

ULTIMATE

IN-GAME ACHIEVEMENTS

About

OVERVIEW

Engage your players with achievements, easily add this feature using the Ultimate In-Game Achievements that helps create and manage all your in-game achievements easily

FULL CONTROL OVER ACHIEVEMENTS

Assign an achievement icon, name, description, and id which are used when sending a notification or when displaying the achievements list

INCREMENTAL ACHIEVEMENTS

Maybe you have an achievement that requires many objectives to be finished before its unlocked, no worries! The Ultimate In-Game Achievements supports Incremental Achievements!

ACHIEVEMENTS MENU

Show all the achievements in the game along with their states and progress in a neat looking menu

EASILY EXPANDABLE

This asset was made modular to make it easier to expand upon or to be supported by other systems

SIMPLE TO USE

Simply call the `AchievementsManager.instance.UnlockAchievement()` and pass the achievement id

Or call the `AchievementsManager.instance.IncrementAchievement()` and pass the achievement id along with the increment value, used for incremental achievements

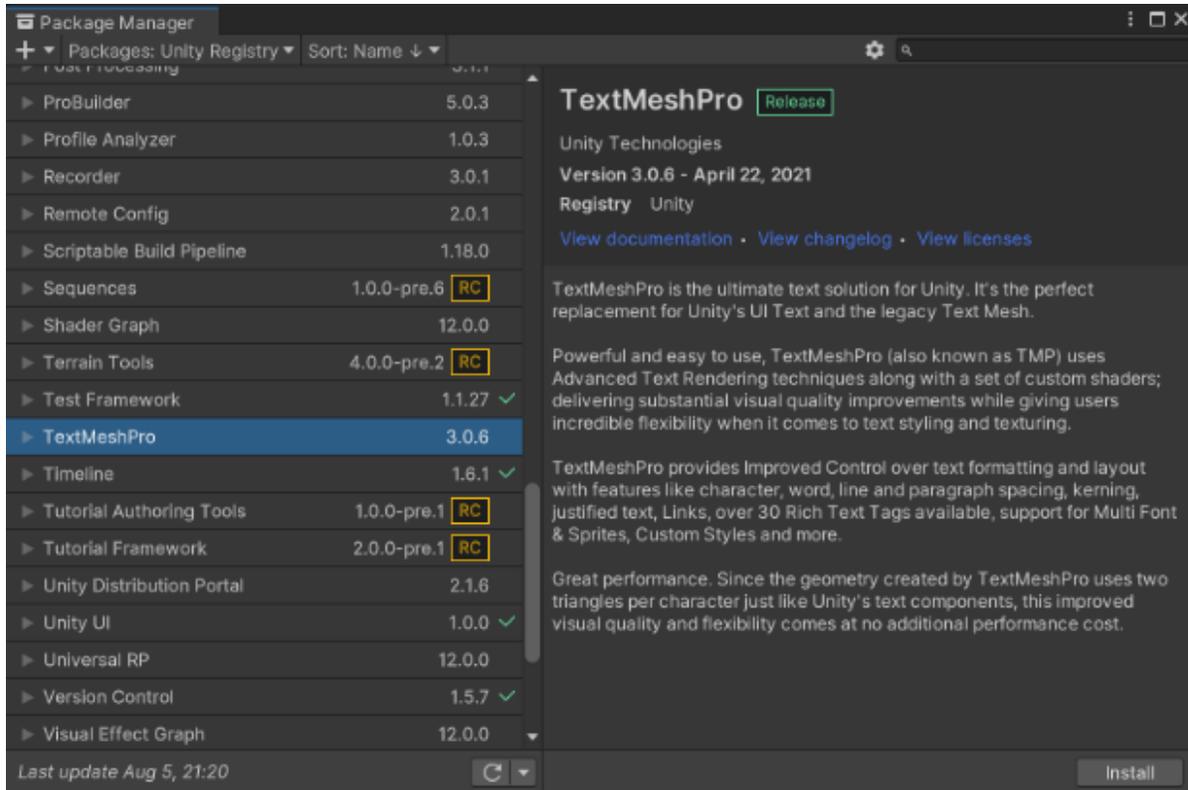
Contents

About.....	1
1- Installing Dependencies:.....	2
2- Adding the Achievements Manager:.....	3
2.1- Tweak The Settings:.....	4
3- Adding the Achievements Notification Manager:.....	4
Increment/Unlock Achievement:.....	6
Namespace.....	6
Main Function.....	6
Access Achievement Data.....	6
Included Demos:.....	6
Overview:.....	6
Opening a demo:.....	6
Code Documentation:.....	7
Achievements Manager:.....	7
• Achievements.....	7
Achievements Notification Manager: • Main.....	7
Notes:.....	8
Need More Support?.....	8
Join the community.....	8
Follow on Social Media.....	8

