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Welcome

Thank you for purchasing our asset
"Authentication system with PlayFab"

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Introduction

With this asset you will be able to create a user authentication system which will be stored in a database in the PlayFab cloud.

FEATURES
You will be able to see in the playfab dashboard, how many users are connecting to your game.
You can also get the emails of the users to see their metrics.

Register: You can register any users with User name and email.

Log in: Log with your already created account and password. You will have the option to remember your information user.

PopUps Messages: There´s many popups to indicate if you have mistakes in the inputfieds.

Automic loggin : Users can save their loggin for next sessions in game.

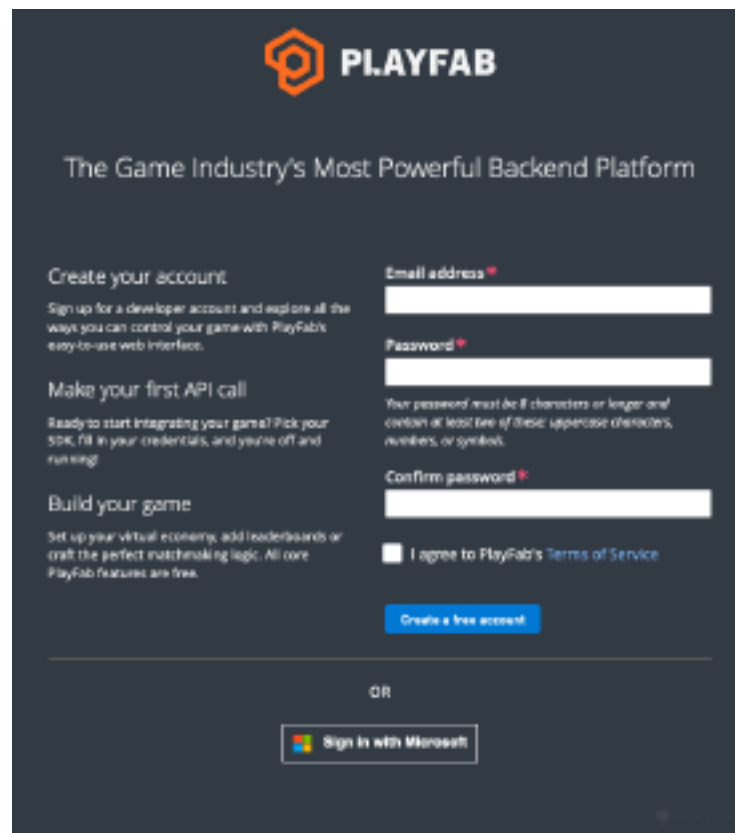**DataBase:** Will save all users accounts with user name's and emails.

Analitics: Get data user information from Playfab dashboard.
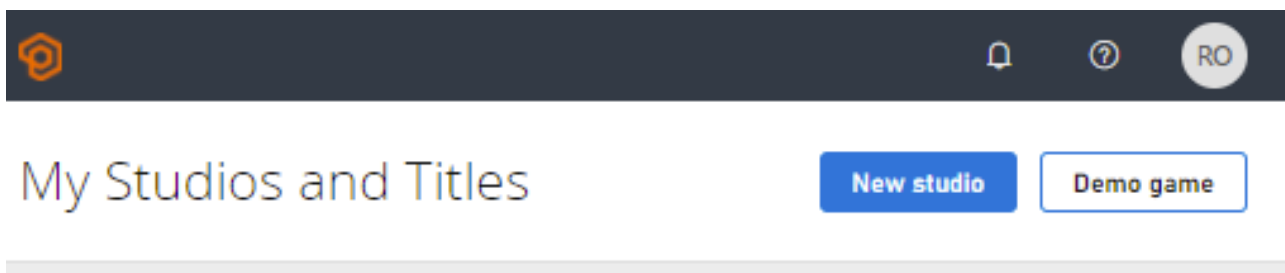
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Note: The UI was made for Portrait but you can change it to landscape if you want.

1.- Download this asset from Unity Asset Store.

