Leaderboard Manager Change Log

Contents

2.0.0 | Total Asset Re-write & Rebrand

> ℹ️ Major rewrite of the asset to allow for multiple leaderboard, better formatting & more!

Store Listing Changes

- Updated the store graphics to match all our other assets style.

- Updated store description to reflect the capabilities of the latest version of the asset.

- Added showcase video to show the asset in action.

Asset Changes

- Re-written the asset entirely.

- Support for TextMeshPro leaderboard displays added

- Support for multiple leaderboards added.

1.0.4 | Hotfix Patch

> ℹ️ Hotfix to fix an issue with the asset.

Asset Changes

- Updated the commenting on all scripts in the asset.

Bug Fixes

- Fixed an issue where the display would not throw an error when the limit was updated on the fly.

1.0.3 | Suggested Utility Method Patch

> ℹ️ Added an additional utility method based on feedback from our users.

Asset Changes

- Added Get Position method that was requested by a user on our discord server to support.

1.0.2 | Asset Store Audit Oct '20 Update

> ℹ️ October 2020 Asset Store Audit, cleaning up of the asset and more.

Store Listing Changes

- Updated the asset title to remove the "(CG)" characters after the asset name. This has been replaced with "| CG" instead to look a little neater.
- Updated the main asset description to explain more about the asset and its features.
- Updated all links to be correct for the asset.
- Updated to key images to all be the same size as the main key image.
- Updated the asset colour scheme to be more pastel, the old colour was a bit abrupt.

Asset Changes

- Updated the Leaderboard Manager Logo on the asset editor window.
- Updated commenting on all code.
- Name spaced all example code into CarterGames.Assets.LeaderboardManager.Example so that the user does not accidently use example code instead of the asset itself.
- Updated the example script with all method calls in the example scene coming from the script to help new users understand what method is called per button.
- Updated the example scene to add a new clear file button that resets the leaderbaord file.
- Added a new method to clear the leaderboard file when called.

1.0.1 | Bug Fix & Example Scene

Asset Changes

- Updated the asset logo to look better
- Added an example scene to all users to give the asset a go as well as providing a example to base their use for the asset on.

Bug Fixes

- Fixed a bug with the RemoveFromLeaderboard() method where it would not work as intended.

1.0.0 | Original Asset Release.

💡 Original release.