**SaveLoad.cs //based on:** **https://unity3d.com/learn/tutorials/topics/scripting/persistence-saving-and-loading-data**

using UnityEngine;

using System.Collections;

using System.Collections.Generic;

using System.Runtime.Serialization.Formatters.Binary;

using System.IO;

public static class SaveLoad {

public static List<Game> savedGames = new List<Game>(); // we create here a list of the type game here

//it's static so we can call it from anywhere

public static void Save() {

SaveLoad.savedGames.Add(Game.current);

BinaryFormatter bf = new BinaryFormatter();

//Unity has a built-in location to store our game files

//Application.persistentDataPath is a string, so if you wanted you can put that into debug.log if you want to know where save games are located

FileStream file = File.Create (Application.persistentDataPath + "/savedGames.gd"); //you can call it anything you want

bf.Serialize(file, SaveLoad.savedGames);

file.Close();

}

public static void Load() {

if(File.Exists(Application.persistentDataPath + "/savedGames.gd")) {

BinaryFormatter bf = new BinaryFormatter();

FileStream file = File.Open(Application.persistentDataPath + "/savedGames.gd", FileMode.Open);

SaveLoad.savedGames = (List<Game>)bf.Deserialize(file);

file.Close();

}

}

}

**UserNameScript.cs //oryhinal code based on diffrent YouTube tutorials**

using UnityEngine;

using System.Collections;

using UnityEngine.UI;

public class userNameScript : MonoBehaviour {

public string userName;

public GameObject inputField;

public void OnEntry()

{

userName = inputField.GetComponent<InputField>().text;

Debug.Log ("your username is " + userName);

}

}

**MainMenu.cs (code abandoned) //Unity Assets Store**

using System;

using UnityEngine;

using Random = UnityEngine.Random;

using System.Collections;

using System.Collections.Generic;

using System.Text.RegularExpressions;

using System.Linq;

public class MainMenu : MonoBehaviour {

public bool PlayOffline = true;

public static int userid;

public static bool IsMulti = true;

public static string wwwtext="test";

public static string username = "";

private string pswd = "";

private string repass = "";

private string email = "";

private string url = "http://losange-vision.com/registration.php";

private string url\_login = "http://losange-vision.com/login.php";

public void DoRegister() {

WWWForm form = new WWWForm();

form.AddField("username", username);

form.AddField("password", pswd);

form.AddField("email", email);

WWW w = new WWW(url, form);

StartCoroutine(RegisterPlayer(w));

}

IEnumerator RegisterPlayer( WWW w) {

yield return w;

}

public void DoLogin() {

WWWForm form = new WWWForm();

form.AddField("username", username);

form.AddField("password", pswd);

WWW w = new WWW(url\_login, form);

StartCoroutine(Login(w));

}

IEnumerator Login(WWW w) {

yield return w;

if(w.error ==null) {

if (w.text.Contains("userid=")) {

userid = System.Int32.Parse(Regex.Match(w.text,"(?<=userid=)[0-9]+").ToString());

LoggedIn = true;

}

}

}

public void OnGUI() {

if (register){

username = GUILayout.TextField(username);

pswd = GUILayout.TextField(pswd);

email = GUILayout.TextField(email);

repass = GUILayout.TextField(repass);

if (GUILayout.Button("Register")){

if (username == "" || pswd == "" || repass == "" || email == ""){}

else if (pswd == repass) DoRegister();

}

}

else{

username = GUILayout.TextField(username, GUILayout.Width(100));

pswd = GUILayout.PasswordField(pswd, "\*"[0], GUILayout.Width(100));

if (GUILayout.Button("Login")){

if (username != "" && pswd != "")

DoLogin();

}

if (GUILayout.Button("Register"))

register = true;

}

}

}

**Login.php (code abandoned) //Unity Assets Sore**

<?php

$link = mysql\_connect("host", "username", "password");

$username = $\_REQUEST['username'];

$password = $\_REQUEST['password'];

mysql\_connect($link) or die(mysql\_error());

$db\_selected = mysql\_select\_db("databas", $link);

$check = mysql\_query("SELECT \* FROM `users` WHERE `username`='".$username."'" ) or die (mysql\_error());

$numrows = mysql\_num\_rows($check);

if ($numrows == 0)

die("Username doesn't exist \n");

else {

$password = password\_hash($password, PASSWORD\_BCRYPT);

while ($row = mysql\_fetch\_assoc($check)) {//finds the rows that have our username

if($password == $row['password'])

die("login-SUCCESS".$row['id']);

else

die("Password doesn't match \n");

}

}

?>

**Register.php (code abandoned)//Unity Assets store**

<?php

$link = mysql\_connect("host", "username", "password");

$db\_selected = mysql\_select\_db("databas", $link);

$table = "myTable";

$username = $\_REQUEST['username'];

$password = $\_REQUEST['password'];

$email = $\_REQUEST['email'];

function fetchinfo($rowname,$tablename,$finder,$findervalue) {

if($finder == "1") $result = mysql\_query("SELECT $rowname FROM $tablename");

else $result = mysql\_query("SELECT $rowname FROM $tablename WHERE `$finder`='$findervalue'");

$row = mysql\_fetch\_assoc($result);

return $row[$rowname];

}

/\* The \b in the pattern indicates a word boundary, so only the distinct

\* word "web" is matched, and not a word partial like "webbing" or "cobweb" \*/

if (preg\_match("/^[a-zA-Z0-9\s\.,!?]\*$/", $password) {

echo "Password was good.";

} else {

die("Password is not valid.");

}

mysql\_connect($host, $user, $dbpassword) or die(mysql\_error());

mysql\_select\_db($db);

$password = md5($password);

mysql\_query("INSERT INTO `users` VALUES ('NULL', '{$username}', '{$password}', '{$email}')") or die (mysql\_error());

$findid = mysql\_query("SELECT \* FROM `users` WHERE `username`='".$username."'" ) or die (mysql\_error());

$numrows = mysql\_num\_rows($findid);

$message = "";

if ($numrows == 0)

die(" the new user not found \n");

else {

while($row = mysql\_fetch\_assoc($findid))

$userid = $row['id'] ; break;

$startingdeckcards = array(0,1,2,3,4,5,6,7,8,9,10,0,1,2,3,4,5,6,7,8,9,10,11);

foreach ($startingdeckcards as $card)

mysql\_query("INSERT INTO `player\_decks` VALUES ('NULL', '{$userid}', '{$card}')") or die (mysql\_error());

$query = "INSERT INTO silver VALUES('NULL', '{$userid}', '150')";

$result = mysql\_query($query) or die('Query failed: ' . mysql\_error());

echo "done, userid:".$userid."";

}

?>