# ULTIMATE OBJECTIVES

# About

#### **OVERVIEW**

Ultimate Objectives makes adding objectives as easy as it can be, you create the objectives, choose when to increment objectives progress, and the code takes care of the rest!

#### **OBJECTIVES LAYOUT**

Showcase all the active objective in a neat and customizable layout, each element shows the corresponding data including the title, description, progress slider, icon, rewards, and a timer if it's a daily objective

#### **DAILY OBJECTIVES**

Supports both normal objectives and daily objectives which need to be finished within 24 hours or the progress is lost and new objectives are generated

#### CALLBACK FUNCTIONS

Create your own functions that are called whenever an objective is unlocked, this allows you to do anything, you can add reward value to a Currency Manager for example. There's also a demo included to make things easier.

#### EASILY EXPANDABLE

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

#### **DIFFERENT OBJECTIVE TYPES**

Of course not all the objectives require the same thing to be made, create as many types as you want, you will be able to update the any specific objectives type you want easily from code

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# **Setup Guide:**

#### **1- Installing Dependencies:**

- Import the Ultimate Objectives 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 Objectives Manager:

Drag and drop the Objectives Manager prefab to the first loaded scene (i.e Main Menu)

In Project window, go to IntenseNation  $\rightarrow$  Ultimate Objectives  $\rightarrow$  Prefabs  $\rightarrow$ 

#### ObjectivesManager



### 2.1- Tweak The Settings:

• Add a new Objective in the Objectives list and assign a unique Id, objective type, and a target value

• Change the title, description, and image as you like



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

## Adding the Objectives Layout:

- Create a new Canvas (if the scene doesn't have a canvas)
- Drag and drop the ObjectivesLayout to the canvas
  - In Project window, go to IntenseNation  $\rightarrow$  Ultimate Objectives  $\rightarrow$  Prefabs



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### Adding the Built-In Notification:

 Drag and drop the NotificationCanvas to the UltimateObjective game object In Project window, go to IntenseNation → Ultimate Objectives → Prefabs

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- Assign the added NotificationCanvas to the Objective Notification
- Set the Notification Provider to Built In

In Objectives Manager  $\rightarrow$  Notification section

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# **Update Objectives:**

#### Namespace

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

#### **Main Function**

Simply call the ObjectivesManager.instance.UpdateObjective() and pass the ObjectiveType

# **Access Objective Data**

• To access an active objective's data, call the function *ObjectivesManager.instance.GetActiveObjective()* and pass the id or its slot number

• To access an active objective's data, call the function

ObjectivesManager.instance.GetActiveObjectives() and pass the id or its slot number

OR

ObjectivesManager.instance.GetActiveObjectivesByType() and pass the ObjectiveType

# **Included Demos:**

### **Overview:**

- There are 4 demo scenes included (Showcase, Callback, Notifications, ObjectivesLayout)
- Showcase: Showcases all the features the asset is capable of
- Callback: Includes a demo script that calls a function when an objective is finished
- Notifications: Supports sending a notification when unlocking an achievement

• **ObjectivesLayout**: Shows how to easily implement an Objectives Layout which includes all the active objectives

### **Opening a demo:**

Open the Demos folder

IntenseNation  $\rightarrow$  Ultimate Objectives  $\rightarrow$  Demo  $\rightarrow$  Scenes

- Select and open one of the available scenes
- Press play to showcase the demo you chose in action

# **Code Documentation:**

### **Objectives Manager:**

#### Values

Title

Description

Reward

### Required

Id

Objective Type

Target Value

#### UI

lcon

### **Objectives UI Manager:**

Object Prefab Layout

#### **Objectives Object:**

#### Main

Title

Description

**Reward Text** 

lcon

Progress Text

**Progress Slider** 

#### **Daily Objective**

Daily Objective Time Text Daily Objective Holder

# Notes:

• You don't have to add the ObjectivesManager to each scene, you could just add it to the first scene that opens (Like an Intro, or MainMenu)

• To access the Objectives Manager you need to use this line:

using IntenseNation.UltimateObjectives;

- For more detailed documentation of how the code works you can check out each script included in the asset
- There are 4 demo scenes for each notification type. Go to IntenseNation  $\rightarrow$  Ultimate Objectives  $\rightarrow$  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: <a href="https://twitter.com/NtenseNation">https://twitter.com/NtenseNation</a> Tumblr: <a href="https://www.tumblr.com/blog/intensenationstudio">https://www.tumblr.com/blog/intensenationstudio</a> Mastodon: <a href="https://www.tumblr.com/blog/intensenationstudio">https://www.tumblr.com/blog/intensenationstudio</a> Mastodon: <a href="https://www.tumblr.com/blog/intensenationstudio">https://www.tumblr.com/blog/intensenationstudio</a> Mastodon: <a href="https://www.tumblr.com/blog/intensenationstudio">https://www.tumblr.com/blog/intensenationstudio</a> Mastodon: <a href="https://www.tumblr.com/blog/intensenationstudio">https://www.tumblr.com/blog/intensenationstudio</a> LinkedIn: <a href="https://www.linkedin.com/company/intensenation">https://www.linkedin.com/company/intensenation</a>