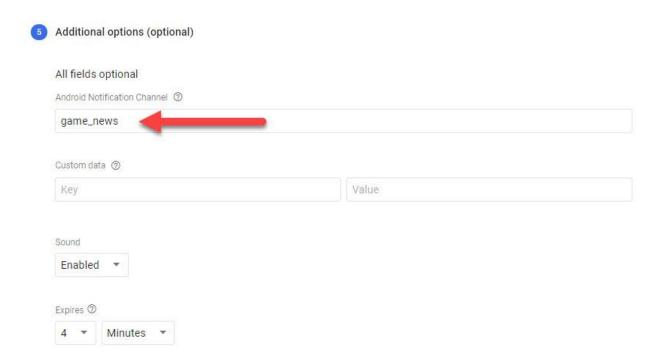
If you've added Firebase Cloud messaging to your unity project but when you send notification, it doesn't show up on screen and just goes to upper system tray, its simply because you haven't added any channel to your notification. <u>Learn more</u>

This plugin adds 2 notification channel ("game_news" and "daily_reward") to your unity project. Simply add FCM_Notification_Channel.unitypackage to your project and hit import.

From Prefabs folder drag and drop NotificationChannel.prefab to your first scene. That's it, you are all done. Just build your project and open it on your device once, now send your notification again but this time make sure you add "game_news" or "daily_reward" to your notification channel on "Additional option" on your firebase console!



Cheers