GLEY

EASY ACHIEVEMENTS AND LEADERBOARDS

1. WHY DO YOU NEED TO USE THIS PLUGIN

Submit achievements and scores with minimal setup

Same code for both Android and iOS platforms.

Just import the Google Play Games SDK - no additional setup is required for Android.

No additional SDK is required for iOS.

Error prone - all messy string type ID's will auto generate into an enum i.e. LeaderboardNames, AchivementNames, for an easy, error free usage in your code.

Works with Unity 5.3 and above.

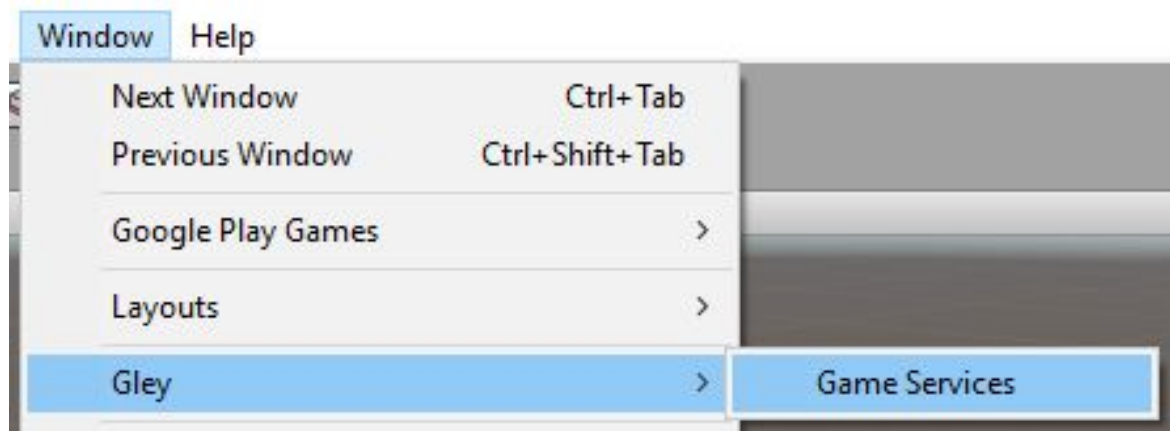## 2. CURRENTLY SUPPORTED PLATFORMS

- **Android - Google Play Services**

- **iOS - Game Center**

3. SETUP GUIDE

- Import **Gley Easy Achievements and Leaderboards Plugin** into Unity.

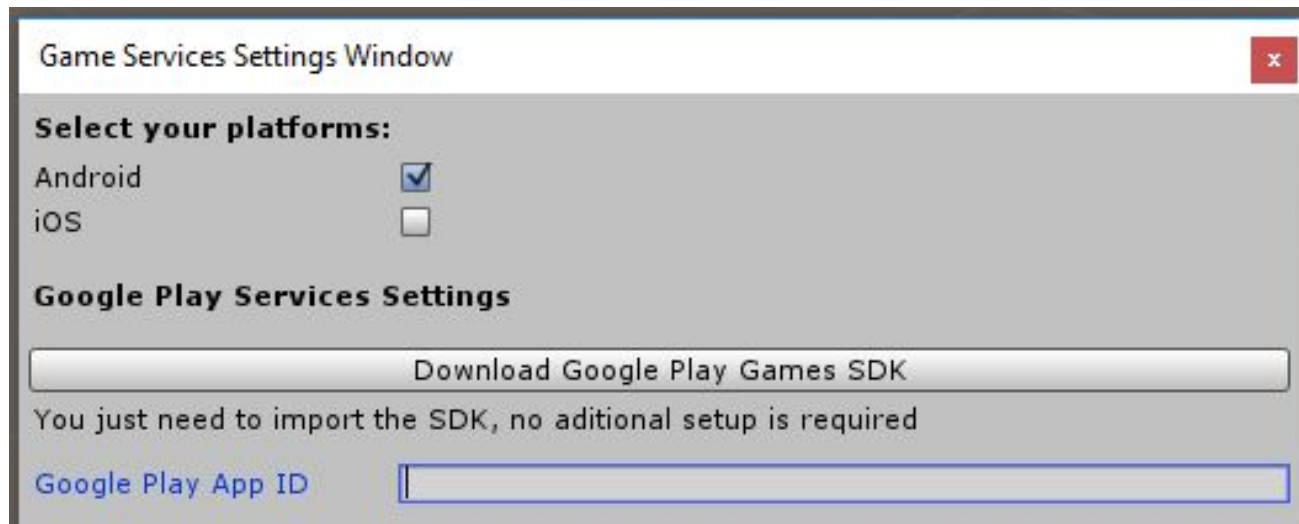- Go to **Window->Gley->Game Services** to open the plugin settings window.

