

[Home](#)

- ▶ Getting Started
- ▶ API Reference
- ▼ Game Concepts
  - Achievements**
  - Cloud Save
  - Google+ Platform
  - Leaderboards
  - Advanced Leaderboards
- ▶ Multiplayer
- ▶ Set Up Your Game
- ▶ Android
- ▶ iOS
- ▶ Web
- Best Practices
- Branding Guidelines
- Downloads
- Terms of Service

# Achievements

- [Introduction](#)
- [Attributes](#)
  - [The basics](#)
  - [State](#)
  - [Incremental achievements](#)
  - [Points](#)
  - [Minimum achievements](#)
- [Icon guidelines](#)
- [Creating an achievement](#)
  - [For a new game](#)
  - [For a published game](#)
- [Editing an achievement](#)
  - [Undoing an edit](#)
  - [Deleting an achievement](#)
- [Client implementation](#)
- [Adding translations for achievements](#)

## Introduction

Achievements can be a great way to increase your users' engagement within your game. Achievements can encourage players to experiment with features they might not normally use, or to approach your game with entirely different play styles. They can also be a fun way for players to compare their progress with each other and engage in light-hearted competition.

## Attributes

To understand how achievements work, you'll want to be familiar with some of the attributes associated with them.

### The basics

These basic elements are associated with every achievement:

- **Id** is a unique string that is generated by the Developer Console. You'll use this unique ID to refer to the achievement in your game clients.
- **Name** is a short name of the achievement (for example "Master Pieman"). The value can be up to 100 characters.
- **Description** is a concise description about your achievement. Usually this tells your player how to earn the achievement (for example, "Bake a lemon meringue pie before sundown"). The value can be up to 500 characters.
- **Icon** is a square icon that is associated with your achievement. For best practices when creating your achievement icons, see the [Icon Guidelines](#) section.
- **List order** is the order in which the achievement appears when a player views the achievements associated with your game. This can be in any order that you like.

### State

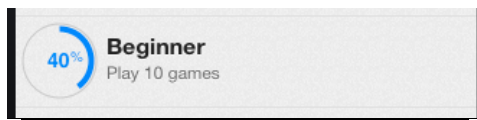
Achievements can be in one of three different states:

- A **hidden** achievement means that details about the achievement are hidden from the player. The game services provides a generic placeholder description and icon for the achievement while it's in a hidden state. We recommend making an achievement hidden if it contains a spoiler you don't want to reveal about your game too early (for example, "Discover that you were a ghost all along!").
- A **revealed** achievement means that the player knows about the achievement, but hasn't earned it yet. Most achievements start in the revealed state.
- An **unlocked** achievement means that the player has successfully earned the achievement. An

achievement can be unlocked offline. When the game comes online, it syncs with the game services to update the achievement's unlocked state.

## Incremental achievements

Achievements can be designated as standard or **incremental**. Generally, an incremental achievement involves a player making gradual progress towards earning the achievement over a longer period of time. As the player makes progress towards the incremental achievement, you can report the player's partial progress to the game services. The Google Play service keeps track of the progress information, alerts the game when the player has met the criteria necessary to unlock that achievement, and tells the player how far along they are towards meeting that goal.



Incremental achievements are cumulative across game sessions, and progress cannot be removed or reset from within the game. For example, "Win 50 games" would qualify as an incremental achievement. "Win 3 games in a row" would not, as the player's progress would be reset when they lose a game. "Have 5,000 poker chips" would not qualify either, as a player could gain and lose chips as they play. For the latter two achievements, it's up to you to track the player's "Wins in a row" state or chip total and to unlock standard achievements when the player earns them.

When creating an incremental achievement, you must define the total number of steps required to unlock it (this must be a number between 2 and 10,000). As the user makes progress towards unlocking the achievement, you should report the number of additional steps the user has made to the game services. Once the total number of steps reaches the unlock value, the achievement is unlocked (even if it was hidden). There's no need for you to store the user's cumulative progress.

## Points

Achievements have a point value associated with them. The player's score must be a multiple of 5 and a game can never have a total of more than 1000 points for all of its achievements (although it can have less). In addition, no single achievement can have more than 200 points.

The point value is used for internal tracking only and will not be shown to the player. This gives you the freedom to change point values for achievements as you add new content and new achievements to your game. Nonetheless, we recommend that you keep the point value of an achievement proportional to its difficulty.

## Minimum achievements

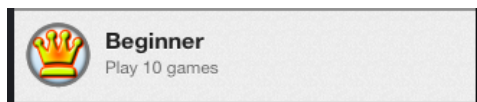
A game must have at least five achievements before it can be published. You can test with fewer than five achievements, but you need at least five achievements created before you publish your game.

## Icon guidelines

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Icons should be created as 512 x 512 PNG files. You only need to provide us with the icon for the unlocked achievement. We will generate a grayscale version for the revealed icon automatically. For that reason, we recommend your achievement icons include colorful elements, so your users can easily distinguish between revealed and unlocked achievements.

