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# **SIMPLE REWARDS SYSTEM**

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# 01 About the Asset

This package helps you to implement **Daily Rewards, Quests, Spin Wheel** system in your game easily within a minute.

**Simple Rewards System** not only enhances player retention but also contributes to effective monetization, as it instills a delightful sense of reward through accruing additional in-game coins or currency.

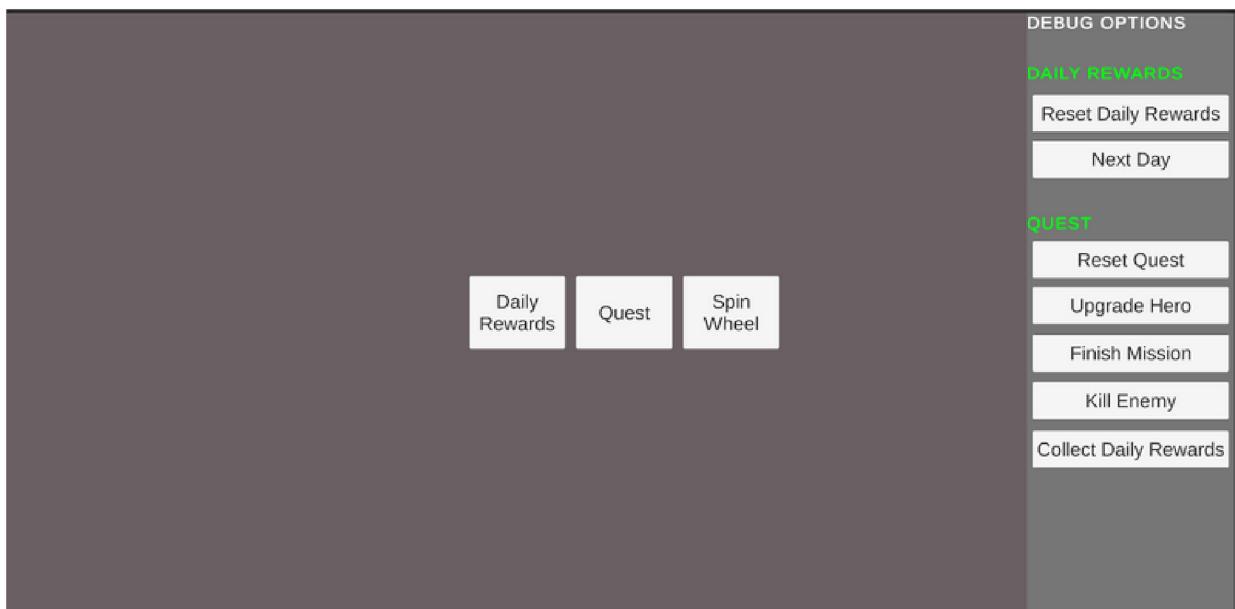
## Features

- ★ Supports multiple days (even weeks or months)
- ★ Mobile ready
- ★ Easy to use
- ★ Easy to integrate

