

SkillsVR Enterprise Cloud SDK

v1.0.0

About Enterprise Cloud (EC) SDK. The EC SDK will power you to develop with the EC Portal and update scenarios and analytics via simple methods inside Unity..

This is a link to the Git Repository for EC SDK:

[git@github.com:joybusinessacademy/EC_SDK.git](https://github.com:joybusinessacademy/EC_SDK.git)

If you don't already have a Unity project and just want to see what the EC SDK is about, check out the video below. ([Show video or Sample of EC](#))

Prerequisites

Unity Version: 2019.4.x or later. Earlier versions may also be compatible but will not be actively supported.

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Step 1: Portal Side Login / Account Setup

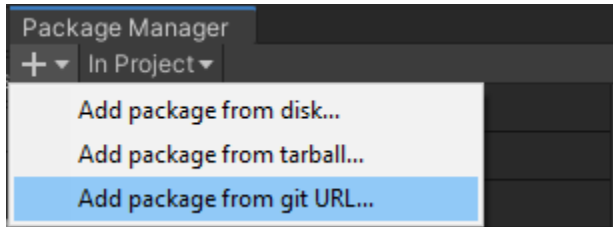
1. Create/Login to Enterprise Cloud (<https://develop-ec.skillsvr.com>)



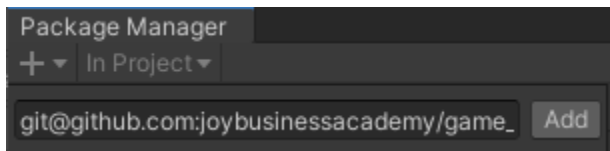
2. Create Scenario - [Information on how to create a scenario](#)
3. Create Analytics - [Information on how to create analytics](#)

Step 2: Add SDK Package to Unity Project

1. Package Manager - Via Git URL. You will need to add the package via the Unity Package Manager System

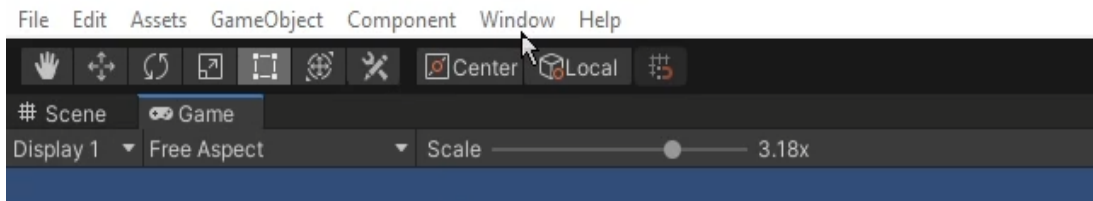


2. Git Repository URL ([git@github.com:joybusinessacademy/EC_SDK.git#1.0.0](https://github.com:joybusinessacademy/EC_SDK.git#1.0.0)) , after adding it will show up under packages in project



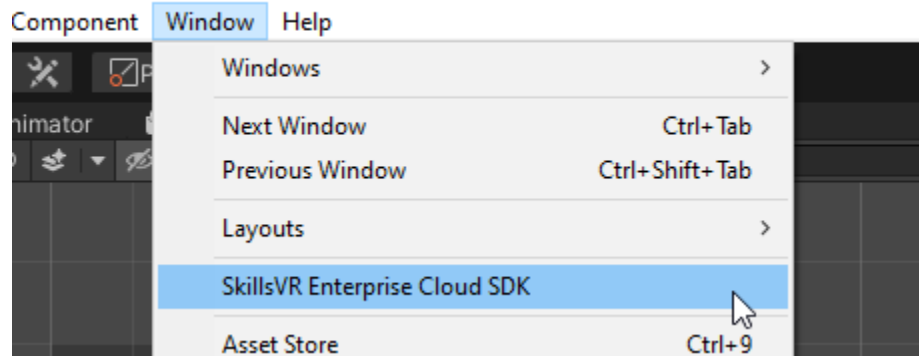
Step 3: Set Up SDK Configuration inside Unity

1. Once added, you will be able to see the Libraries under the packages folder in Unity.
2. A new dropdown has been added under the windows tab located at the top of Unity.

