

GETTING STARTED

Start by opening the scene that you plan on integrating the system in.

Once you are in the appropriate scene.....

Click on “Window” on the bar at the top of the Unity Software.

Click on “**Premier Point Standing System**” in the drop down menu.

Click on “**Create Standings Manager**” .

(This will create the Standings Manager and an Event System)

Set your desired number of players, teams, or participants for the rankings system.

(This is set to 10 by default, but you can go up to hundreds if needed.)

Once you have the number set, click on “**Create Standings Database**”.

IMPORTANT

MAKE SURE TO TYPE NAMES FOR ALL OF THE PARTICIPANTS UNDER

THE **STANDINGS_DATABASE** OBJECT.

(IF YOU DO NOT DO THIS STEP YOU WILL HAVE A BLANK LEADERBOARD)

OPTIONAL STEP

If you want to use the baseline leaderboard that is provided, then click on

“Create Standings Leaderboard”

You can customize the leaderboard name by clicking on the **STANDINGS_LEADERBOARD** object and typing in your custom Leaderboard Name.

ADDING / REMOVING POINTS

If you have your own leaderboard or simply want to get data on your own.

Here's how to do it.

Go into your own C# script and put the following line above the Start() Function

```
public PPSS_Standings standings;
```

Then place the following line in the Start() Function

```
standings = GameObject.Find("Standings_Manager").GetComponent<PPSS_Standings>();
```

Add points to a player in your database with this line of code.

```
standings.AddPointsToParticipant("Jack", 50);
```

(Example: Adds 50 points to Jack in the Standings Database)

Reset points to a player in your database with this line of code.

```
standings.SetPointsToParticipant("Jack", 0);
```

(Example: Resets to Jack to 0 Points in the Standings Database)

Remove points from a player in your database with this line of code.

`standings.RemovePointsFromParticipant("Jack", 20);`

(Example: Remove 20 Points from Jack in the Standings Database)