Daily Q's & R's

With anit-cheat and Android Notifications

By

APPS
DADDY-O

Introduction

Thank you for downloading Daily Quests & Rewards system.
I hope this takes weeks off your project!!!
I would really appreciate it if you could rate this asset and leave your comment.

If you downloaded the free version you are limited to the Daily rewards system with ani-cheat but you are without notifications and without the daily Quests system. If you downloaded the full paid version I thank you for your patronage.

ASSETS USED

The GUI Asset used was provided free at the link below:
https://assetstore.unity.com/packages/2d/gui/fantasy-wooden-gui-free-103811

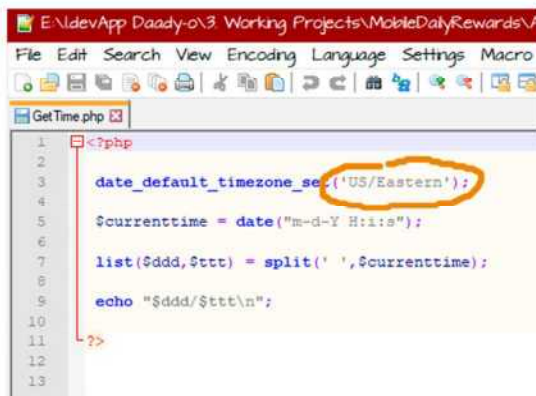The Item RPG Assets used was provided free at the link below:
https://assetstore.unity.com/packages/2d/gui/icons/rpg-inventory-icons-56687#description

Preperation

Step 1: For notifications to work(paid version only!), the unity mobile notification package must be installed. Go to: window, Package manager and search for mobile notifications and install. For setting up please visit https://docs.unity3d.com/Packages/com.unity.mobile.notifications@1.3/manual/Settings.html. Please also make sure Build setting are set to android.

Step 2: Import Daily Q's & R's unityPackage.

