Leader Board API Documentation

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Creating Boards

So before you start using the API they are a few things you must do to get everything up and running

- **Step 1 :** You can skip this part if your using an already hosted site but if not you will want to host the site on any platform that allows non static sites. I recommend Heroku.

- **Step 2 :** Okay so now that you have the site you want to use. Create A board (you need to log into the site first).

- **Step 3 :** congrats you've created a board. Now what well you cant post scores on it directly so you need to make a web request. Before you do that you will need to find your board so on the navbar go to Your Board. Find the board you just made and click view

- **Step 4:** okay so now that you have the board click on the button that says get token or the button next to it to copy the token to the clip board. (DONT SHARE THE TOKEN WITH ANYONE ELSE THEY WILL BE ABLE TO MAKE REQUESTS FOR THE BOARD).

Gun Smith board

SHOW TOKEN ▼

#	Score Holder	Score	Date
1	waza2	10000.0	June 11, 2022, 10:56 a.m. GMT
2	mega mind	5000.3	June 11, 2022, 10:30 a.m. GMT
3	waza	2000.2	June 11, 2022, 10:26 a.m. GMT
4	waza	2000.0	June 10, 2022, 7:19 p.m. GMT

- **Step 4:** Awesome now all you need to do is make a web request using the end point here https://github.com/wazabanda/GameLeaderBoard.

Unity Implementation

Okay so you don't wanna write your own web requests I understand it can be annoying some times well don't worry as I got you my dude I got you. Simply download the unity package that should be on the same site as the board. If you're reading this you most likely have it already. Now all you have to do is open up the demo scene as I have left some good stuff there for you.

When you open it up go to the hierarchy and open the LeaderBoardWebRequestHandler Game Object
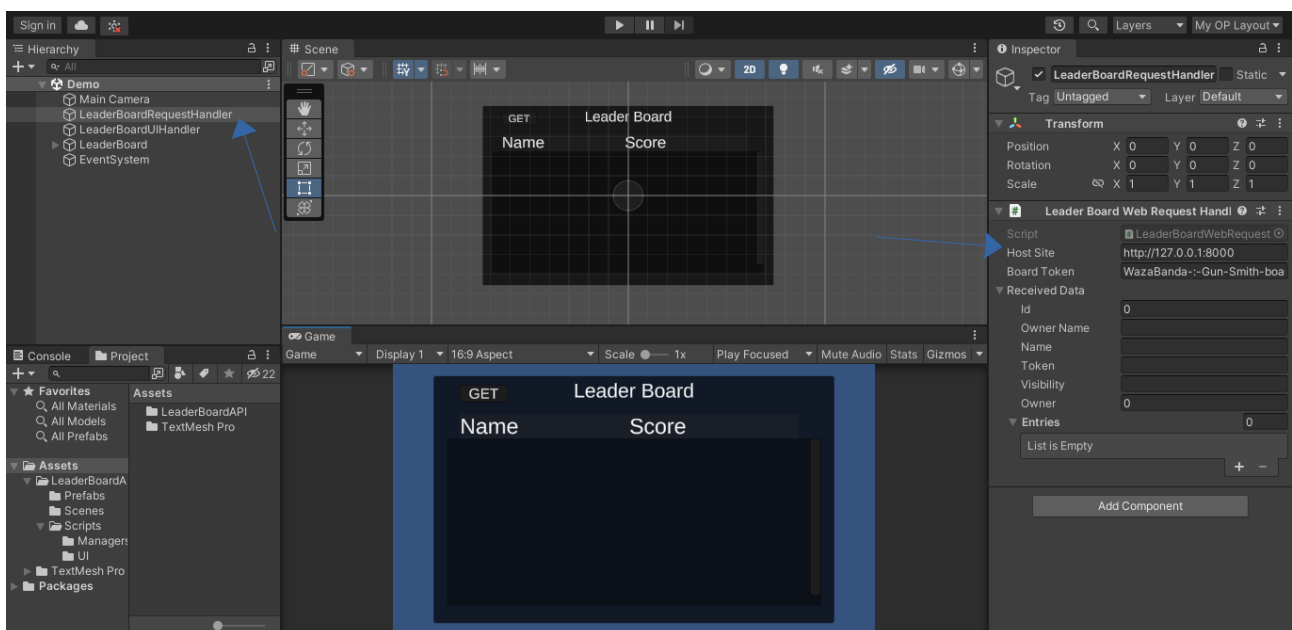
once you open it just paste your token and host site url into the fields and your done. Now you can run the project and hit the get button. But nothing happens. Well thats because there nothing in your leader board yet.

Dont panic as I still got you covered on that one as well. Just create a unity script or use any unity script that you are storing scores in and paste the following code.

```
LeaderBoardWebRequestHandler.instance.SendScoreData(string scoreHolder, string phrase, float score);
```

scoreHolder is the name of the score holder
pharse is a unique phrase the score holder uses to id there scores. This is to avoid duplication so it has to be the same always
score is well the score be it time or points.

Try entering some dummy data and boom when you run the game an the line is called the score will be uploaded. Now on the leader board just click the get button and you will have

So yeah thats pretty much it I guess, hope you find this useful, put a lot of work into it.