2.- Import this package to your project.
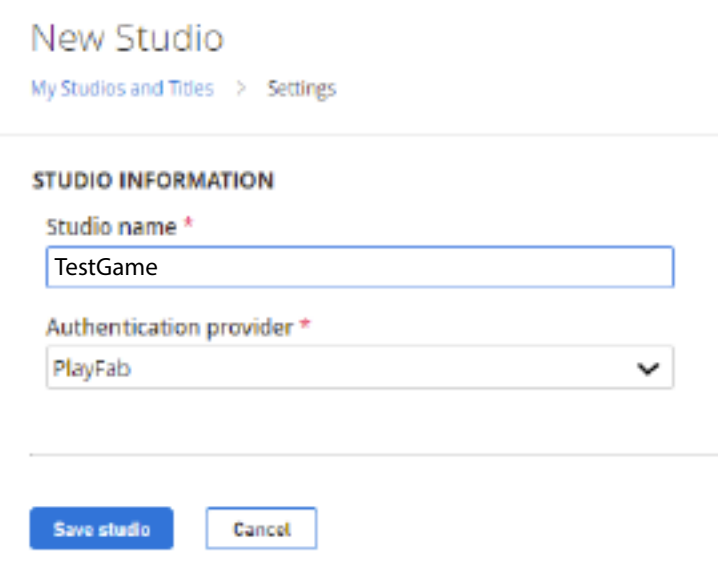
3.- Create a developer account in PlayFab Website:

4.- Create a "New Studio".

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5.- Write a studio name and Authentication provider as Playfab and "Save studio".

6.- A new studio(TestGame) and a new Game(MyGame) were created.
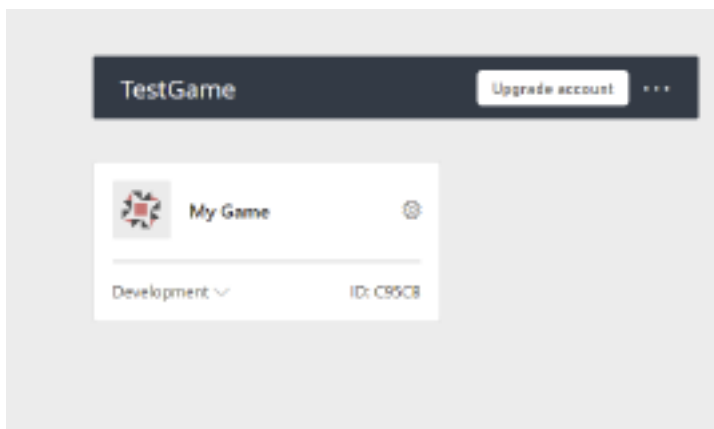
7.- Download the PlayFab SDK "UnitySDK.package" from:
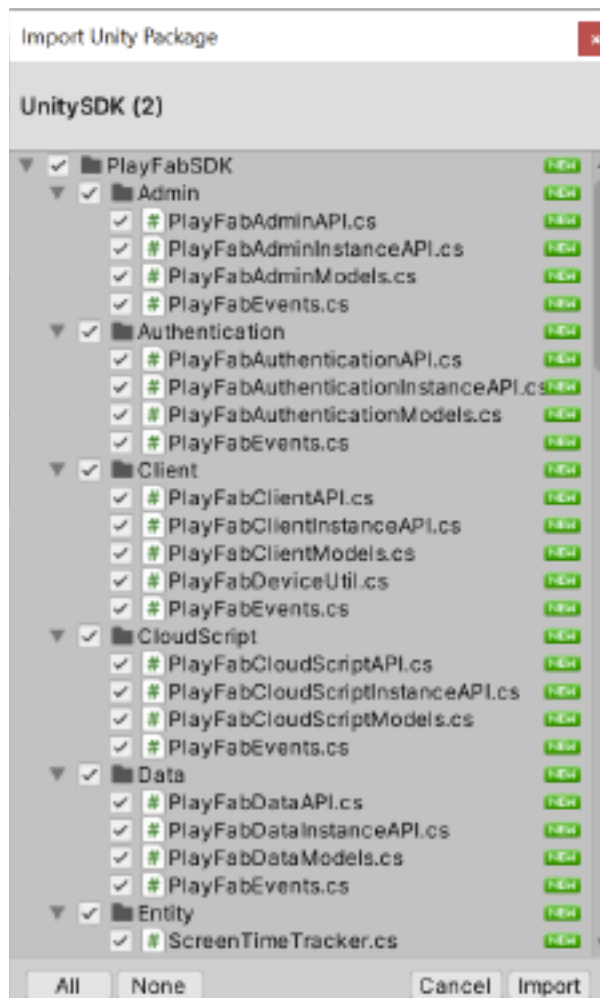
https://aka.ms/playfabunitysdkdownload