Step 3: Expand the 01 PHP folder, in your favourite editor edit the timezone as shown in screenshot to your timezone (for more on this visit http://leatonm.net/unity-tutorial/unity3d-internet-time-and-date-guide/ its where I got the php file) and upload the GetTime.php file to a server that you have access to (Thanks to http://leatonm.net for the php file). Alternativley you can prepare a server address that you can receive a string date and time eg: "2020/09/18 14:00:00"
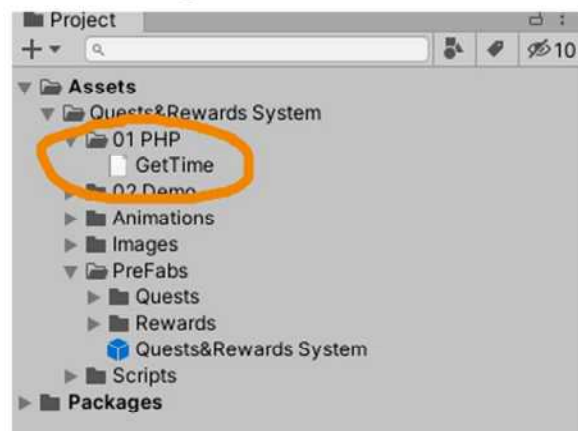
Step 4 (optional):Once the above is complete, you may chose to test the asset by selecting one of the demo scenes. If so once the selected scene is open, select TimeManager and add the server address of the previous step as shown below, else skip this step and follow the instruction in the next section.
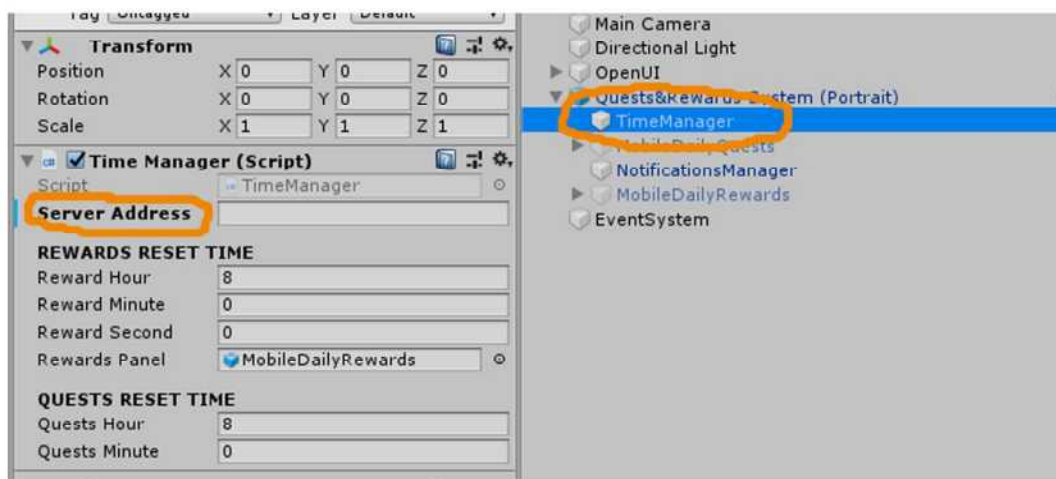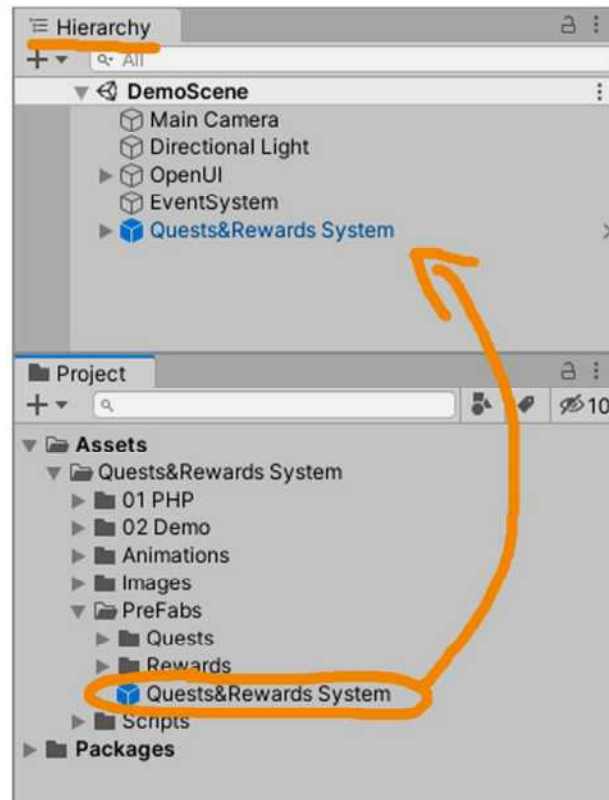

In order to check the quest progress:
   - Add nameSpace "using AppsDaddyO.Quests.
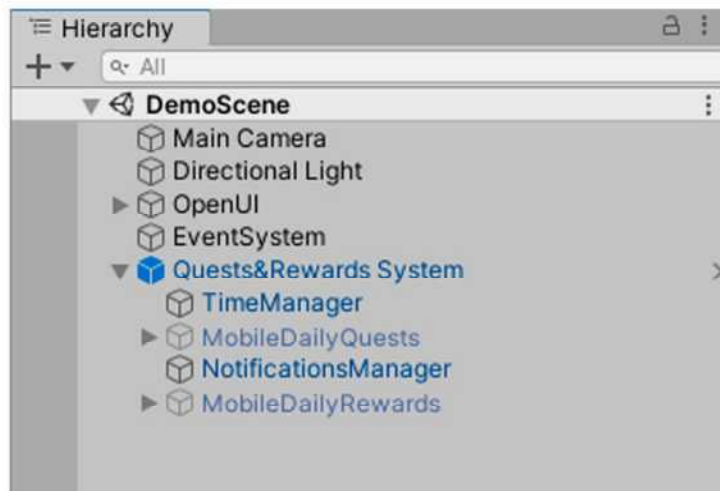   - use the method call below, passing the quest id as the parameter when ever you need a quest to be done...
MDQ_QuestsManager.questsManager.CheckQuestProgress(quest ID)
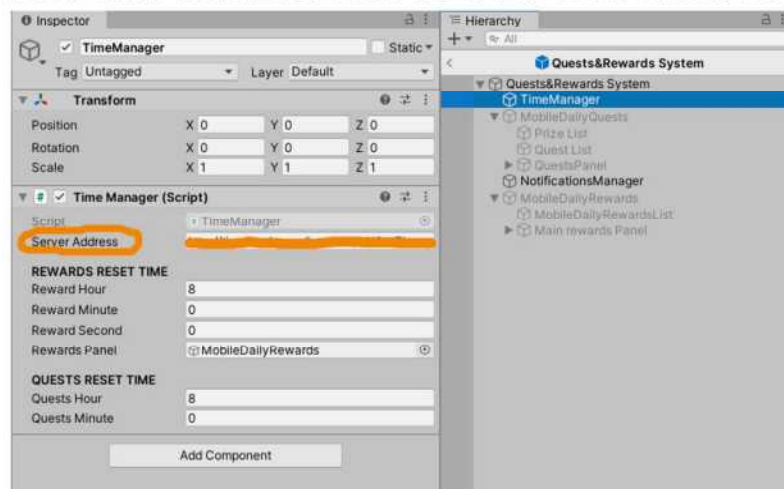
HOW TO USE

