

DOCUMENTATION

Welcome

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



DOCUMENTATION

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.

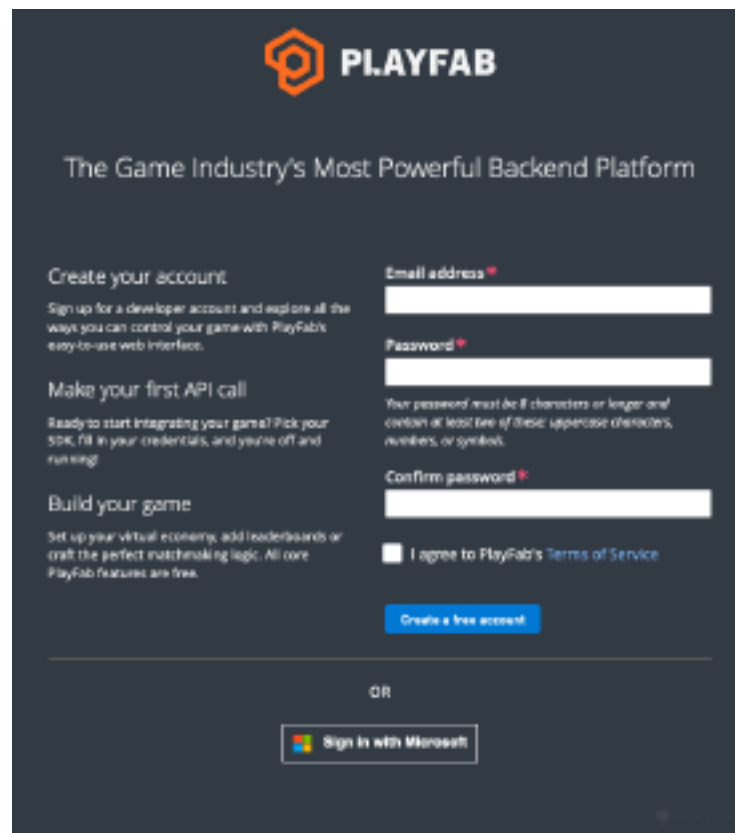
Analitics: Get data user information from Playfab dashboard.

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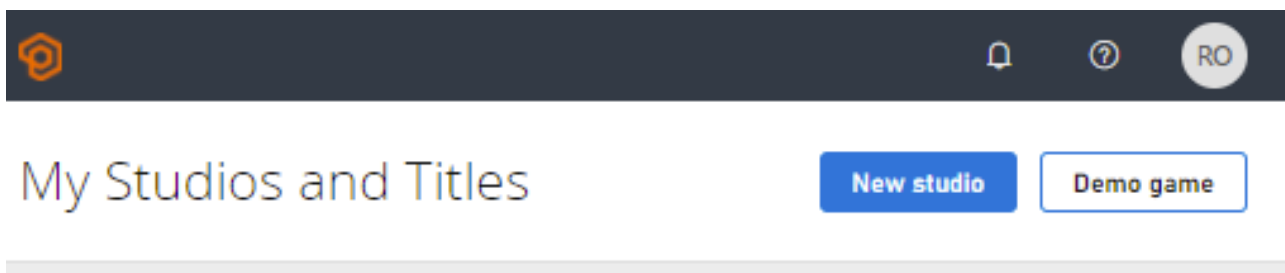
Note: The UI was made for Portrait but you can change it to landscape if you want.

- 1.- Download this asset from Unity Asset Store.
- 2.- Import this package to your project.
- 3.- Create a developer account in PlayFab Website:



The image shows the PlayFab website's sign-up page. At the top, the PlayFab logo is displayed next to the tagline "The Game Industry's Most Powerful Backend Platform". Below this, there are three sections on the left: "Create your account" (with a subtext about signing up for a developer account), "Make your first API call" (with a subtext about integrating a game), and "Build your game" (with a subtext about setting up a virtual economy). On the right, there are three input fields: "Email address", "Password", and "Confirm password". A note specifies that the password must be 8 characters or longer and contain at least two of uppercase characters, numbers, or symbols. Below the input fields is a checkbox for "I agree to PlayFab's Terms of Service" and a blue button labeled "Create a free account". At the bottom, there is a horizontal line with the word "OR" in the center, followed by a button labeled "Sign in with Microsoft".

