Possible ways for game to get info

From php, may be able to grab php session username to display

Php would need to grab other table information based on username(being Foreign key on that table)

Php username given to c# script to get info ingame

OR php to grab info and transfer all to game, php to grab other info can be used for account page to display more infomation

ALTERNATIVE, change login to inGame, database information grabbed ingame

<https://docs.unity3d.com/Manual/webgl-interactingwithbrowserscripting.html>

C# to call Javascript function, js function to grab php info

Username needs to track player location and be readable across terrain.

This means: Bold coor, clear font, readable characters(needs to be constrainted with php signup)

E.G.

**UserName123** NOT *adsw::’:a^&%^* 🡨yellow unreadable, non numeric characters, italics and unreadable font[*adsw::’:a^&%^* ]