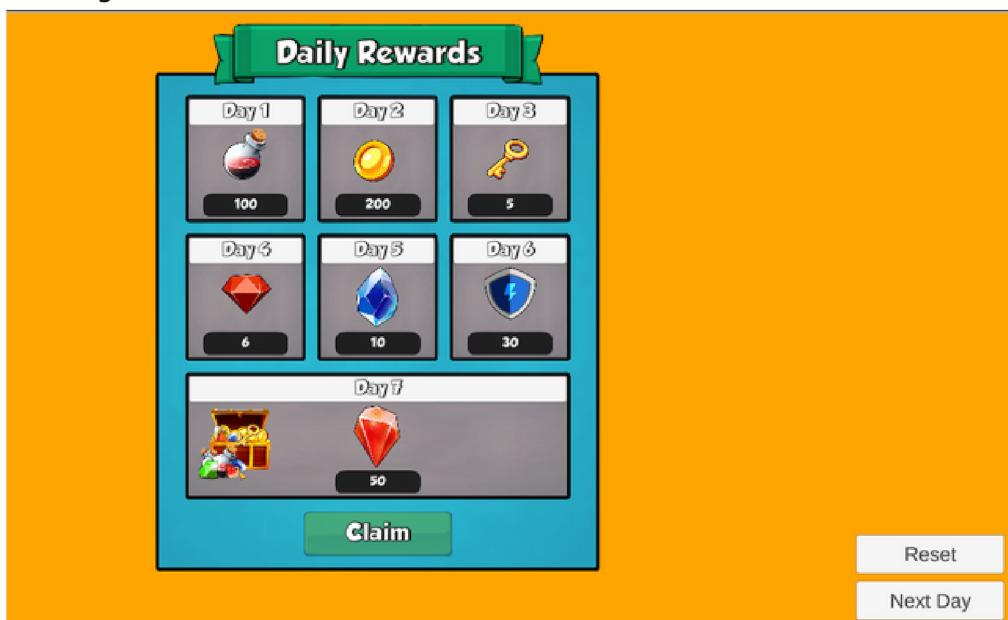
This is simple to use and implement and has customization options.  
You can customize everything.