**1.** Add Quests&Rewards System prefab to Hierarchy

**2.** Expand the GameObject and click on TimeManager

3. Once TimeManager is selected, Under Server Address please enter the server address which was prepared in step 1. Fill in the TimeManager reset time that you would like for the quests and rewards. NB: Its a 24 hour cloak so 2pm is 14:00.

**4.** Expand and select the MobileDailyQuests GameObject
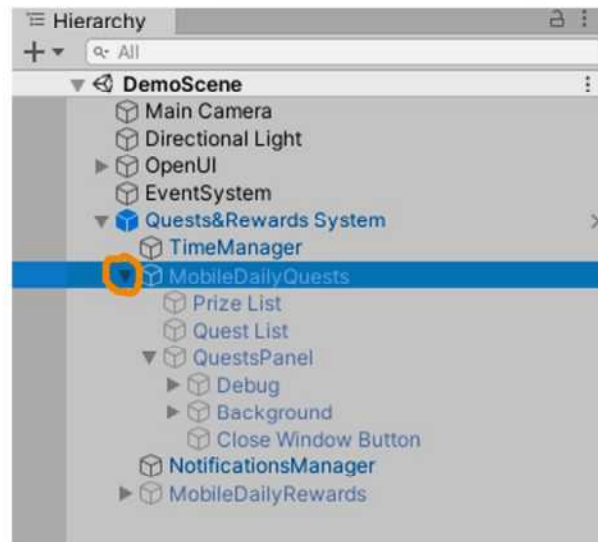
5. In the inspector set the amount of quests to display in the UI and chose a color for when the quest is ready to be claimed.
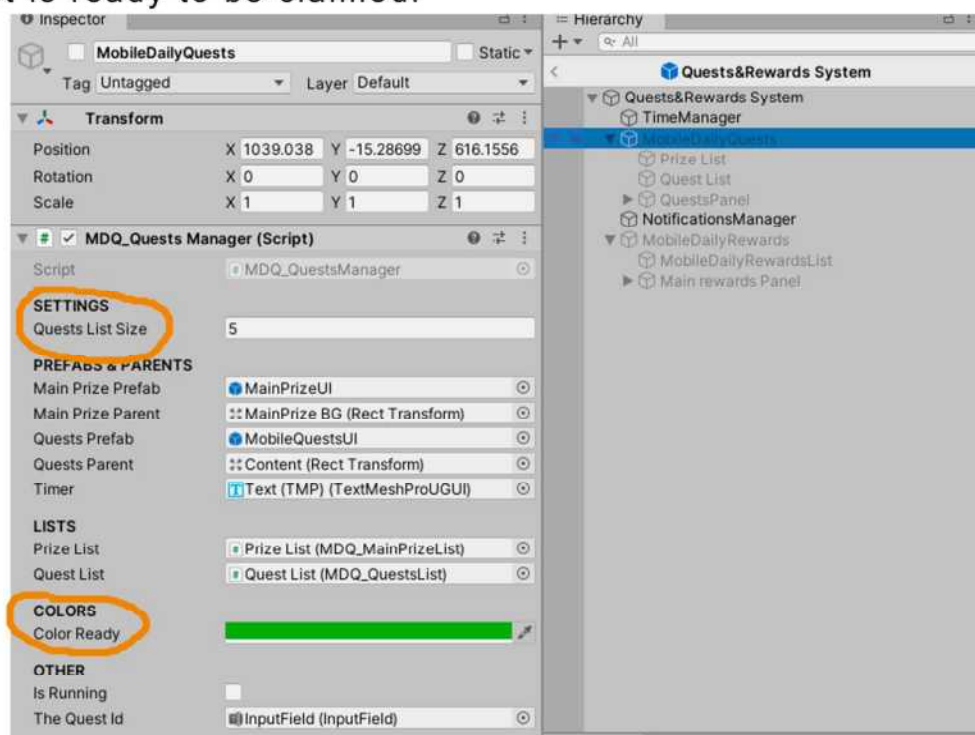