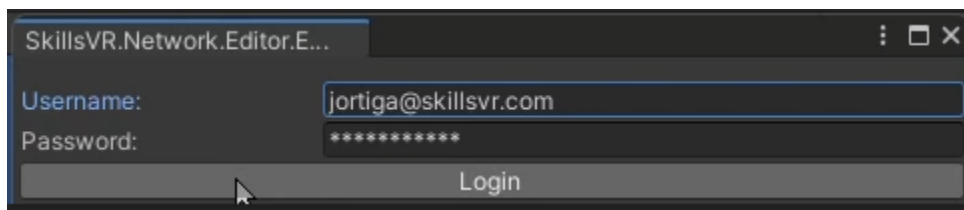


- Drop open that tab, and a new selection called 'SkillsVR Enterprise Cloud SDK' will appear. Select the 'SkillsVR Enterprise Cloud SDK' option

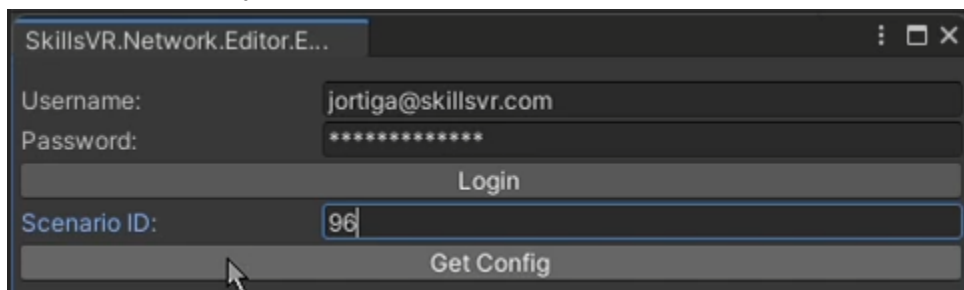
x Standalone - Unity 2019.4.17f1 Personal <DX11>



- This will open the EC Editor Window, from here you will need to enter your Username and Password (*EC portal provided developer account*)



- Enter Scenario ID you wish to see data for (Scenario ID Generated from the EC Portal)



6. This will pull the data to be shown, from here you can manipulate the outcomes responses for testing. And submit the data back to the enterprise cloud portal.

The screenshot shows the SkillsVR Enterprise Cloud interface. At the top, there's a header bar with the title 'SkillsVR Enterprise Cloud' and window controls. Below the header, there's a login section with fields for 'Record Asset:' (set to 'ECRecordConfig (ECRecordCollectionAsset)'), 'Username:' (set to 'jortiga@skillsvr.com'), and 'Password:' (masked with asterisks). A 'Login' button is below these fields. Under the login section, there's a 'Scenario ID:' field with the value '96' entered. Below this is a 'Get Config' button. The main content area displays a list of math problems under two categories: '419 Addition' and '424 Multiplication'. Each problem has a checkbox next to it. The problems are: 420 1+1 = ?, 421 1 + 2 = ?, 422 1 + 16 = ?, 423 22 + 123761293 = ?, 425 1 x 10 = ?, 426 2 x 512 = ?, and 427 44 x 12 = ?. At the bottom of the interface, there are four buttons: 'Save Changes', 'Print Records', 'Reset User Scores', and 'Submit'.

Note: Config data will save to an ECRecordCollectionAsset and overwrite the old version automatically. Click the “Get Config” button will cause the current config to be lost and replaced by the new downloaded version.

Step 4: How to use the EC SDK in Unity (Code and No Code)

There are two ways to call EC SDK APIs:

- Call from code and
- using inspector events.

Call APIs from Static ECAPI Methods:

Include header:

```
using SkillsVR.EnterpriseCloudSDK;
```

Then call static methods from class ECAPI:

```
ECAPI.HasLoginToken(...);

ECAPI.Login(...);

ECAPI.LoginOrganisation(...);

ECAPI.SetUserGameScoreBool(...);

ECAPI.GetUserGameScoreBool(...);

ECAPI.ResetAllUserScores();

ECAPI.SubmitUserLearningRecord(...);

ECAPI.GetConfig(...);
```

See more detailed definitions in [PackageRootDir]\Runtime\Scripts\ECAPI.cs

Note: Some APIs may fail without login, make sure to do Login() then LoginOrganisation() first.

Call ERecordAgent Methods from Code

1. Create a game object in scene and attach component “ERecordAgent” to it;
2. Include header:

```
using SkillsVR.EnterpriseCloudSDK;
```

3. Then add agent reference to your code:

```
public ERecordAgent agent;
public void YourMethod()
{
    agent.SetUser(user);
    agent.SetPassword(pw);
    agent.SetScenarioId(configId);
    agent.Login();
    agent.GetConfig();
    agent.SetGameScoreBool(recordId, isOn);
    bool score = agent.GetGameScoreBool(recordId);
    agent.ResetGameScore();
    agent.SubmitScore();
}
```

```
}
```

