

# **Daily Rewards**

November 2015

by Niobium Studios

#### **Overview**

Daily Rewards is a great way to increase retention but also helps monetization as players get a sense of the benefit of having more coins/currency within the game.

This asset contains Daily Rewards and Timed Rewards.

# Setup

No extra configuration needed.

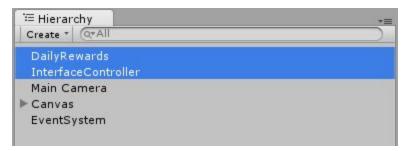
#### **Features**

- Supports multiple days or even weeks or months
- Time your rewards for any interval
- Mobile ready
- Easy to use

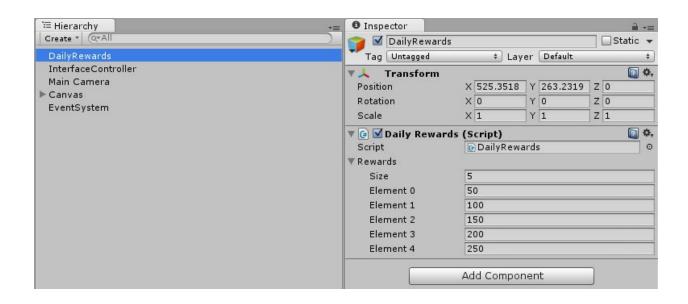
### **Daily Rewards**

To properly use Daily Rewards you need two Game Objects:

- Daily Rewards configuration
- Daily Rewards interface controller



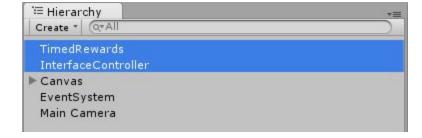
The Daily Rewards configuration consists of a single list of values representing the daily prizes, so you can set how many prizes per day you need.



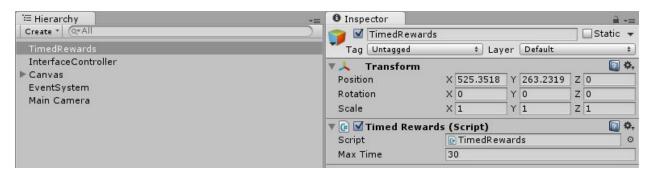
## **Timed Rewards**

To properly use Timed Rewards you need two Game Objects:

- Timed Rewards configuration
- Timed Rewards interface controller



The Timed Rewards configuration consists of the time in seconds between rewards.



# **Support**

For further questions and support you can leave a message on <u>Unity 3D forums</u>, check the Template Web page: <a href="http://niobiumstudios.com/crossy-template">http://niobiumstudios.com/crossy-template</a> or just send me an email at: <a href="mailto:contact@niobiumstudios.com">contact@niobiumstudios.com</a>.

Don't forget to rate!