- Select your desired platforms (Android or/and iOS).
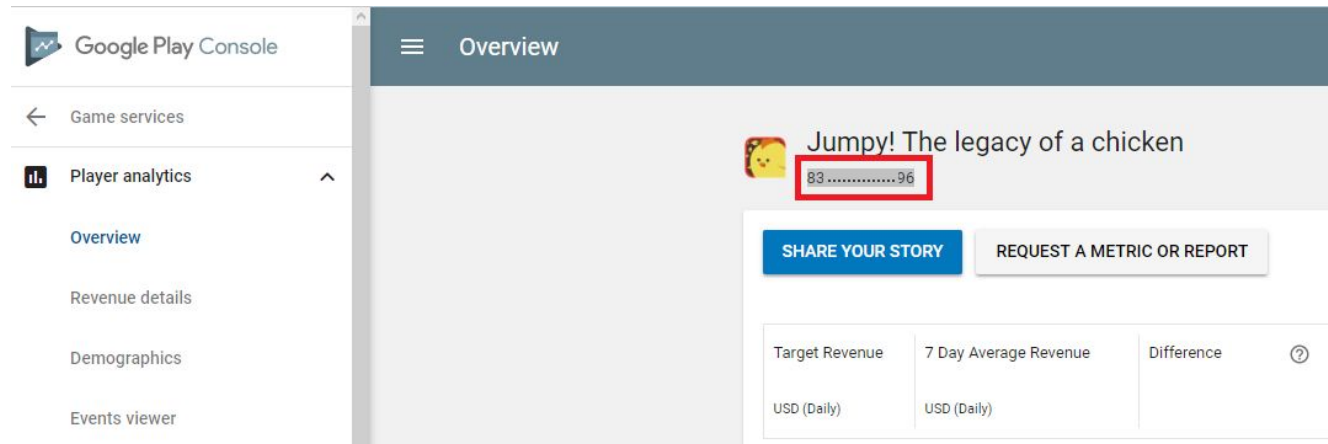
Game Services Settings Window ... x

Select your platforms:
Android ☐
iOS ☐

Save

Android Setup (no initial setup is required for iOS)

- Download Google Play Games plugin by pressing the **Download Google Play Games SDK** button.

Game Services Settings Window

Select your platforms:

Android ☑

iOS ☐

Google Play Services Settings

Download Google Play Games SDK

You just need to import the SDK, no aditional setup is required

Google Play App ID

Add your Google Play App ID:

- Go to your Google Play developer console.
- Select Game Services.
- Select your game.
- Copy the number under [YOUR GAME NAME](marked in the next image) and paste it in the box labeled Google Play App ID.

Add achievements

- To create new Achievement, press **Add New Achievement** button.
- Insert your desired achievement name (can only contain alphanumeric characters - no white spaces or special characters). From the achievement names an enum will be automatically generated and it will be later used in code to submit the achievement.

- For **Android** paste your Google Play achievement ID.(You can find it in your Google Play Console -> Game Services -> [Your Game Name] -> Achievements)

- For **iOS** paste your Game Center achievement ID.(You can find it in your iTunes Connect ->
[Your Game Name] -> Features -> Game Center)

Achievements (5) ⊕

An achievement is a distinction that a player earns for reaching a milestone, or performing an action, d
removed.