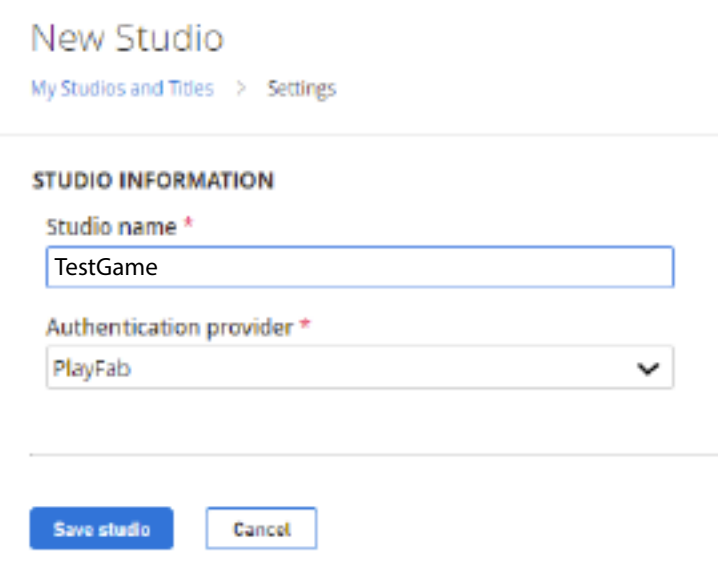
- 4.- Create a "New Studio".



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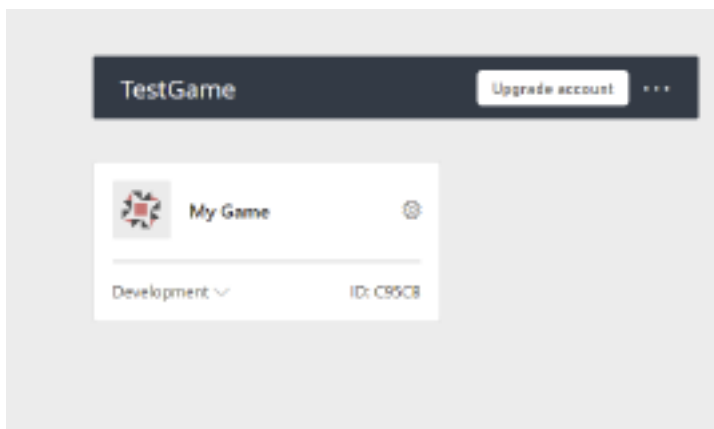
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5.- Write a studio name and Authentication provider as Playfab and “Save studio”.



The screenshot shows the 'New Studio' form in the PlayFab console. At the top, it says 'New Studio' with a link to 'My Studios and Titles > Settings'. Below this is a section titled 'STUDIO INFORMATION'. It contains two fields: 'Studio name' with a red asterisk, where 'TestGame' is entered, and 'Authentication provider' with a red asterisk, where 'PlayFab' is selected from a dropdown menu. At the bottom of the form are two buttons: 'Save studio' (blue) and 'Cancel' (white with a blue border).

6.- A new studio(TestGame) and a new Game(MyGame) were created.



