845 KB
FirebaseAppCheck	20-10-2023 00:34	Unity package file	89,035 KB
FirebaseAuth	20-10-2023 00:31	Unity package file	91,204 KB
FirebaseCrashlytics	20-10-2023 00:31	Unity package file	87,071 KB
FirebaseDatabase	20-10-2023 00:32	Unity package file	97,432 KB
FirebaseDynamicLinks	20-10-2023 00:32	Unity package file	87,331 KB
FirebaseFirestore	20-10-2023 00:34	Unity package file	1,07,330 KB
FirebaseFunctions	20-10-2023 00:33	Unity package file	87,876 KB
FirebaseInstallations	20-10-2023 00:33	Unity package file	87,438 KB
FirebaseMessaging	20-10-2023 00:32	Unity package file	88,595 KB
FirebaseRemoteConfig	20-10-2023 00:32	Unity package file	89,193 KB
FirebaseStorage	20-10-2023 00:33	Unity package file	93,792 KB
LICENSE	20-10-2023 00:34	File	13 KB
readme.md	20-10-2023 00:34	MD File	90 KB

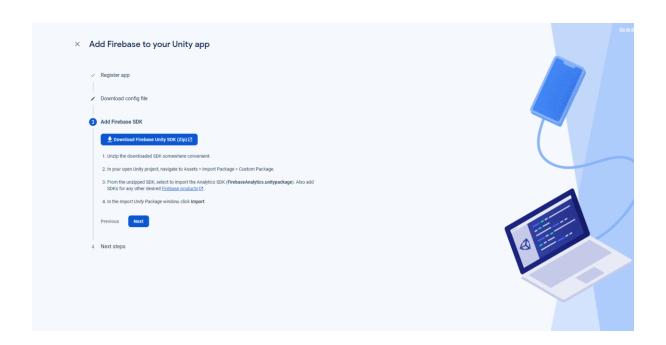## Resolving Android Dependencies

Resolving Android Dependencies...

4%...

E:\Unity\Firebase_Realtime_Database\Temp\PlayServicesResolverGradle\gradlew.bat --no-daemon -b
"E:\Unity\Firebase_Realtime_Database\Temp\PlayServicesResolverGradle\PlayServicesResolver.script
s.download_artifacts.gradle" "-PANDROID_HOME=C:/Program
Files/Unity/Hub/Editor/2022.3.4f1/Editor/Data/PlaybackEngines/AndroidPlayer\SDK"
"-PTARGET_DIR=E:\Unity\Firebase_Realtime_Database\Assets\Plugins\Android"
"-PMAVEN_REPOS=file:///E:/Unity/Firebase_Realtime_Database/Assets/Firebase/m2repository"
"-PPACKAGES_TO_COPY=com.google.firebase:firebase-common:20.3.3;com.google.firebase:firebase
-analytics:21.3.0;com.google.android.gms:play-services-base:18.2.0;com.google.firebase:firebase-app
-unity:11.6.0;com.google.firebase:firebase-auth:22.1.2;com.google.firebase:firebase-auth-unity:11.6.0;
com.google.firebase:firebase-database:20.2.2;com.google.firebase:firebase-database-unity:11.6.0"
"-PUSE_JETIFIER=1" "-PDATA_BINDING_VERSION=7.1.2"
Executing command:
E:\Unity\Firebase_Realtime_Database\Temp\PlayServicesResolverGradle\gradlew.bat --no-daemon -b
"E:\Unity\Firebase_Realtime_Database\Temp\PlayServicesResolverGradle\PlayServicesResolver.script
s.download_artifacts.gradle" "-PANDROID_HOME=C:/Program
Files/Unity/Hub/Editor/2022.3.4f1/Editor/Data/PlaybackEngines/AndroidPlayer\SDK"
"-PTARGET_DIR=E:\Unity\Firebase_Realtime_Database\Assets\Plugins\Android"
"-PMAVEN_REPOS=file:///E:/Unity/Firebase_Realtime_Database/Assets/Firebase/m2repository"
"-PPACKAGES_TO_COPY=com.google.firebase:firebase-common:20.3.3;com.google.firebase:firebase
-analytics:21.3.0;com.google.android.gms:play-services-base:18.2.0;com.google.firebase:firebase-app
-unity:11.6.0;com.google.firebase:firebase-auth:22.1.2;com.google.firebase:firebase-auth-unity:11.6.0;
com.google.firebase:firebase-database:20.2.2;com.google.firebase:firebase-database-unity:11.6.0"
"-PUSE_JETIFIER=1" "-PDATA_BINDING_VERSION=7.1.2"

Android Dependencies

Android Dependencies

Resolution Succeeded

OK

× Add Firebase to your Unity app

✓ Register app

✎ Download config file

✎ Add Firebase SDK

4 Next steps

You're ready!

Make sure that you take a look at the documentation ↗ to learn how to get started with each Firebase product that you want to use in your app.

You can also explore sample Firebase apps ↗.

Or, continue to the console to explore Firebase.

Previous   Continue to the console

Set up database

| 1 Database options | —— | 2 Security rules |

Your location setting is where your Realtime Database data will be stored.

Realtime Database location

Singapore (asia-southeast1) ▾

Cancel   Next

Set up database

✏️ Database options —— ② Security rules

Once you have defined your data structure, **you will have to write rules to secure your data.**
Learn more ↗

⦿ Start in **locked mode**

Your data is private by default. Client read/write access will only be granted as specified by your security rules.

○ Start in **Test mode**

Your data is open by default to enable quick setup. However, you must update your security rules within 30 days to enable long-term client read/write access.

```
{
  "rules": {
    ".read": false,
    ".write": false
  }
}
```

ℹ️ All third-party reads and writes will be denied

Cancel   **Enable**

🔥 Firebase

Realtime Database Demo ▾

Realtime Database

Data   Rules   Backups   Usage   🧩 Extensions

Project Overview ⚙️

Project shortcuts

🖥️ Realtime Database

Product categories

Build ⌄

Release and monitor ⌄

Analytics ⌄

Engage ⌄

⊞ All products

unpublished changes | Publish Discard   Rules playground

⭐ Default security rules are locked from access   Learn more ↗ Dismiss

```
1   {
2     /* Visit https://firebase.google.com/docs/database/security to learn more about security rules. */
3     "rules": {
4       ".read": true,
5       ".write": true
6     }
7   }
```

Customise your navigation

You can now focus your console experience by customising your navigation

Learn more   Got it

Spark
No cost $0/month   Upgrade

📍 Database location: Singapore (asia-southeast1)