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

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Setup Guide:

1- Installing Dependencies:

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



• Import TMP Essentials

TMP Importer

TMP Essentials

This appears to be the first time you access TextMesh Pro, as such we need to add resources to your project that are essential for using TextMesh Pro. These new resources will be placed at the root of your project in the "TextMesh Pro" folder.

Import TMP Essentials

TMP Examples & Extras

The Examples & Extras package contains addition resources and examples that will make discovering and learning about TextMesh Pro's powerful features easier. These additional resources will be placed in the same folder as the TMP essential resources.

Import TMP Examples & Extras

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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)

T Hierarchy + ▼ or All ▼ S New S ↑ Direct ↑ Achi	Cut Copy Paste Paste As Child Rename Duplicate Delete Select Children Set as Default Parent		Text Text - TextMeshPro Image Raw Image Button Button - TextMeshPro Toggle Slider Scrollbar Dropdown Dropdown Dropdown - TextMeshPro Input Field Input Field Input Field - TextMeshPro Canvas Panel Scroll View Event System		a :
	Create Empty 3D Object Effects Light Audio Video UI Camera	> > > > >			

• 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 \rightarrow Ultimate In-Game Achievements \rightarrow 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 \rightarrow Ultimate In-Game Achievements \rightarrow Demo \rightarrow 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 \rightarrow Ultimate In-Game Achievements \rightarrow Demo \rightarrow Scenes

Need More Support?

Join the community

Reddit: <u>https://www.reddit.com/r/IntenseNation</u> Discord: <u>https://discord.gg/Hw2QfGM</u>

Follow on Social Media

Twitter: https://twitter.com/NtenseNation LinkedIn: https://www.linkedin.com/company/intensenation