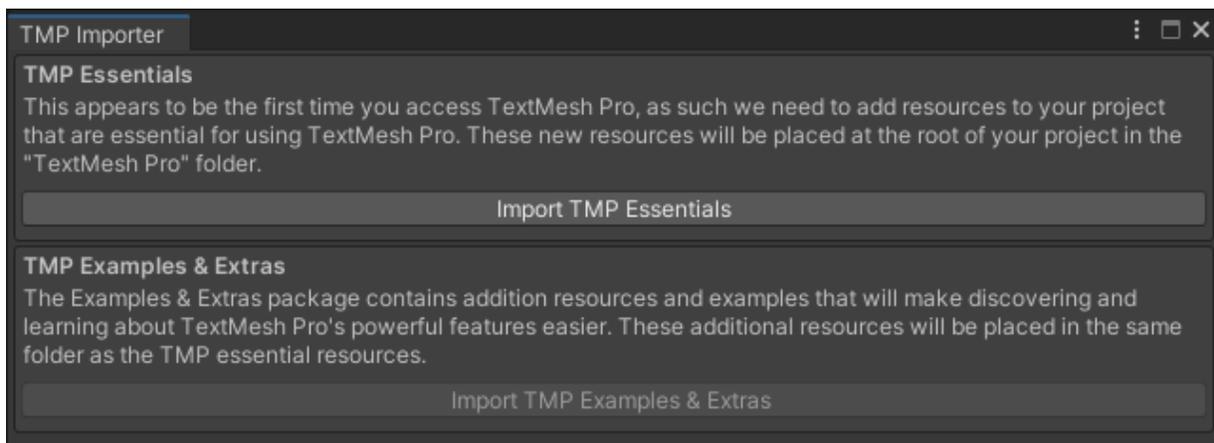
Setup Guide:

1- Installing Dependencies:

- Import the Ultimate In-Game Achievements package
- Install TextMeshPro (if not installed)

