

# Hourly Reward System

This utility is compatible with Unity 5.3.4 or above.

## Overview

In Today's Gaming World almost every popular game has some mechanism of rewarding user. The games reward users on their progress and many other factors. One of the very common system of rewarding users is for their loyalty with the game. There are many games that reward users on daily, weekly, monthly basis as well are on hourly basis. The Hourly Bonus helps developer getting users to come to the game very frequently. User in the hope of reward tends to open the game more frequently and love to learn about new and exciting rewards. The hourly or time based bonus also helps in getting attention to the game from players.

This package integrated hourly reward system for your game in a simplest possible way with animations, and amazing visual effects. The simple drag and drop helps you in getting hourly system added in your awesome game in no time. You just need your single line of code to get the reward (example included).

Simply drag and drop the included prefab, change the public properties as per your requirement and you are good to go. You can put your set of random rewards, choose reward time in minutes, choose if to account only on screen time or run timer for off-screen as well. Beautiful visual effect can also be changed as complete source code is included

## Features List:

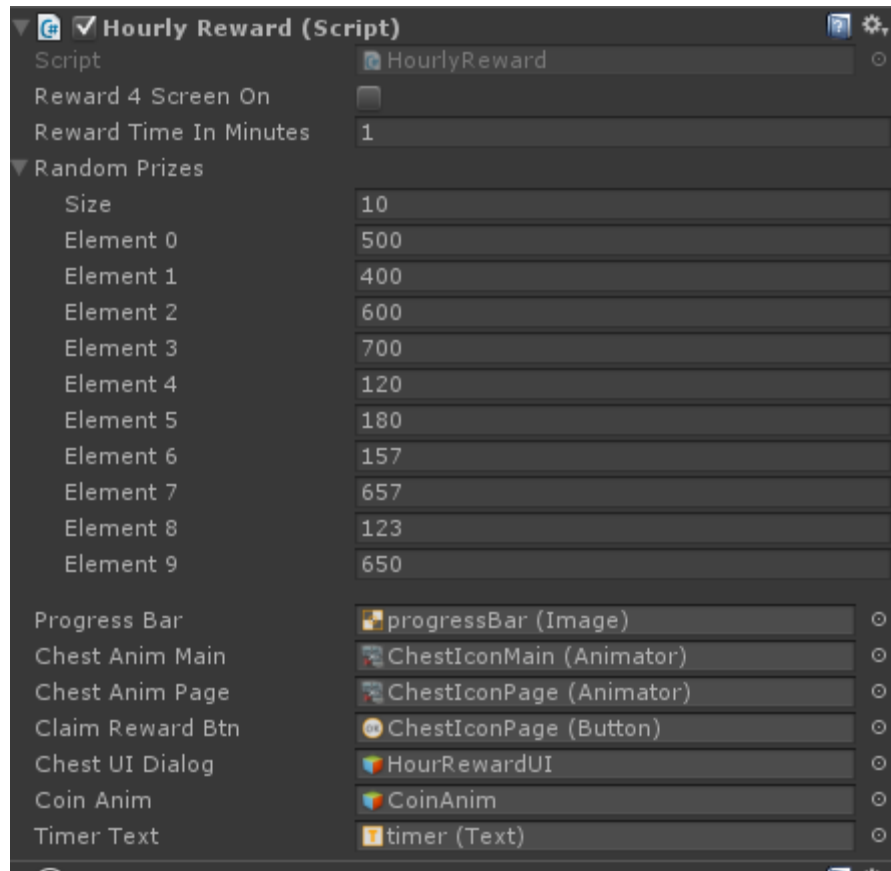
This asset includes following features.

1. Complete source code.
2. Editor support to configure your Hourly reward system
3. Simple and easy to understand script to get you started
4. Add as many different prizes as you want, choose random gift
5. Choose whether to account time for screen on time only or for off-screen time as well.
6. Beautiful animation and customizations
7. Drag and drop prefab in your game.
8. 24/7 hours Support from author

## Getting Started

To test the package, open demo scenes present in “HourlyRewardSystem” Directory and hit play.

For adding this hourly reward system in your game. Drag and drop the included prefab in your scene, put your own custom values for random rewards, only Onscreen time accounted and time in minutes for hourly system.



The namespace of the Project is GameBench. The Main script is “HourlyReward” This class handles everything related to your hourly rewards. This includes taking care of how much time is elapsed and how much time is left for the new reward. It is a singleton class so you can just drag drop it in the scene and can call from

any script in your code. To show the dialog containing the your magical reward chest simply call

`GameBench.HourlyReward.Instance.ShowHideDialog()`

You can test reward status by deleting the preference from the context menu delete preferences (can be accessed by right clicking the RewardManager component)

`ShowPopup()`: This method Show the reward dialog and checks if the user is eligible to get a new reward.

`RewardUser ()`: This method is click handler of claim button that appears when the user gets eligible for the prize means the specified mintues. This method has the code to add inventory to user profile. In the demo the Script called PlayerData is handling the Inventory and the bonus is added in user account through PlayerData Script.

Simple Line to Show Daily Reward Popup.

`GameBench.HourlyReward.Instance.ShowHideDialog();`

## Help and Support

Email: [info.gamebench@gmail.com](mailto:info.gamebench@gmail.com)

Facebook: <https://www.facebook.com/Game-Bench-240598019929708/>

Unity Connect: <https://connect.unity.com/u/5b56f21603b00200199bb25a>