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8.- Download the PlayFab Unity3D SDK Asset Package from the PlayFab GitHub repo.
Navigate to where you downloaded the file, and double-click on the .UnityPackage file to open the Import Unity Package dialog in the Unity Editor. To import the PlayFab Unity3D SDK into your project, select Import.
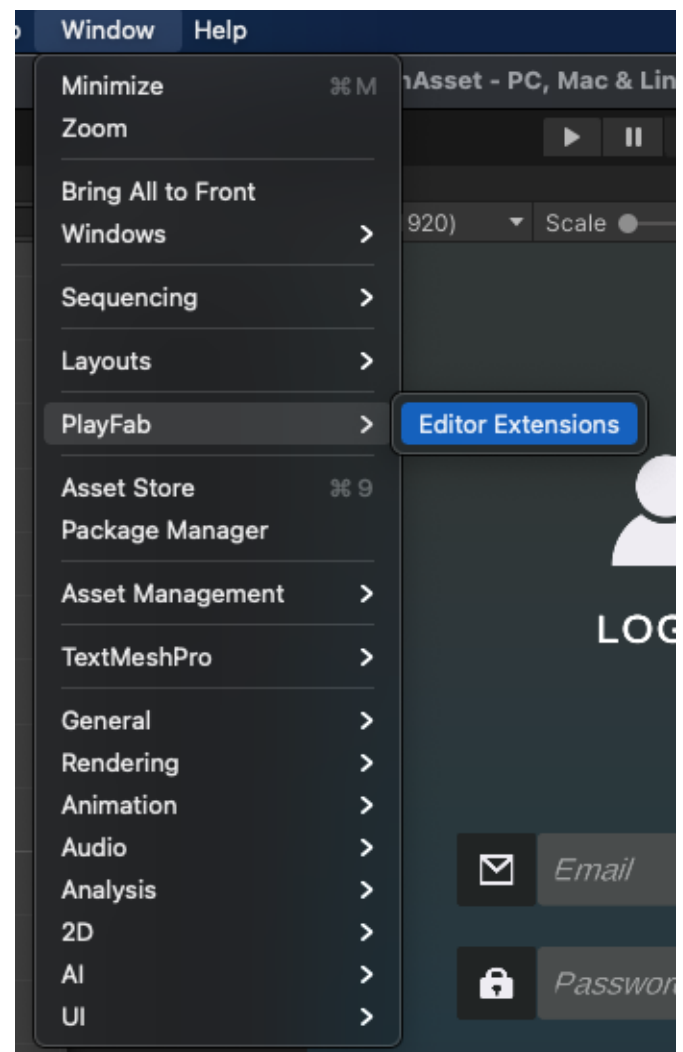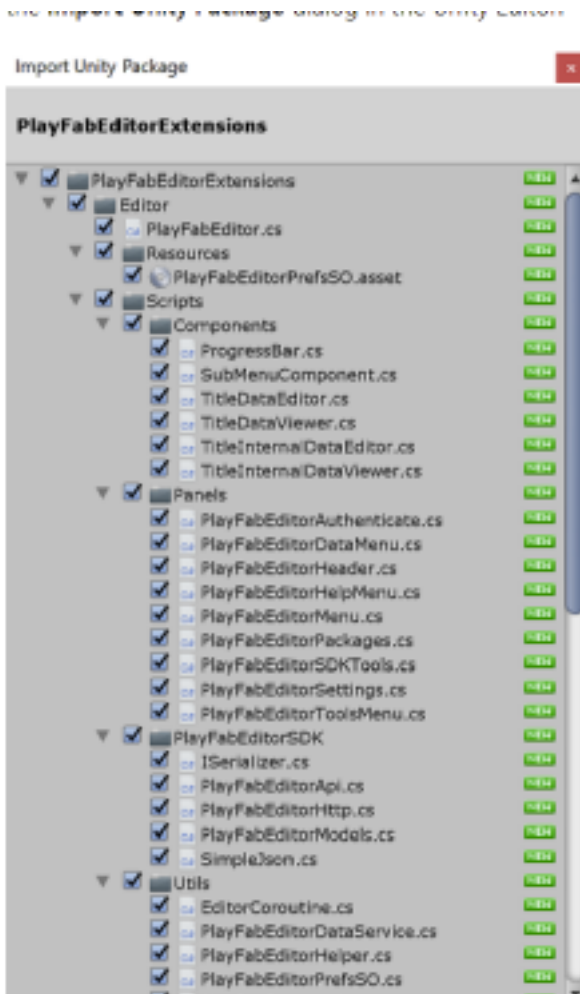
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9.- Download the "PlayFabEditorExtensions.UnityPackage" from:

https://github.com/PlayFab/UnityEditorExtensions/raw/master/Packages/PlayFabEditorExtensions.unitypackage