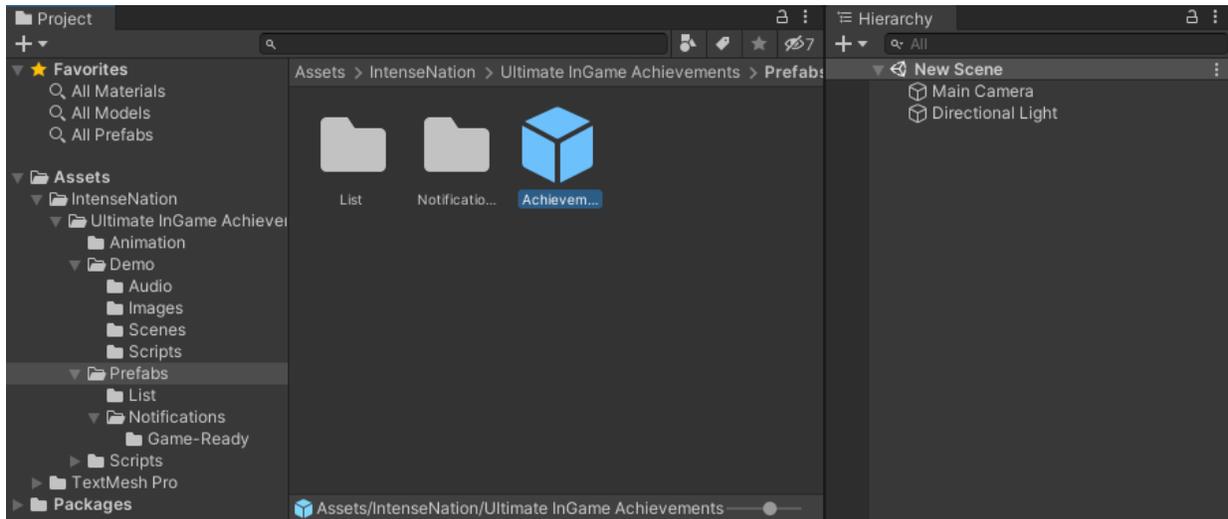


- Import TMP Essentials



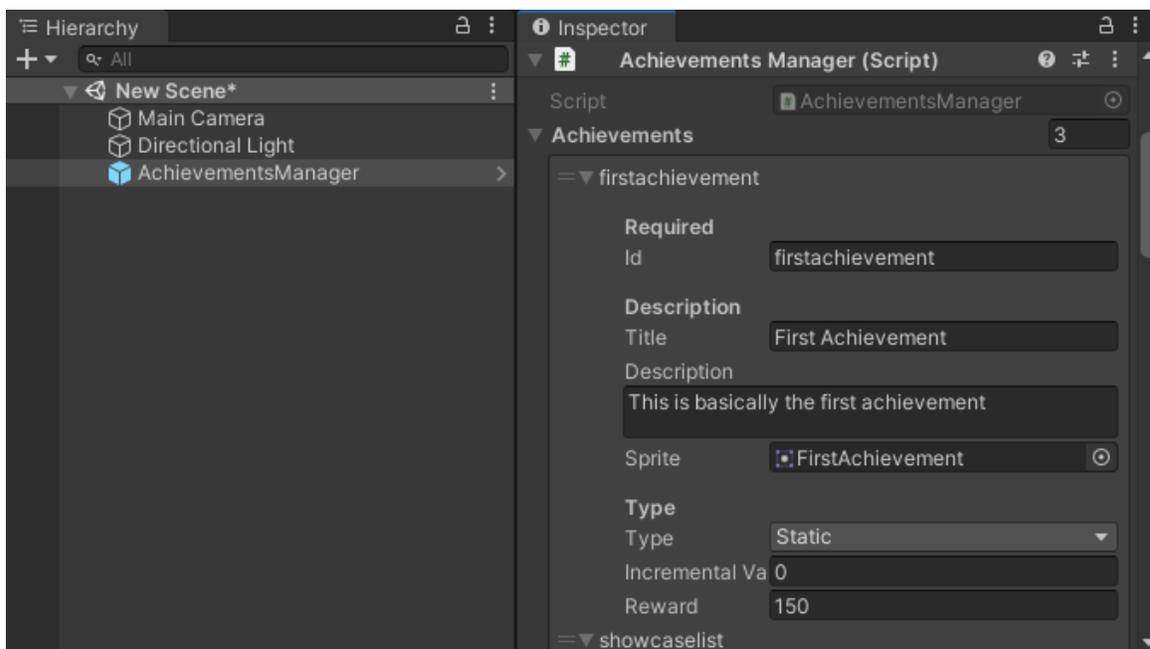
2- Adding the Achievements Manager:

- Drag and drop the Achievements Manager prefab to the first loaded scene (i.e Main Menu)
In Project window, go to IntenseNation → Ultimate In-Game Achievements → Prefabs → AchievementsManager



2.1- Tweak The Settings:

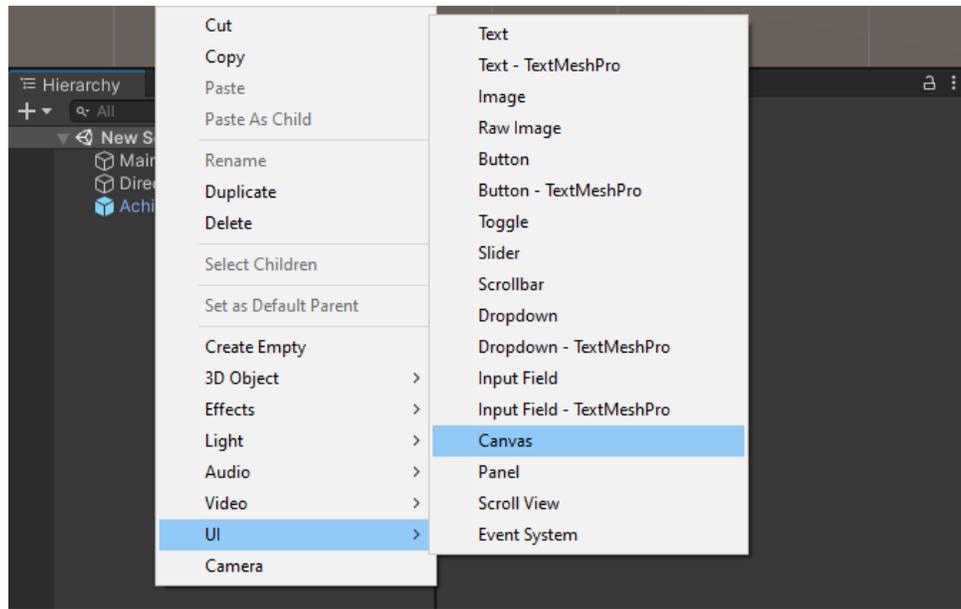
- Add a new Achievement in the Achievements list and assign a unique Id
- Change the title, description, and image as you like



- Then right click on the changed object and click Apply to Prefab AchievementsManager
Alternatively, you can open the prefab and edit any of the values then save it