6. Select PrizeList. In the inspector you can select how many main prizes your quest system will have. Each prize will have an id, reward image, how many of that item is the reward, coins earned and xp points earned. The rarity is used to determine when the prizes will be used according to difficulty of quest list
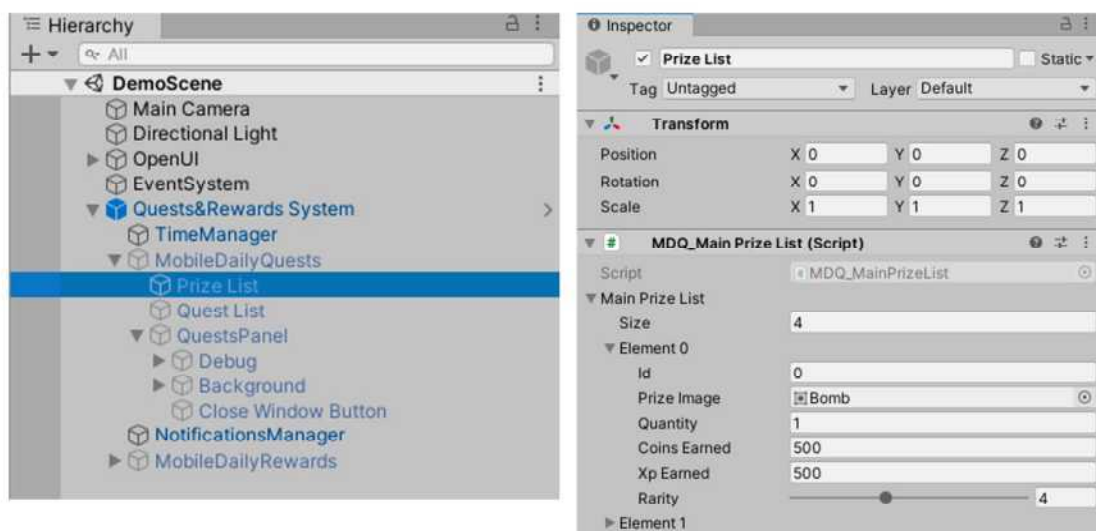