7.- Download the PlayFab SDK “UnitySDK.package” from:

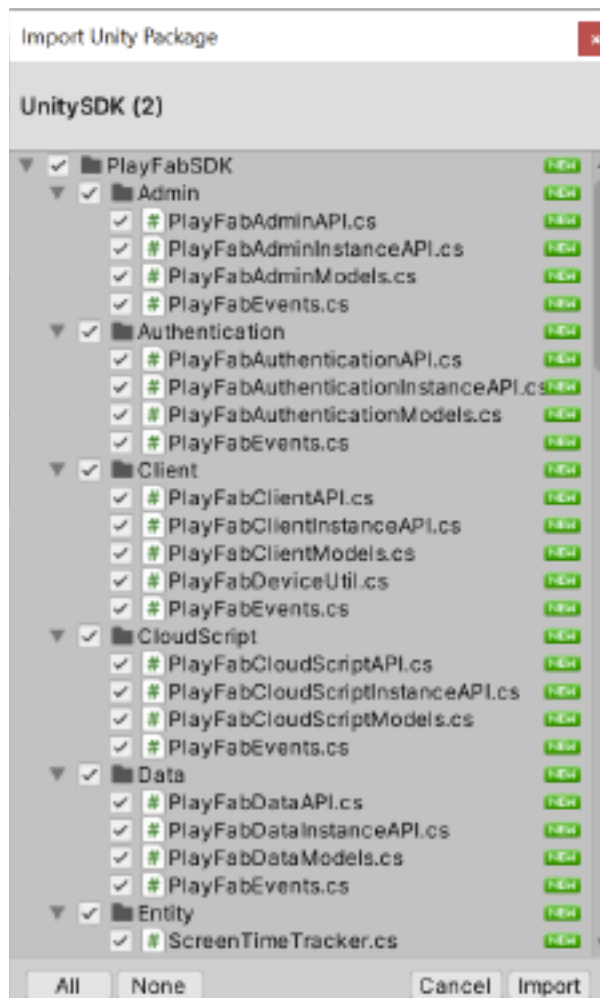
<https://aka.ms/playfabunitysdkdownload>

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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.

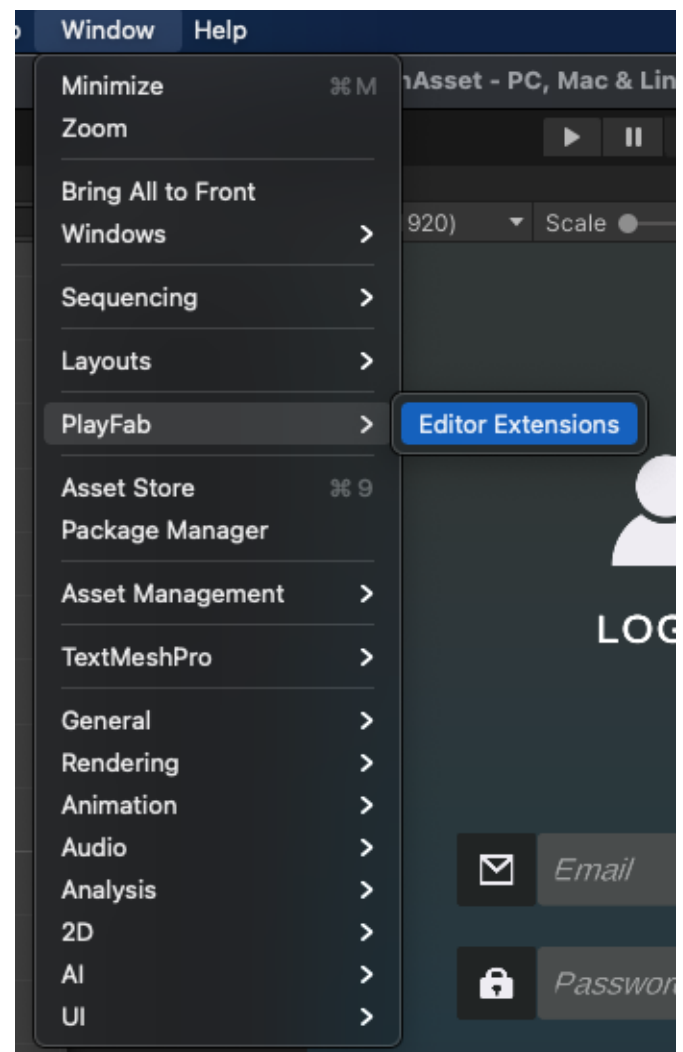
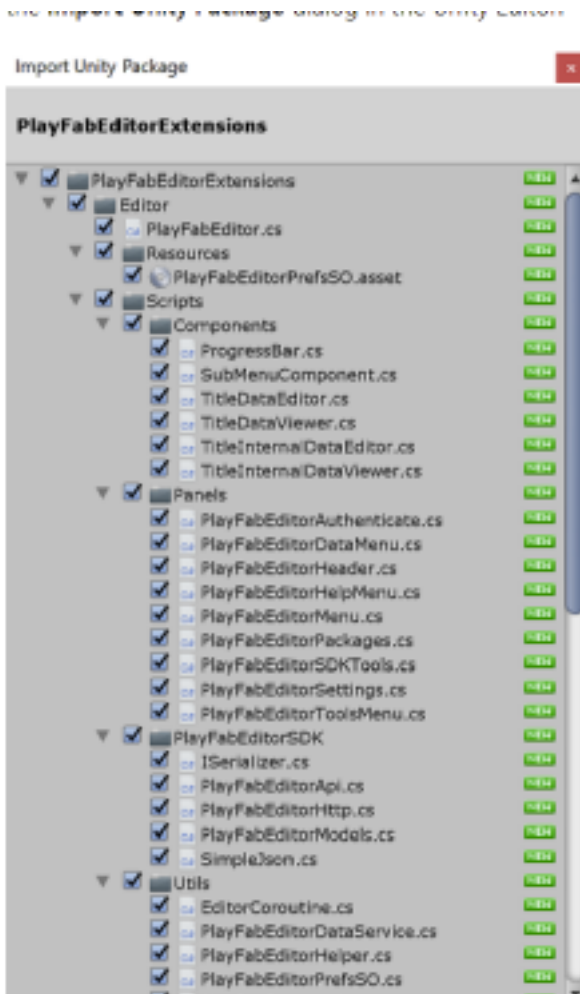