If the panel did not open, or if you close the panel and want to reopen it, you can do so by selecting Window > PlayFab > Editor Extensions
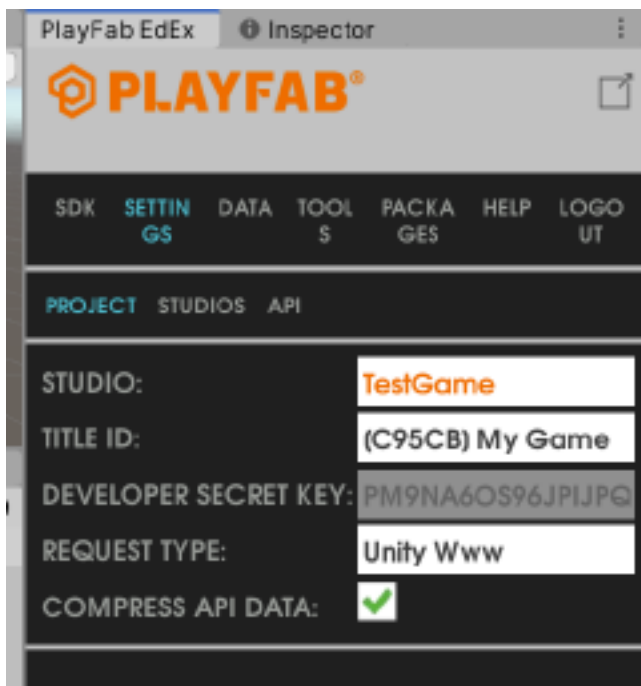
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10.- Select the Studio entry to open the studio drop-down menu. Select the studio that contains the Title to which you would like to connect.

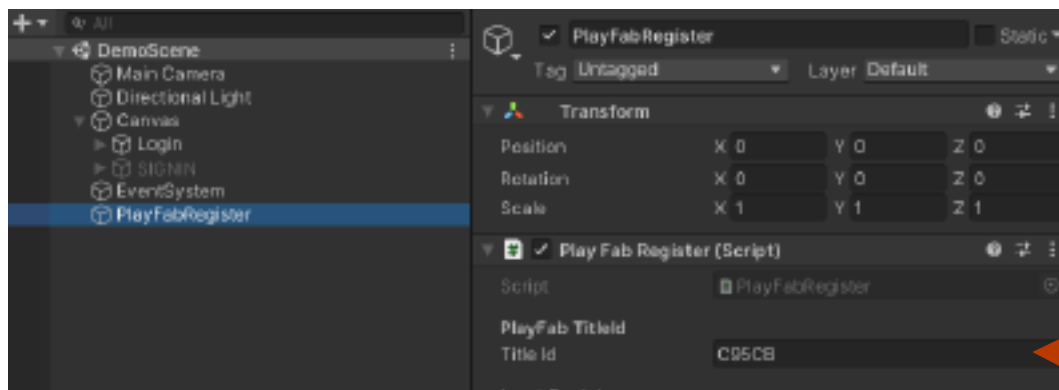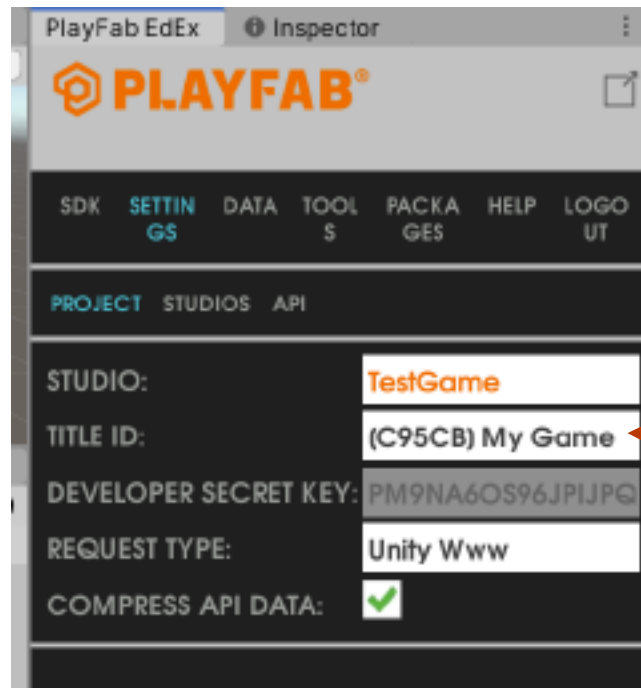Select the Title ID entry to open a drop-down menu of Titles associated with the selected studio.

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11.- Select the GameObject called "PlayFabRegister", then go to PlayFabRegister script and put TITLE ID

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12.- Enjoy

Any questions to

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