

Getting Started

Thank you for purchasing Tracker Pro.

Pre-Requisites

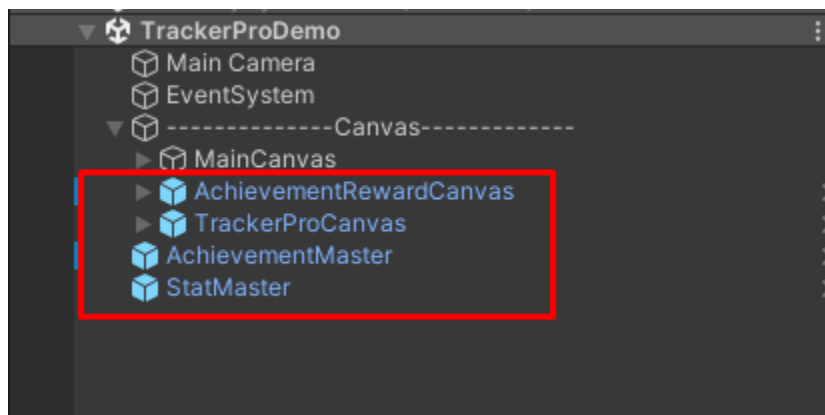
Ensure that you have downloaded the latest version of Tracker Pro from the Unity Asset Store.

Once downloaded, also install TextMeshPro via the Package Manager window.
Instructions

To begin with, I would suggest opening the demo scene to familiarise yourself with the system prior to integrating with your own scene. Open the demo scene here:
Assets -> TrackerPro -> Scenes

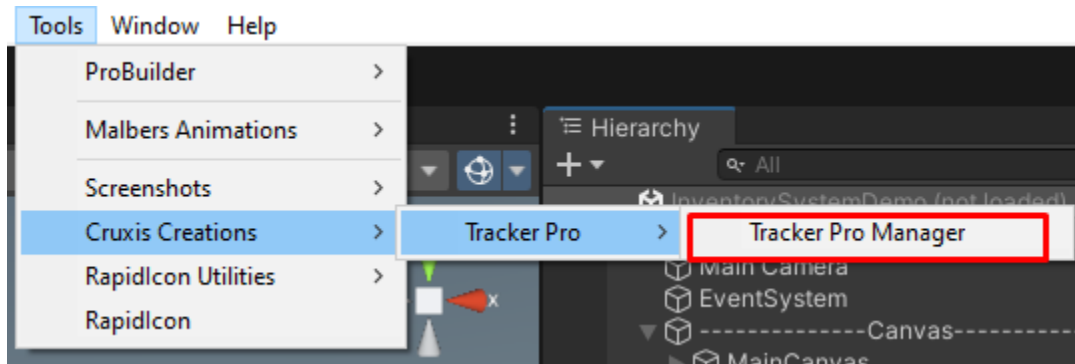
The first thing you'll notice is that there are 4 Prefabs:

- AchievementRewardCanvas is the prefab that brings up the notifications when you have granted an achievement.
- TrackerProCanvas is the prefab that holds all of the main achievements and stats tracking information and UI elements.
- AchievementMaster is the prefab that holds a reference to AchievementMaster.cs and the associated settings file.
- StatMaster is the prefab that holds a reference to StatMaster.cs and the associated settings file.



All four prefabs are needed for the system to work!

Next, go into Tools -> Cruxis Creations -> Tracker Pro -> Tracker Pro Manager:



Here you will see the manager window open:



There are two sections at the top:

Achievement Manager - Allows you to create and edit new Achievements

Stats Manager - Allows you to create and edit new Stats

To create a new achievement, please look at this page:

<https://cruxis-creations.gitbook.io/tracker-pro/tracker-pro-documentation/tracker-pro-manual/getting-started/creating-a-new-achievement>

To create a new stat, please look at this page:

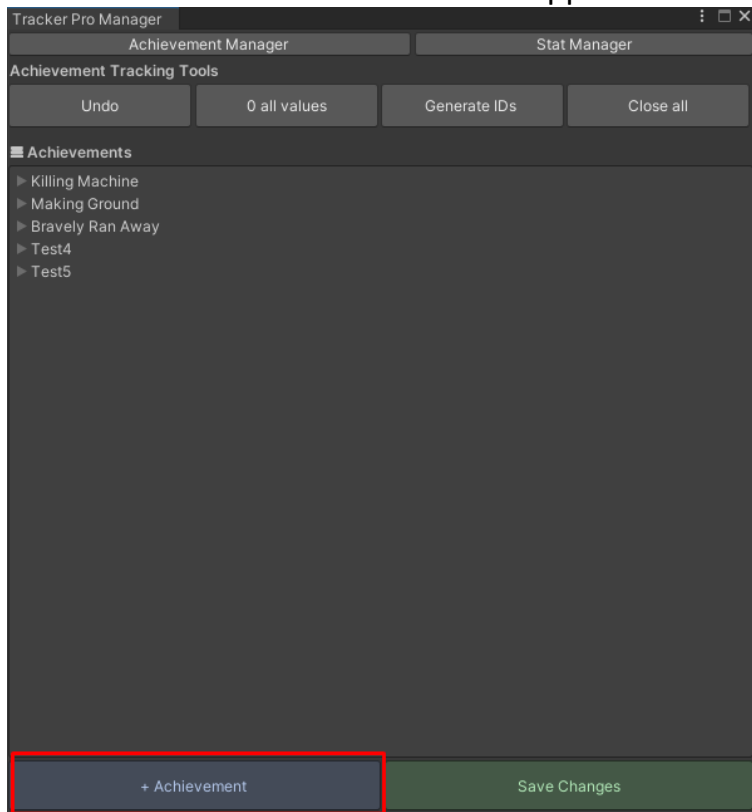
<https://cruxis-creations.gitbook.io/tracker-pro/tracker-pro-documentation/tracker-pro-manual/getting-started/creating-a-new-stat>

For further information about the Tracker Pro Manager, and what each field does, take a look at:

<https://cruxis-creations.gitbook.io/tracker-pro/tracker-pro-documentation/tracker-pro-manual/tracker-pro-manager>

For now, lets create a new achievement in our demo scene. (Next Page!)

Click on the + Achievement button at the bottom of the window:
Your new achievement should now appear:



Expand that out, and lets add in some information:

The screenshot shows the 'New Achievement' form, which is a sub-window or expanded view of the achievement manager. It has a dark theme and contains the following fields and controls:

- Icon:** A large empty box for the achievement icon. To its right is a dropdown menu showing 'None (Sprite)' and a 'Select' button.
- ID:** A text input field containing the number '6'.
- Name:** A text input field containing 'New Achievement'.
- Description:** A text input field containing 'This is the description for your new achievement.'
- Type of Achievement:** A dropdown menu showing 'Numerical'.
- Needed Value:** A text input field containing '25'.
- Current Value:** A slider control with a circular knob and a numerical display showing '0'.
- Display as Percentage:** A checkbox that is currently unchecked.
- Reward Value:** A text input field containing '10'.
- Completed?:** A checkbox that is currently unchecked.
- Secret Achievement?:** A checkbox that is currently unchecked.

At the bottom left of the form, there are three small buttons: '^', 'v', and '-'. The form is titled 'New Achievement' at the top left.

For now, fill it out as I have and **remember to hit the SAVE CHANGES button**:

The screenshot shows the 'Tracker Pro Manager' window with the 'Achievement Manager' tab selected. The interface includes a list of achievements on the left and a detailed configuration panel on the right. The configuration panel for the selected achievement 'New User Test' shows various settings like ID, Name, Description, Type of Achievement, Needed Value, Current Value (with a slider), Display as Percentage, Reward Value, Completed?, and Secret Achievement?. At the bottom, there are buttons for '+ Achievement' and 'Save Changes'.

Tracker Pro Manager

Achievement Manager Stat Manager

Achievement Tracking Tools

Undo 0 all values Generate IDs Close all

■ Achievements

- ▶ Killing Machine
- ▶ Making Ground
- ▶ Bravely Ran Away
- ▶ Test4
- ▶ Test5
- ▼ New User Test

Icon None (Sprite) Select

ID 6

Name New User Test

Description New User Desc

Type of Achievement Numerical

Needed Value 100

Current Value 19

Display as Percentage ☒

Reward Value 10

Completed? ☐

Secret Achievement? ☐

^ v -

+ Achievement Save Changes

Now, if you press play on the demo scene you should see your new achievement at the bottom:



Congratulations - you've just created your first achievement! Creating a stat uses the exact same method. Fill in the details -> Hit Save -> It automatically appears!

Integration with your own Scene

Integration with your own scene should be just as easy. Just follow these steps:

1. Ensure you have an EventSystem within the active scene
2. Drag the following prefabs from the Assets -> TrackerPro -> Prefabs folder into your scene:
 - a. AchievementRewardCanvas
 - b. TrackerProCanvas
 - c. AchievementMaster
 - d. StatMaster
3. Once done, set up your Achievements and Stats in the TrackerPro Manager window (Dont forget to save!!)
4. Once that's done, it's all complete. Now you just have to call the methods correctly when you need them. See <https://cruxis-creations.gitbook.io/tracker-pro/tracker-pro-documentation/tracker-pro-manual/methods-and-functions> for more details!