7. Select QuestList. In the inspector you can select how many quest in total your game has. Each quest will have an id, quest description, quest difficulty, how many time must the quest be completed before the reward can be claimed, coins earned and xp points earned.
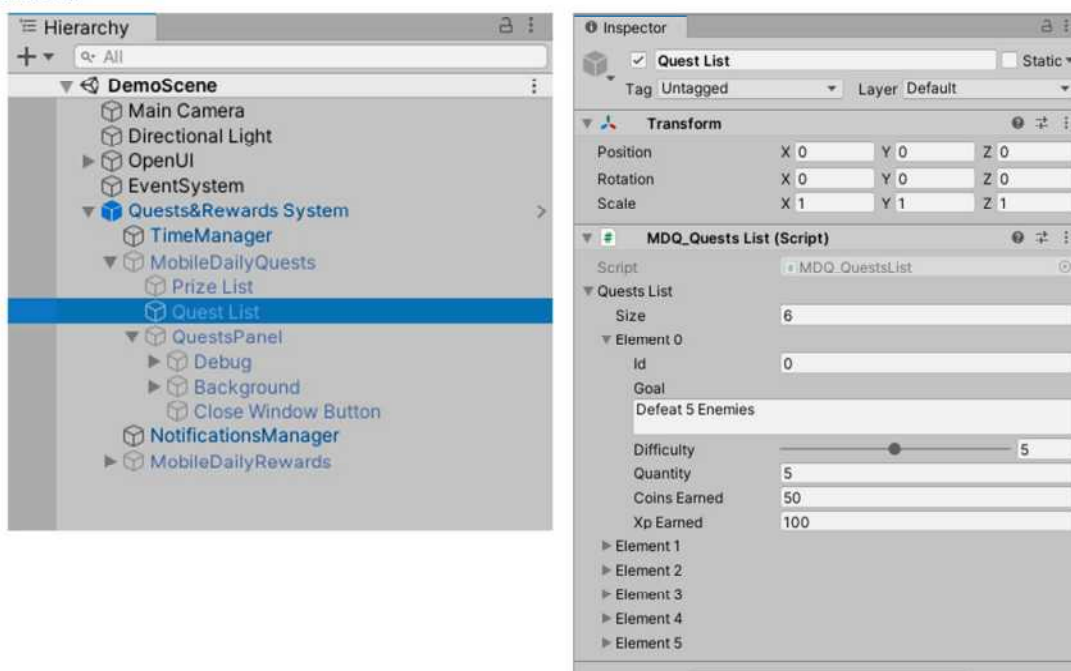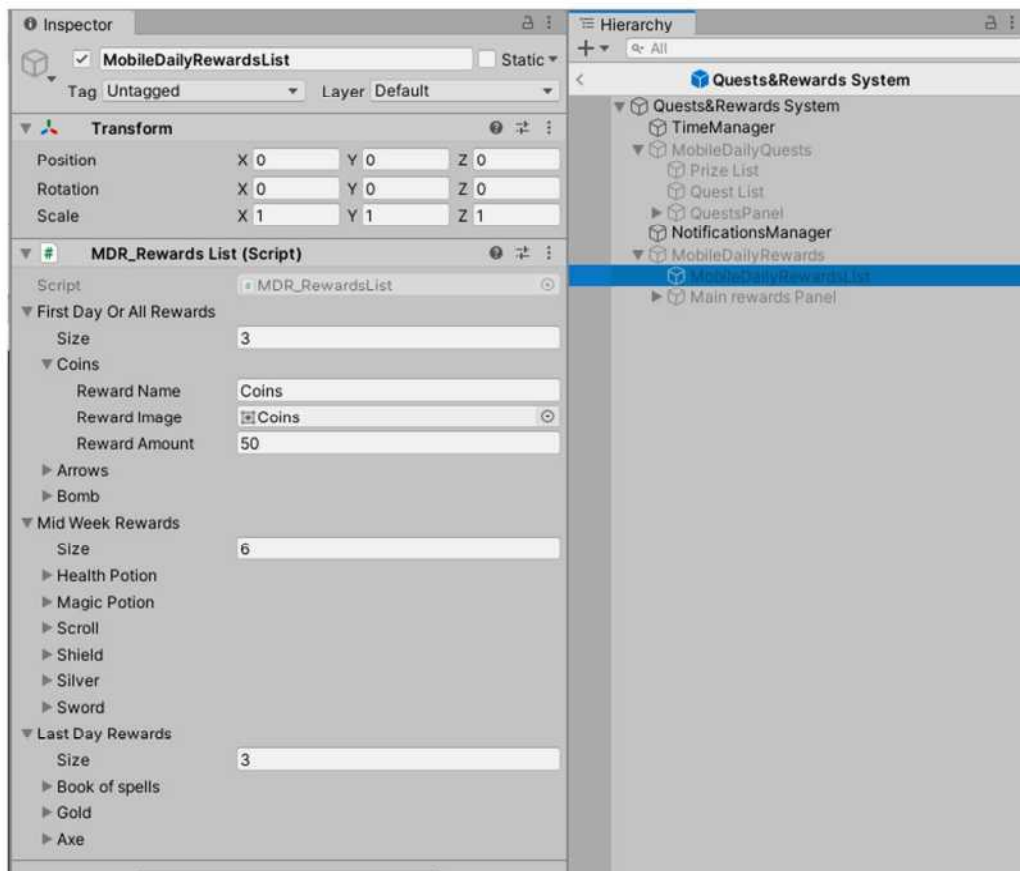