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9.- Download the “PlayFabEditorExtensions.UnityPackage” from:

<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

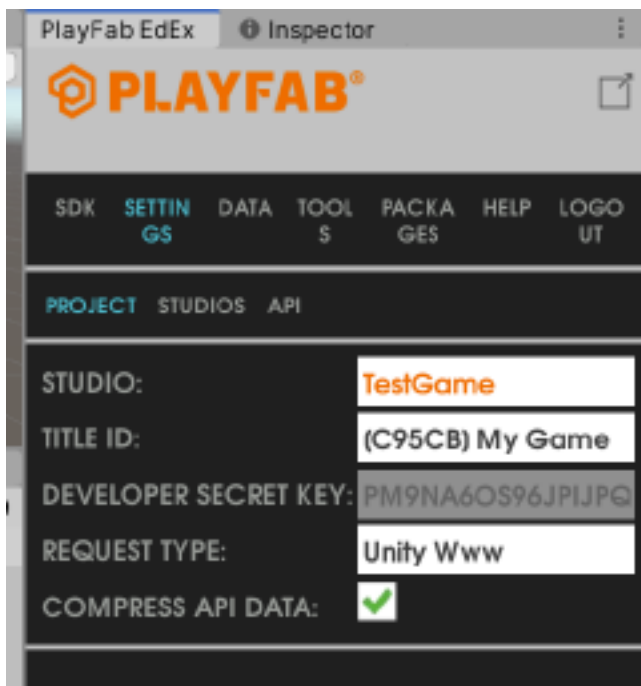
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The screenshot shows the PlayFab web interface. At the top, there's a 'Hierarchy' tab and a 'PlayFab EdEx' tab. Below the PlayFab logo, it says 'Welcome to PlayFab!'. There are four input fields: 'EMAIL:', 'PASSWORD:', 'CONFIRM PASSWORD:', and 'STUDIO NAME:'. Below these fields are two buttons: 'LOG IN' (highlighted with a red box) and 'CREATE AN ACCOUNT'. At the bottom, there is a 'VIEW README' link.