In the iOS client, the achievement icon will be overlaid with a circle and the outer corners will be hidden. You should ensure that your icon still looks good under these circumstances.



The same icon is used in all locales, so we recommend against including any text or localized content in an icon.

## Creating an achievement

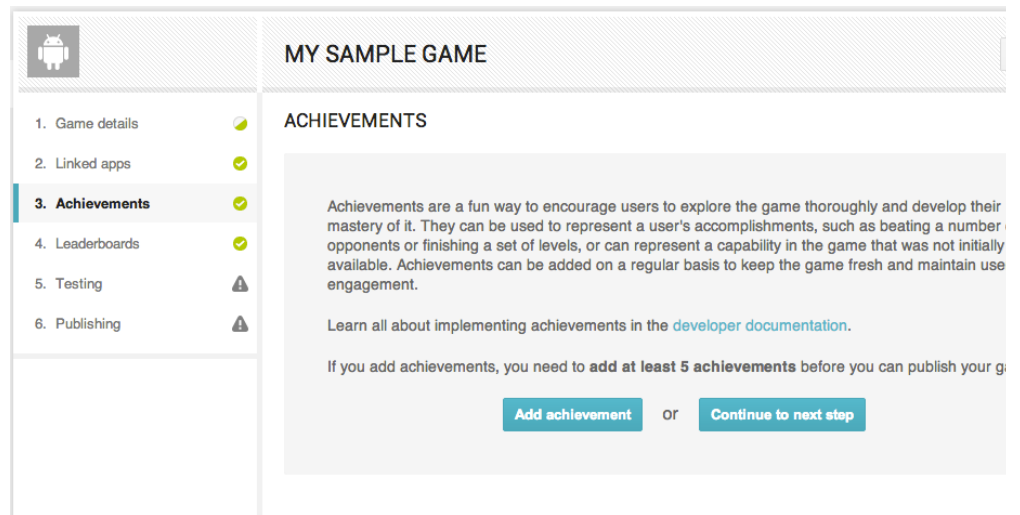
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### For a new game

To create an achievement for a new and unpublished game, go to the Developer Console entry for your game

under the **Games with Game Services** tab.

Select the **Achievements** tab on the left, and click the **Add Achievement** button.



Then, simply fill out the information required for this achievement.

This screenshot shows the 'NEW ACHIEVEMENT' form for a game titled 'MY RACING GAME'. The form is for the 'English (United States)' locale. It includes fields for 'Name' (with a 100-character limit), 'Description' (with a 500-character limit), and an 'Icon' (512x512 pixels). There are also checkboxes for 'Incremental achievements' and 'Initial state' (set to 'Revealed'). The 'Points' field is set to 10, and the 'List order' is 1. The form has 'Save' and 'Save and add another achievement' buttons at the top right. A red snail icon is shown in the icon field.

Click **Save**, and your achievement will be made available in "Ready to publish" mode. Once you publish your game, all of your game's achievements will be published with it.

### For a published game

To create an additional achievement for a game that has already been published, follow the same steps as above. The only difference is that the **Save** button will be relabeled as **Save as draft** and your achievement will be in a "Ready to test" mode. For more information on testing an updated version of a game, see [Publishing Your Game Changes](#).

Once you've tested your achievement and are happy with it, you can republish your game with the new achievements, and they will be pushed out to the world.

## Editing an achievement

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To edit an achievement that you've already created, select the achievement in the **Achievements** tab of the Developer Console. At this point, you will see the same form you used when first creating the achievement, and you can edit any of the fields as you wish.

When you're done editing an achievement, click the **Save as draft** button. The newly edited achievement will be in a "ready to test" stage, and you'll be able to test it out. If it is working correctly, select **Republish** from the drop-down list. This republishes your game, along with all your updated achievements, to the public.

**Note:** Once an achievement is published, its initial state (hidden or revealed) and its type (incremental or standard) is fixed and cannot be changed.

## Undoing an edit

If you decide you don't like your current achievement and want to go back to your achievement the way it was before, select **Revert** from the drop-down list in the Developer Console, and all of your achievements will revert back to the previously published version.

## Deleting an achievement

Once your achievement has been published, it **cannot** be deleted.

You can only delete an achievement in a pre-published state by clicking the button labeled **Delete** at the bottom of the form for that achievement.

## Client implementation

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For information on how to earn achievements from within the game client, see the [iOS](#), [Android](#), and [web](#) documentation.

## Adding translations for achievements

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You can specify your own translations for achievements that are associated with your game. Before you do so, first make sure to complete the steps described in [Adding translations for your game](#). You must also have created one or more achievements for your game.

To add your own translations for achievements, open the **Achievements** tab for your game in the Developer Console, then select an existing achievement. On the achievements details page, select the tab for a language that you previously added in the **Game details** tab. In the achievement details page for that language, edit the form with your translations for that achievement. Click **Save** to store your translated achievement details.

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