Reference Name	Achievement ID
☰ Achievement1	com.gley.chickenjump.achievement1
☰ Achievement2	com.gley.chickenjump.achievement2
☰ Achievement3	com.gley.chickenjump.achievement3
☰ Achievement4	com.gley.chickenjump.achievement4
☰ Achievement5	com.gley.chickenjump.achievement5

Add leaderboards

- To create new Leaderboard press **Add New Leaderboard** button.
- Insert your desired Leaderboard name (can only contain alphanumeric characters no white spaces or special characters). From the Leaderboards' names an enum will be automatically generated and it will be later used in code to submit the high score.
- For **Android** paste your Google Play leaderboard ID.(You can find it in your Google Play Console -> Game Services -> [Your Game Name] -> Leaderboards.)

- For **iOS** paste your Game Center leaderboard ID. (You can find it in your iTunes Connect -> [Your Game Name] -> Features -> Game Center.

- When all your setup is done press the **Save** button and all is done.

Login

//call this method only **once** at the beginning of the game to login the user.
GameServices.Instance.LogIn(UnityAction<bool> LoginComplete = null);

LoginComplete -> callback method

Login Callback example method
//this method will be called after login process is done

```
private void LoginComplete (bool success)
{
     if(success==true)
     {
          //Login was successful
     }
     else
     {
          //Login failed
     }
}
```

Submit Achievements

//call this method to submit an achievement.
GameServices.Instance.SubmitAchievement(AchievementNames achievementName, UnityAction<bool,GameServicesError> SubmitComplete = null);

achievementName -> the name of the achievement to submit - enum type auto generated from settings window.
SubmitComplete -> callback method

Submit Callback example method
//this method will be called after submission process is done

```
private void SubmitComplete (bool success, GameServicesError message)
{
    if(success)
    {
        //achievement was submitted
    }
    else
    {
        //an error occurred
        Debug.LogError("Achievement failed to submit: " + message);
    }
}
```

success -> the result of the submission
message -> error message

Increment Achievements

//call this method to submit an incremental achievement.
 public void IncrementAchievement(AchievementNames achievementName, int steps, UnityAction<bool, GameServicesError> SubmitComplete = null)

achievementName -> the name of the achievement to submit - enum type auto generated from settings window.
Steps -> how many units to be incremented
SubmitComplete -> callback method - this is optionsl

Submit Callback example method
//this method will be called after submission process is done
private void SubmitComplete (bool success, GameServicesError message)
{
    if(success)
    {
        //achievement increment was submitted
    }
    else
    {
        //an error occurred
        Debug.LogError("Achievement failed to submit: " + message);
    }
}
success -> the result of the submission
message -> error message

Submit Score

//this method submits user score to specified leaderboard
//only highscores should be submitted
**GameServices.Instance.SubmitScore(long score, LeaderboardNames leaderboardName,
UnityAction<bool, GameServicesError> SubmitComplete = null);**

score -> user score
leaderboardName -> the name of the leaderboard to submit score into. - enum type auto generated
from settings window
SubmitComplete -> callback method

Submit Callback example method
//this method will be called after submit process is complete
```
private void SubmitComplete(bool success, GameServicesError message)
{
      if(success)
      {
            //score successfully submitted
      }
      else
      {
            //an error occurred
            Debug.LogError("Score failed to submit: " + message);
      }
}
```
success -> the result of the submission
message -> error message

Show Achievements

//this method will display the built in achievement list for current user
GameServices.Instance.ShowAchievementsUI();

Show Leaderboards

//this method will display all Leaderboards of the game.
GameServices.Instance.ShowLeaderboadsUI();

//this method will display a single Leaderboard, only works on Google Play
GameServices.Instance.ShowSpecificLeaderboard(LeaderboardNames.yourLeaderboardName);

Check login status

bool GameServices.Instance.IsLoggedIn();
Returns true if user is logged in, false otherwise.

Load Score from Leaderboard

//Get the highest score from Leaderboard for the current user
GameServices.Instance.GetPlayerScore(LeaderboardNames.yourLeaderboardName, ScoreLoaded);

//This method is automatically called after the user score was loaded from leaderboard
```
private void ScoreLoaded(long score)
{
      //read the score from here
      Debug.Log("Score: " + score);
}
```

Playmaker Support

- To be able to use Playmaker actions, **Playmaker Support** must be enabled from Settings Window:

Select your platforms:

Android ☑
iOS ☐

Enable visual scripting tool support:

