See the functionality in the video **https://youtu.be/50103Frr1hY**

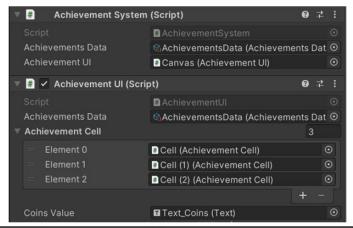If you have any doubts, you can reach me at **https://unikhgames.com/**

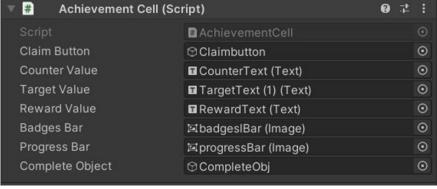Our other projects and tutorials can be found on our social media platforms.
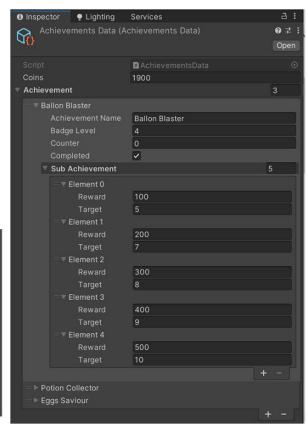Facebook : **https://www.facebook.com/profile.php?id=100043784490295**
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1. ABOUT
This template helps you implement an in-game achievement system that works on all platforms.

2. HOW TO

The system architecture has 4 scripts in all.
AchievementSystem.cs
AchievementsUI.cs
AchievementCell.cs
AchievementData.cs
The Achievement system saves the data in local. You can add any number of achievements.

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AchievementSystem.cs
This is the core script that handles loading and saving achievements data and it uses simplejson. You can replace simplejson with any of your preffered saving method. It is a singleton and called from anywhere. To save an achievement call **AchievementSystem.Singleton.AddAchievement(i)** where i is the index in the array of achievements that you set in the scriptable object.

AchievementsUI.cs
This script handles the UI part displaying the data. **ClaimRewardButton(int i)** , this method should be attached to the claim button or you can call it from your logic.

AchievementCell.cs
This script is attached to each cell in the UI hierarchy and all the cells are plugged into AchievementsUI.cs in the same order as in the scriptable object.

AchievementData.cs
This script creates the Scriptable Object. You can right click in the projects folder and from the create menu create an SO. Remember the scriptable object should be in the Resources folder.
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**Unikh games is a small independent company based out of India.
We are passionate about making games and programming in unity.
We always like to share our knowledge to all. So, we will continue to relase more
templates which we use in our games for free. Enjoy developing games like us.**