8. Notifications are for android notifications, for IOS please refer to unity notifications. Select NotificationManager. In the inspector you can set the following settings: for rewards the time rewards become available as well as reset, the hour, minute, seconds and title with description. The same settings as reward available apply to quests.
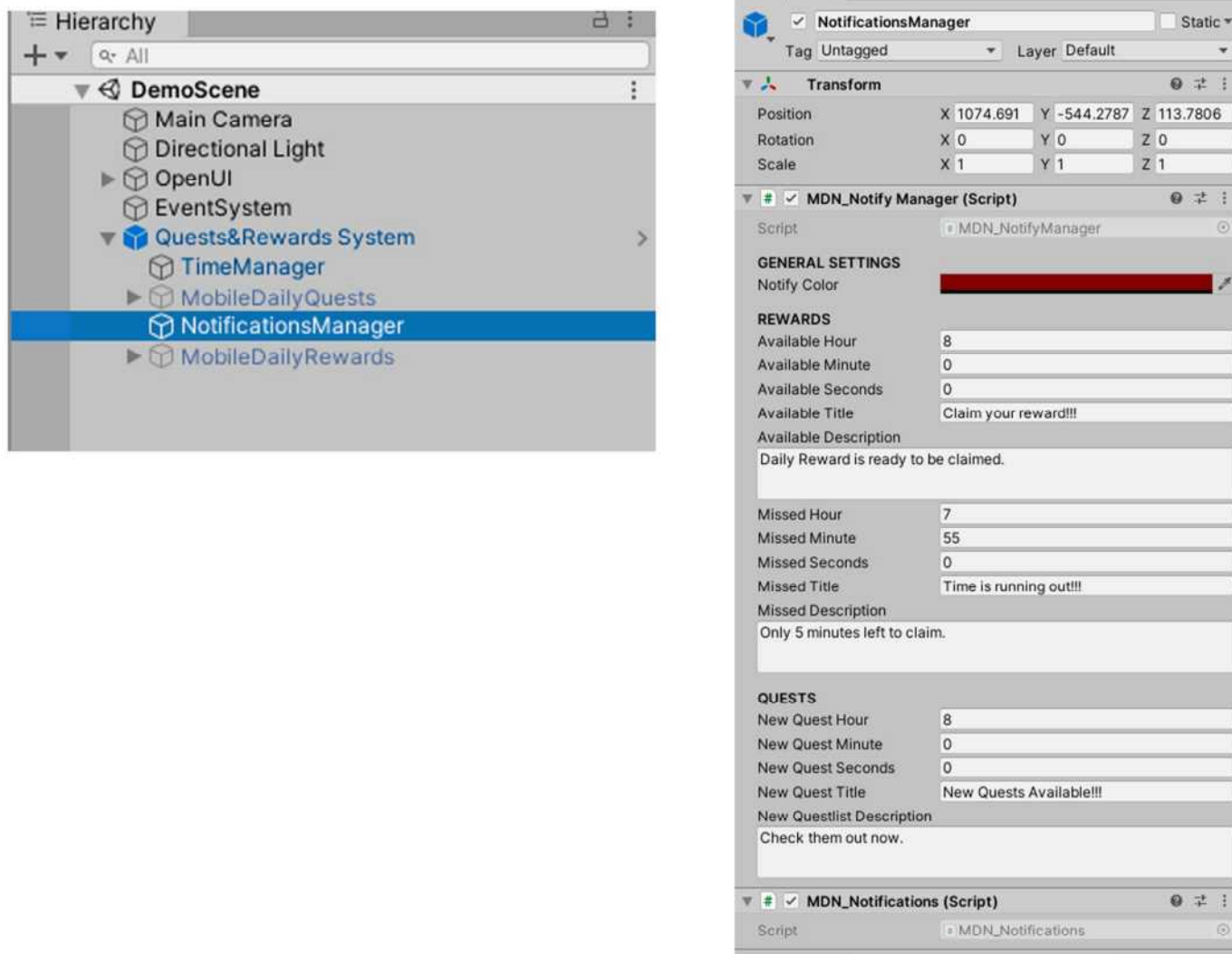
9. Expand MobileDailyRewards and select. In the inspector select **"Use first and last days"** if