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.



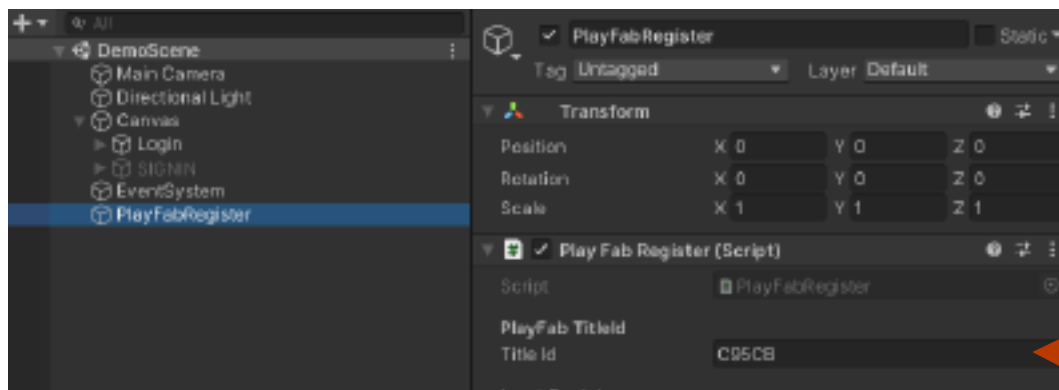
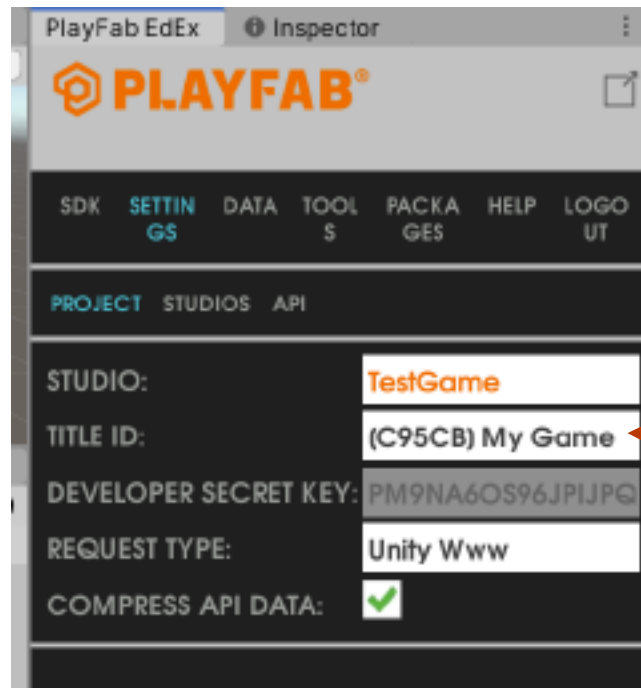
The screenshot shows the 'PlayFab EdEx' settings page. At the top, there's a 'Hierarchy' tab and an 'Inspector' tab. Below the PlayFab logo, there are several tabs: 'SDK', 'SETTINGS', 'DATA', 'TOOLS', 'PACKAGES', 'HELP', and 'LOGOUT'. The 'SETTINGS' tab is selected. Under 'SETTINGS', there are sub-tabs: 'PROJECT', 'STUDIOS', and 'API'. The 'STUDIOS' sub-tab is selected. Below the sub-tabs, there are several fields: 'STUDIO:' (with a dropdown menu showing 'TestGame'), 'TITLE ID:' (with a dropdown menu showing '(C95CB) My Game'), 'DEVELOPER SECRET KEY:' (with a text input field containing 'PM9NA6OS96JPIJPQ'), 'REQUEST TYPE:' (with a dropdown menu showing 'Unity Www'), and 'COMPRESS API DATA:' (with a checked checkbox).

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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