Playmaker Support ☑
Game Flow Support ☐

- Playmaker supports the following actions:
    - **Login**
    - **Show Achievements UI**
    - **Submit Achievement**
    - **Show Leaerboarard**
    - **Show All Leaderboards**
    - **Submit Score**
    - **Logout**

- A step by step integration tutorial is available on our Youtube channel:
  https://youtu.be/XqODwQcc7XQ

Bolt Support

- To be able to use Bolt actions, **Bolt Support** must be enabled from Settings Window:

Select your platforms:

Android	☑
iOS	☑

Enable visual scripting tool support:

Playmaker Support	☐
Game Flow Support	☐
Bolt Support	☑

- Bolt supports the following actions:
  - **Login**
  - **Show Achievements UI**
  - **Submit Achievement**
  - **Show All Leaderboards**
  - **Submit Score**
  - **Logout**

- A step by step integration tutorial is available on our Youtube channel:
  https://youtu.be/rBEkMZ694WM

Game Flow Support

- To be able to use Game Flow actions, **Game Flow Support** must be enabled from Settings Window:

Select your platforms:

Android	☑
iOS	☐

Enable visual scripting tool support:

Playmaker Support	☐
Game Flow Support	☑

- Game Flow supports the following actions:
    - **Login**
    - **Show Achievements**
    - **Submit Achievement**
    - **Show Leaerboarards**
    - **Submit Score**
    - **Logout**

- A step by step integration tutorial is available on our Youtube channel:
 **https://youtu.be/iJoVfGMn2Ds**

5. EXAMPLE

You can find the example test scene here:
Assets/GleyPlugins/GameServices/Example/TestGameServices.unity

How to use the scene:

- At first only a login button is displayed.
- After user is logged in, the UI from the right image will appear.
- All your achievements will be displayed in a drop down list when pressing the **Tap to select an achievement** button. You can select from the list any achievement you want and then press the **Submit Achievement** button. You will see the achievement complete banner at the top of your screen and the selected achievement will be marked as completed.
- When you press **Show Achievements UI** button you will see a list with all of your achievements.
- All your leaderboards will be displayed in a drop down list when pressing the **Tap to select a leaderboard** button. You can select from the list any leaderboard you want and then by pressing the **Submit Score** button, the score from text box will be submitted to your selected leaderboard.
- To see your scores press the **Show Leaderboards UI** button.

To use the test scene first you have to add your achievements and leaderboards in the settings window as described in Setup Guide

Achievements

Select an achievement from drop down list below:

∨ Tap to select an achievement ∨

Selected Achievement: Achievement4

Submit Selected Achievement

Show Achievements UI

Leaderboards

Select a Leaderboard from drop down list below:

∨ Tap to select a leaderboard ∨

Selected Leaderboard: Leaderboard1

0

Submit Score

Show Leaderboards UI
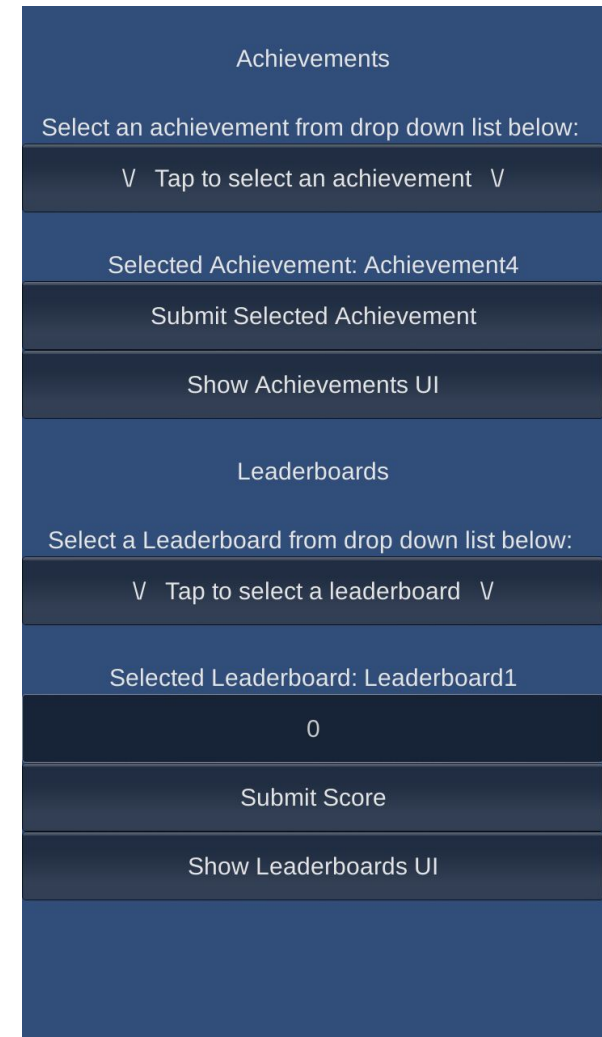
5. EXAMPLE

Here is a simple example on how to use methods in your game:

Login:
```
GameServices.Instance.LogIn();
```

Submit an achievement:
```
GameServices.Instance.SubmitAchievement(AchievementNames.YourAchievement);
```

Show achievements UI:
```
GameServices.Instance.ShowAchievementsUI();
```

Submit score:
```
GameServices.Instance.SubmitScore(scoreVariable,LeaderboardNames.YourLeaderboardName);
```

Show Leaderboads:
```
GameServices.Instance.ShowLeaderboadsUI();
```

## 6. POSSIBLE ERRORS

Unable to merge android manifests.

- Set min sdk in your Unity project to 14

Error: [Temp\StagingArea\AndroidManifest-main.xml, …]Trying to merge incompatible /manifest/application/meta-data[@name=com.google.android.gms.games.APP_ID] element:

- Go to GooglePlayGames->Plugins->Android->GooglePlayGamesManifest.plugin and **UNCHECK** Android checkbox and hit apply or open Settings Window and just press save.
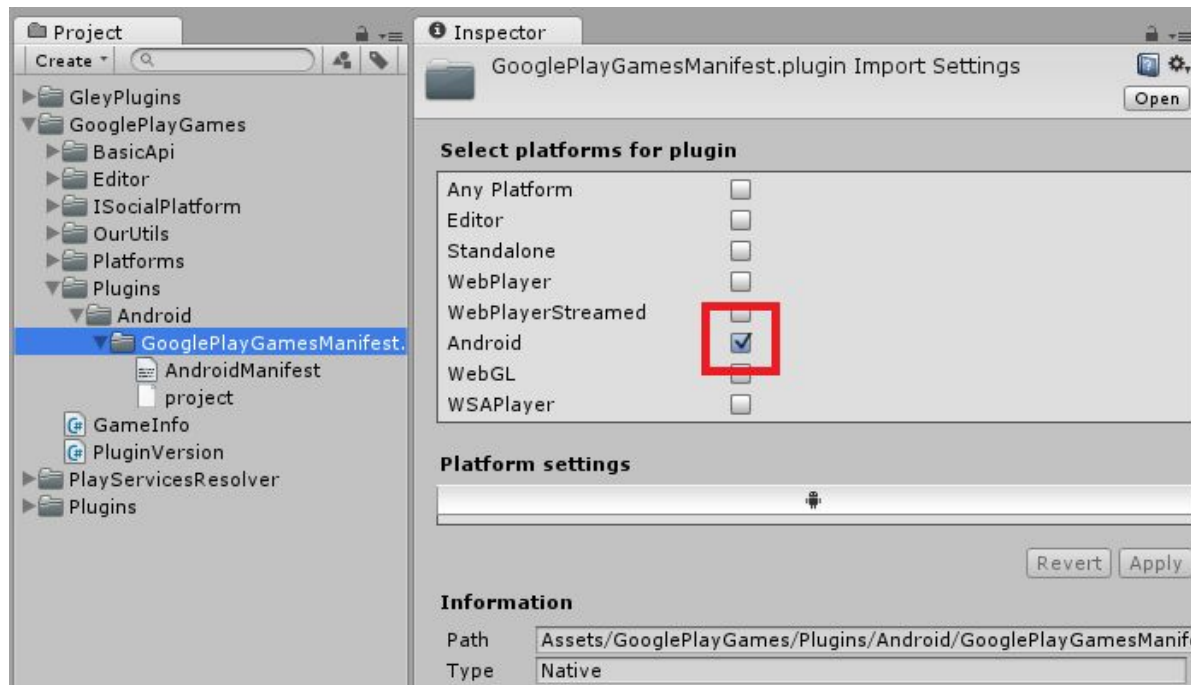
**App crash after build.**
- Go to Assets->Play Services Resolver->Android Resolver->Resolve
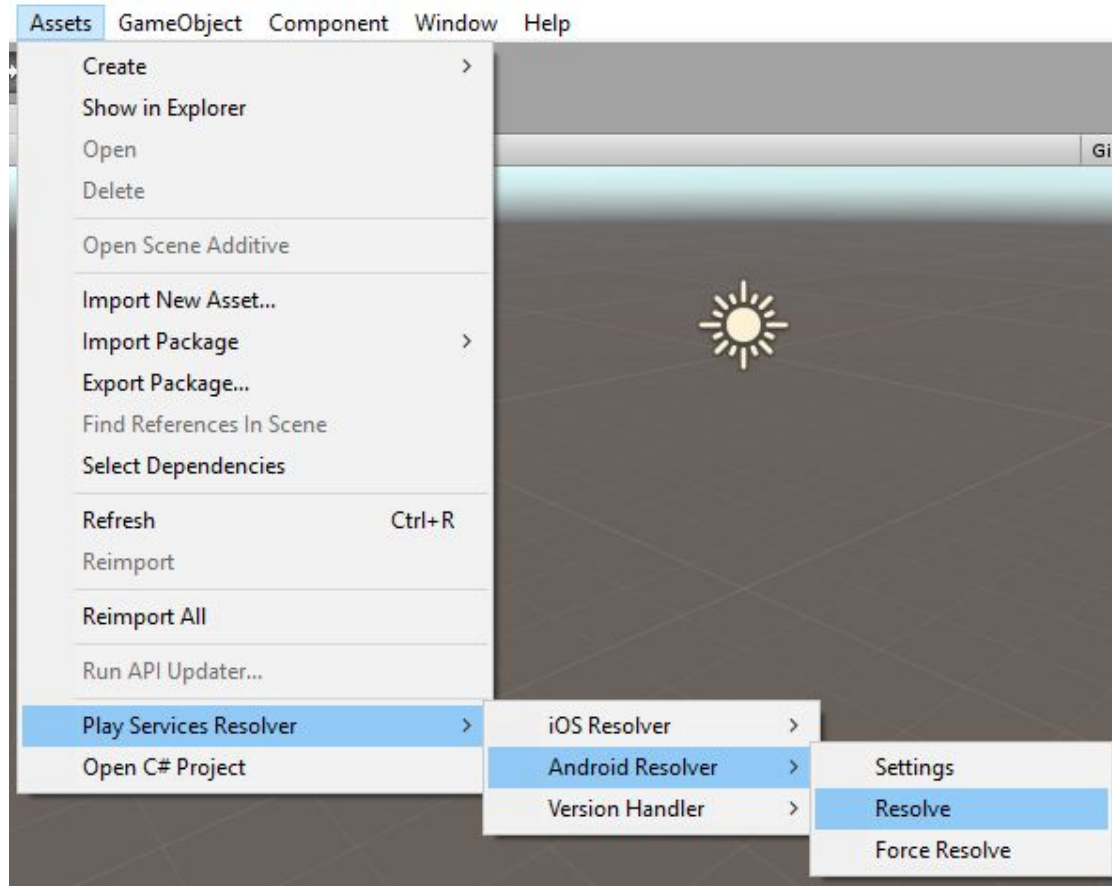
# 7. TROUBLESHOOTING

- **Achievements and leaderboards only work on device not in Unity Editor.**
- **To make sure all works from the first time please check that:**
  - internet connection is on.
  - device date is correct.
  - your IDs from settings window does not contain any illegal characters at the beginning or the end.
  - you are using your a test user for unpublished apps on IOS or Google Play.
  - your app is published in alpha or beta for Google Play.
  - for Google Play make sure the achievements and leaderboards are published.
  - your app has the same bundle id as your app created on Google Play console.
  - your app is signed with the release key used to upload it on Google Play console.
  - your gmail id used to login into Game Services is set as tester for the app if your app is not released already.