ECRecordAgent also includes many callback events:

```
public UnityEventString onLogText = new UnityEventString();

public UnityEvent onLoginSuccess = new UnityEvent();
public UnityEventString onLoginFail = new UnityEventString();
public UnityEventBool onLoginStateChanged = new UnityEventBool();

public UnityEvent onGetConfigSuccess = new UnityEvent();
public UnityEventString onGetConfigFail = new UnityEventString();
public UnityEventBool onGetConfigStateChanged = new UnityEventBool();

public UnityEventInt onRecordStateChanged = new UnityEventInt();
public ERecordCollectionAsset.RecordBoolScoreChangeEvent onRecordBoolScoreChanged
public ERecordCollectionAsset.RecordBoolScoreChangeEvent onGetRecordBoolScore = ne

public UnityEvent onSubmitScoreSuccess = new UnityEvent();
public UnityEventString onSubmitScoreFail = new UnityEventString();
public UnityEventBool onSubmitScoreStateChanged = new UnityEventBool();
```

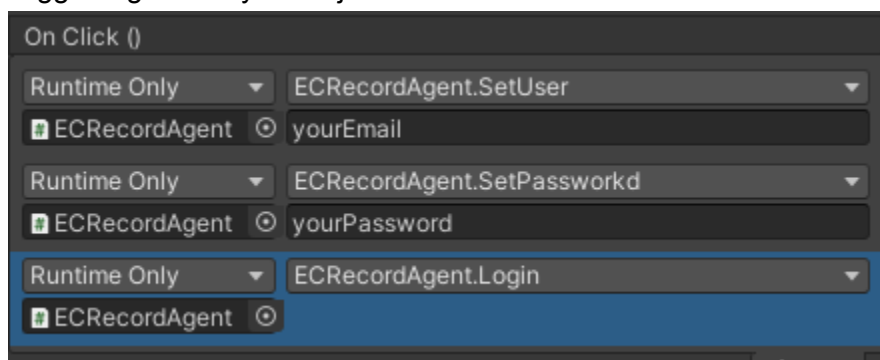
See more detailed definitions in [PackageRootDir]\Runtime\Scripts\ECRecordAgent.cs

Note: When login with ECRecordAgent, LoginOrganisation() will be automatically triggered.

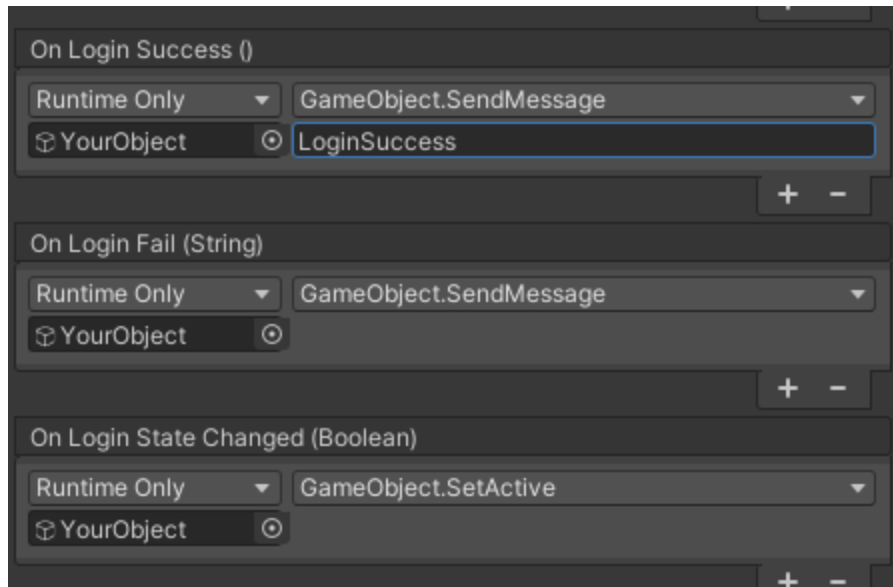
Using ECRecordAgent in Inspector (No Code)

Login:

Trigger login from your object



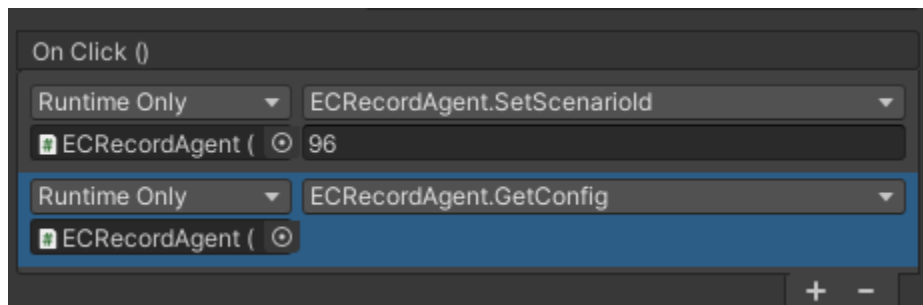
And listen login callbacks at ECRecordAgent object