## 02 Screenshots in Action

### Main Menu



### Daily Rewards



## Quest system



## Spin Wheel



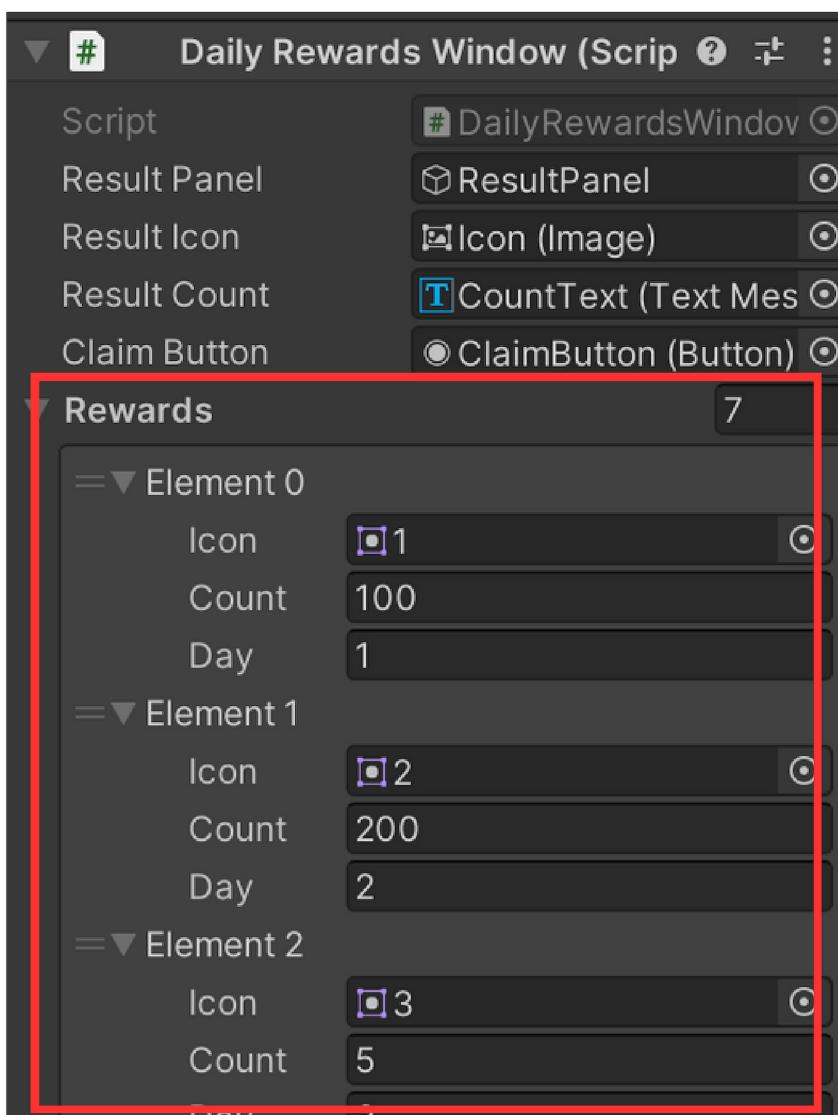
# 03 Daily Rewards Tutorial

## How to implement Daily Rewards System

1. Open a scene.
2. Drag and drop **DailyRewardsWindow** prefab from prefabs folder.
3. Click play

## How to change rewards and values

1. Select **DailyRewardsWindow** inside hierarchy
2. In the inspector you can scroll down to find DailyRewardsWindow component
3. Change values



