Achievements Readme
Flexible lightweight design

Overview

The achievements api is designed as a drag and drop system of integrating achievements into your Unity games. The system relies on **Bubblegum Core** to work.

[Online version](#)

Dependencies

This project requires Bubblegum to work. Add it through your package manager. You do not need to do this step if Bubblegum is already installed.

1. Open Package Manager (Windows > Package Manager)
2. Select the + icon in the top left
3. Add package from GIT url
4. Paste in the following address: **https://bitbucket.org/jaffajam/bubblegum.git** OR if you use ssh: **git@bitbucket.org:jaffajam/bubblegum.git**

A new Package called Bubblegum will be installed

Quick Start

Check out the achievements scene on how a basic setup might look. The achievement data objects that inherit **BaseAchievement** are where the conditions are set to unlock each achievement. You can also see here that there is a debug to trigger the unlock.

Achievements work like so:
1. Action occurs (counter increase, trigger passed) that sends data to Achievement
2. Achievement updates own data record, and checks for pass
3. Achievement passes and prompts Popup object to show
4. Popup displays achievement information for a few seconds

Creating Achievements

Right click project window > Create > Scriptable Object > Achievements > Value Achievement

Editing Achievements

Select the achievement in the inspector. You can then edit how the achievement display will look when it pops up and the conditions to unlock that achievement.

Custom Achievements

You can write your own custom achievements. All they have to do is inherit **BaseAchievment** and they can be used in the same way as shown in the example scene.

Trigger Achievements

Achievements can be triggered in any way you deem necessary. There is an example prefab in the **Prefabs** folder that uses a Trigger script and collider to complete the achievement.

Troubleshooting
- The popup type determines the popup that will respond to it. You just need to use the same **Key** object on the popup AND the achievement.

THE END