

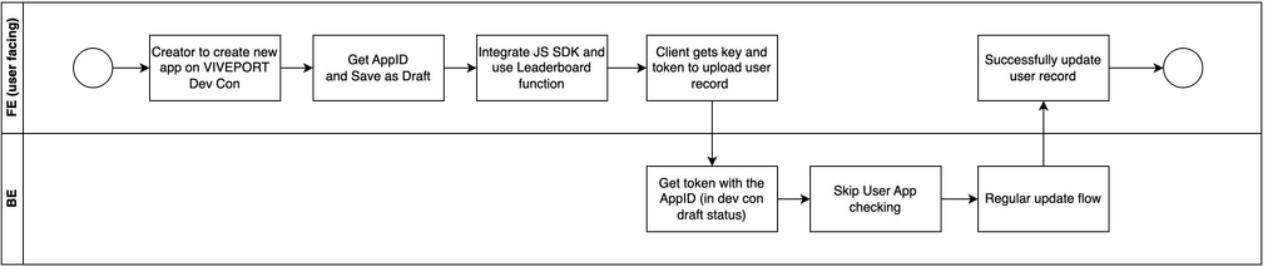
Game Dashboard Config Setup Guideline.

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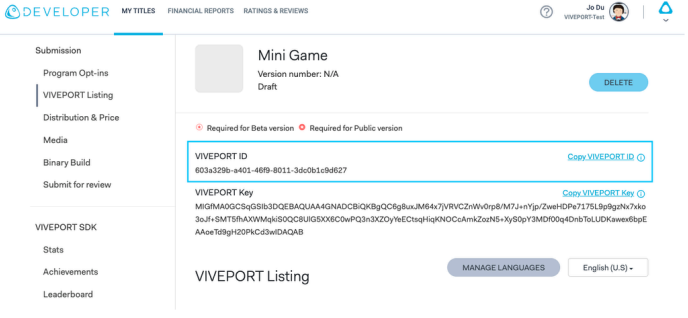
Goal & Objective ↗

To provide a way for the VIVERSE platform to enrich mini-game socialization, the Business team would like to enable the leaderboard mechanism within the game for engagement.

User Flow ↗



Setup Steps ↗

Steps	Description
Step 1	Sign in on the Developer Console using your account, or create a new account if you don't have one.
Step 2	<p>Create a new title to get a App ID for use with the SDK. (App ID is generated automatically when you create a new title.)</p> <p>(1) Click ADD NEW TITLE and follow the onscreen instructions to add a new one. Note: What content type (App type) it should be? both PCVR and MVR works, can use PCVR first</p> <p>(2) From the menu on the left, click VIVEPORT Listing .</p> <p>The VIVEPORT ID is the App ID used for the SDK.</p> 
Step 3	<p>Create leaderboard / achievement and set meta on developer console</p> <p>- From the menu on the left, use Leaderboard/Achievements in VIVEPORT SDK section for setting.</p>

The screenshot shows the 'Add leaderboard' dialog box in the Minicraft application. The dialog has a title bar with 'Mini Game' and 'Version number: N/A'. The main title is 'Add leaderboard'. It contains a text input field for 'API Name*' with a character count '(0 / 60 characters)'. Below this are three dropdown menus: 'Sort type*' (set to 'Ascending'), 'Display type*' (set to 'Numeric'), and 'Update type*' (set to 'Append'). There is also a 'Display name*' section with a dropdown set to 'English (US)' and an empty text input field with a character count '(0 / 60 characters)'. At the bottom are 'CANCEL' and 'OK' buttons. In the background, the application interface is visible, including a sidebar with 'Submission', 'Program Opt-ins', 'VIVEPORT Listing', 'Distribution & Price', 'Media', 'Binary Build', and 'Submit for review'. The main area shows 'VIVEPORT SDK', 'Stats', 'Achievements', 'Leaderboard', and 'In-App Purchase'. The right sidebar has 'Delete', 'Edit', and 'Reset' buttons.

- ## (2) Achievement

Mini Game

Mini game M16

API Name*

Initial state*

Select

(0 / 60 characters)

Language

English (U.S.)

Display name*

(0 / 60 characters)

Achieved description

(0 / 60 characters)





CANCEL

OK

Add achievements

Achievements are a fun way to encourage users to explore the game thoroughly and develop their mastery of it. They can be used to represent a user's accomplishments, such as beating a number of opponents or finishing a set of levels, or can represent a capability in the game that was not initially available. Achievements can be added on a regular basis to keep the game fresh and maintain user's engagement. Make sure you have integrated the Achievements SDK into your title.

[View Achievements Document](#) [Download SDK](#)

API Name Display Name	Initial State	Achieved Icon Unachieved Icon	Achieved Description	Delete	Edit
gameAchievement Achievement	Revealed	 	Achievement		

- Required
 - API Name

	<ul style="list-style-type: none">◦ Init Status (hidden)◦ Display Name◦ Description◦ Achieved Icon / UnAchieved Icon
Step 4	Save content as Draft on developer console