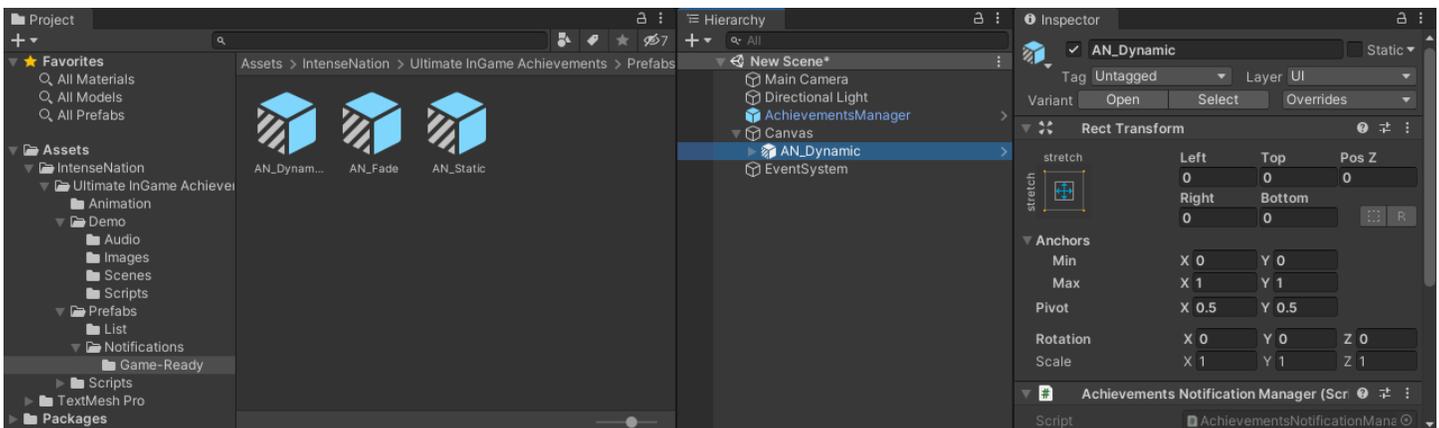
3- Adding the Achievements Notification Manager:

- Create a new Canvas (if the scene doesn't have a canvas)



- Drag and drop any of the game ready Notification Manager prefabs to a canvas in each scene you want to show a notification in

In Project window, go to IntenseNation → Ultimate In-Game Achievements → Prefabs



- Alternatively, you can create a canvas and add a notification prefab to it, but it will have an impact on performance

Increment/Unlock Achievement:

Namespace

To make the code cleaner, you have to access the Achievements Manager using this line using IntenseNation.UltimateInGameAchievements;

Main Function

Simply call the `AchievementsManager.instance.UnlockAchievement()` and pass the achievement id

Or call the `AchievementsManager.instance.IncrementAchievement()` and pass the achievement id along with the increment value, used for incremental achievements

Access Achievement Data

To access all of the achievement's data, call the function

`AchievementsManager.instance.GetAchievementData()` and pass the achievement id

Included Demos:

Overview:

- There are 6 demo scenes included (Showcase, Incremental, Simple, Notification Static, Notification Dynamic, Notification Fade)
- **Showcase:** Showcases all the features the asset is capable of
- **Incremental:** Shows the incremental test
- **Simple:** Includes a simple unlock achievement button
- **Notifications:** Supports sending a notification when unlocking an achievement
 - **Notification Static**
 - **Notification Dynamic**
 - **Notification Fade**

Opening a demo:

- Open the Demos folder
 - IntenseNation → Ultimate In-Game Achievements → Demo → Scenes
- Select and open one of the available scenes
- Press play to showcase the demo you chose in action

Code Documentation:

Achievements Manager:

- **Achievements**

- Id – Required

- Title

- Description

- Sprite

- Type (Static / Incremental)

- Incremental Value (Leave it 0 if type is static)

- Reward

- **Audio Source**

Achievements Notification Manager:

- **Main**

- Animator

- Animation Name

- Default Sprite

- **UI**

- Image

- Title

- Description

- Reward

- Progress Slider

Notes:

- You don't have to add the AchievementsManager to each scene, you could just add it to the first scene that opens (Like an Intro, or MainMenu)
- To access the Achievements Manager you need to use this line:
using IntenseNation.UltimateInGameAchievements;
- For more detailed documentation of how the code works you can check out each script included in the asset
- There are 6 demo scenes for each notification type. Go to IntenseNation → Ultimate In-Game Achievements → Demo → Scenes

Need More Support?

Join the community

Reddit: <https://www.reddit.com/r/IntenseNation>

Discord: <https://discord.gg/Hw2QfGM>

Follow on Social Media

Twitter: <https://twitter.com/IntenseNation>

LinkedIn: <https://www.linkedin.com/company/intensenation>