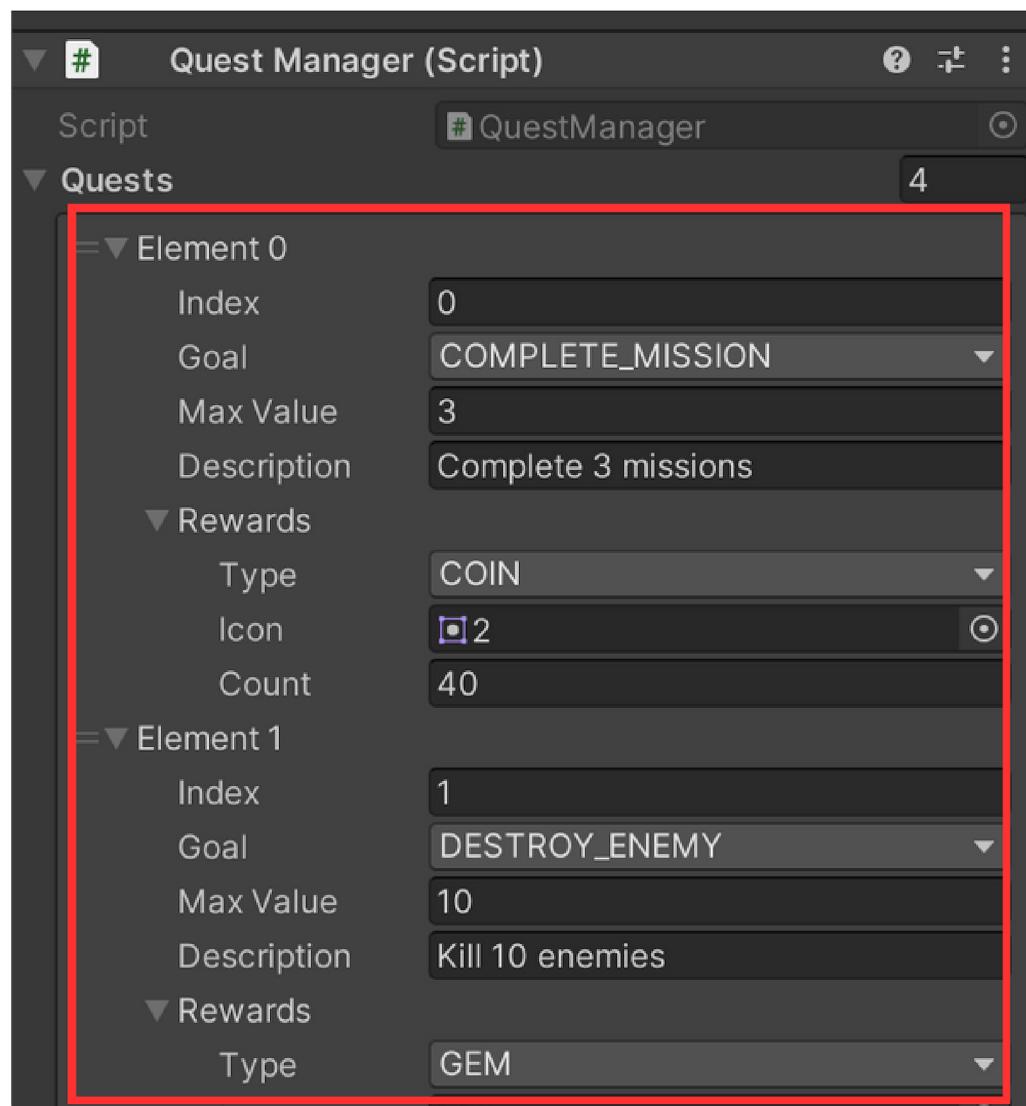
# 04 Quest System Tutorial

## How to Implement Quest System

1. Open a scene.
2. Drag and drop **QuestWindow** prefab from prefabs folder.
3. Click play

## How to add/modify quest items

1. Select **QuestWindow** inside hierarchy
2. In the inspector you can scroll down to find DailyRewardsWindow component
3. Change values



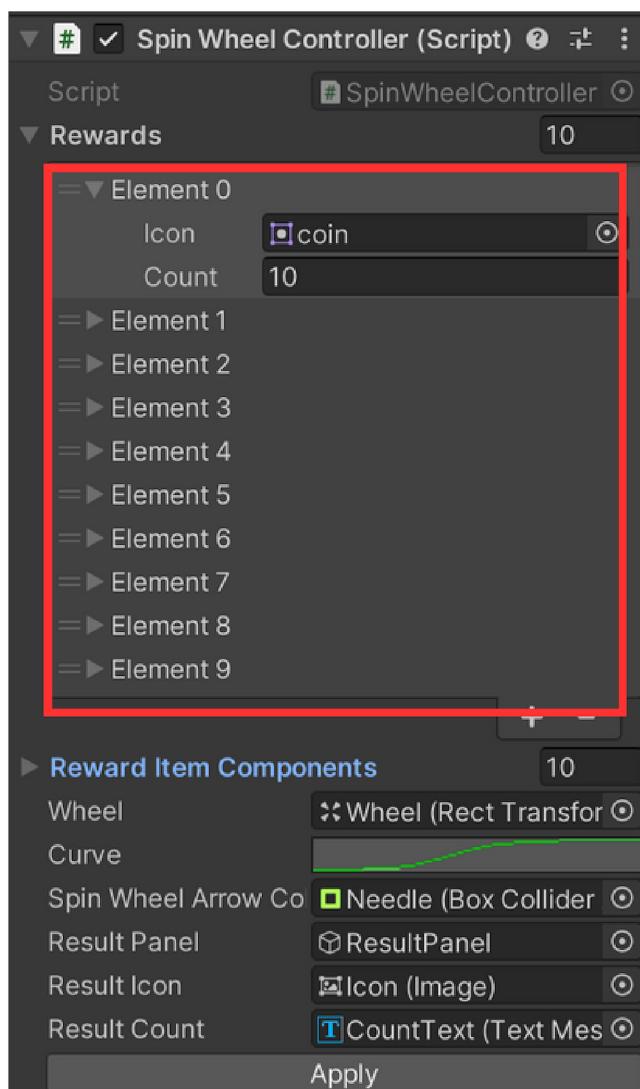
# 05 Spinwheel Tutorial

## How to Implement Spinwheel

1. Open a scene.
2. Drag and drop **SpinWheelWindow** prefab from prefabs folder.
3. Click play

## How to change rewards and values

1. Select **SpinWheelWindow** inside hierarchy
2. In the inspector you can scroll down to find DailyRewardsWindow component
3. Change values



## 06 Contact

**Please do not hesitate to contact us if you have any further question.**

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**If you like that asset, please write a review.  
We hope your project will be the next big thing.**

**Best wishes,  
Coppra Games**