Documentation Waterdamp

# Creating an account

## Navigate to the Registration Page:

Open the application and navigate to the registration page.

## Fill in the Registration Form:

Enter a username.

Enter your name.

Provide a valid email address.

Create a secure password.

## Submit the Registration Form:

Click the "Register" button to submit the form.

If the registration is successful, you will receive a confirmation message.

# Logging In

## Navigate to the Login Page:

Open the application and go to the login page.

## Fill in the Login Form:

Enter your registered email.

Enter your password.

## Submit the Login Form:

Click the "Login" button to submit the form.

If the login is successful, you will be redirected to the dashboard.

# Creating a project

## Navigate to the Project Creation Page:

After logging in, go to the project creation page from the dashboard.

## Fill in the Project Details:

Enter the project name.

Provide a brief description of the project.

Add an image if necessary.

Add contributors if there are any.

## Submit the Project Form:

Click the "Create Project" button to submit the form.

If the project creation is successful, the new project will appear in your project list.

# Dashboard and Project Management

## Access Your Dashboard:

Once logged in, navigate to your dashboard to manage your projects.

## View and Edit Projects:

You can view the list of your projects.

Click on a project to view its details and make any necessary edits.

# Implementing in engine

## Unity

# API function calls and explanations

## GetUsers(IntPtr callback, IntPtr context);

## ConfigureProject(string project\_ID, ConfigureProjectCallbackDelegate callback, IntPtr context);

## OpenLoginPage();

## StartPolling(LoginStatusCallbackDelegate callback, IntPtr context);

## CancelPolling();

## Logout(LogoutCallbackDelegate callback, IntPtr context);

## GetUser(string user\_ID, GetUserCallbackDelegate callback, IntPtr context);

## UploadLeaderboardScore(string leaderboard, int score, UploadLeaderboardScoreCallbackDelegate callback, IntPtr context);

## GetLeaderboard(string leaderboard\_Id, ref IntPtr outArray, int amount, GetEntryOptions option, LeaderboardCallbackDelegate callback, IntPtr context);

## GetLeaderboardsForProject(ref IntPtr outArray, GetLeaderboardsForProjectCallbackDelegate callback, IntPtr context);

## FreeMemory(IntPtr ptr);

## SetOutputCallback(DebugOutputDelegate callback, IntPtr context);