you want to use 3 lists, unselect if you dont want to use 1 list. Also change colors according to state of reward
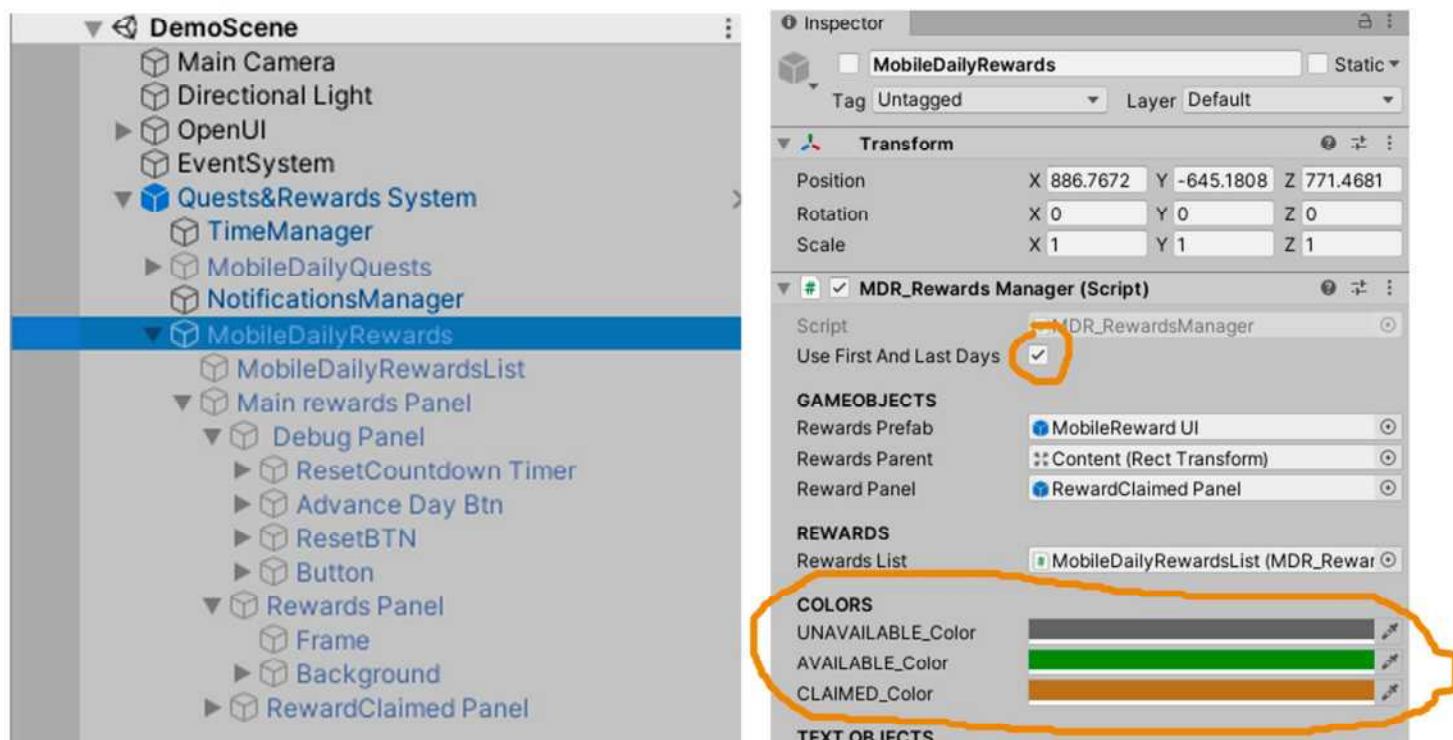
10. Select the MobileDailyRewardsList GameObject. There are 3 lists to populate with rewards. If "use first and last day bool is true then all 3 list are used else only midweek list is used. You can select the amount of reward per list which is randomized. each reward must have a name, reward image and amount.

11. Enjoy!