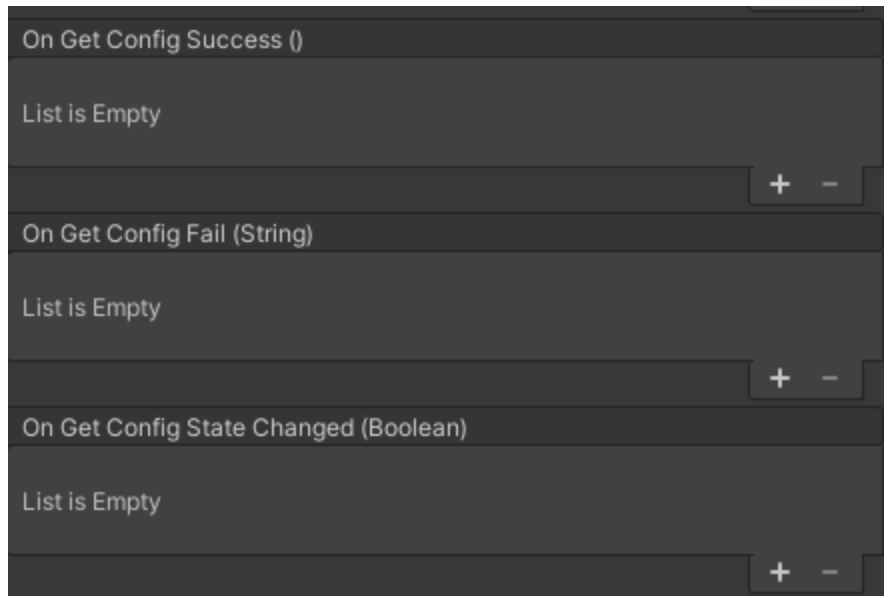
Note: ECTecordAgent login account and organization at same time. Could directly get config/submit after this login success.

Get Config:

Trigger get config from your object

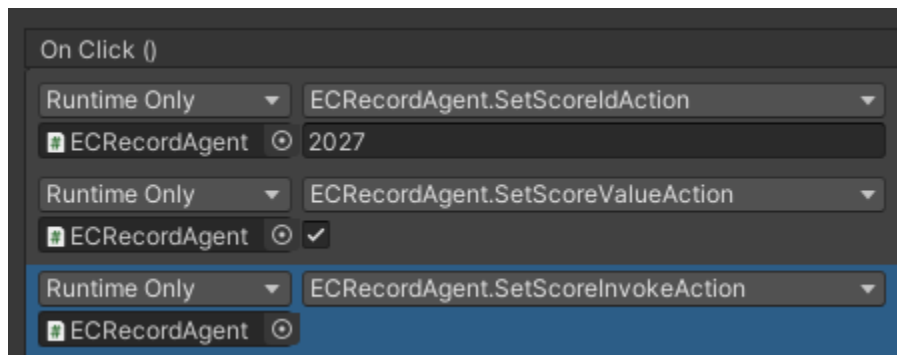


And listen callbacks at ECRecordAgent object

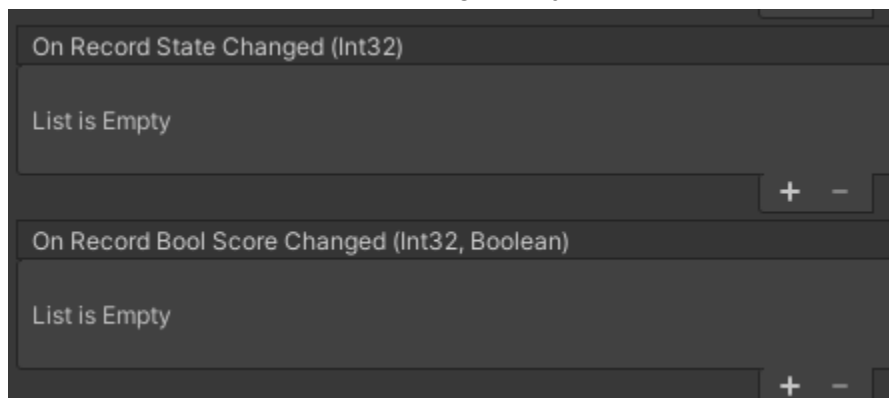


Set User Score:

Trigger set user score from your object

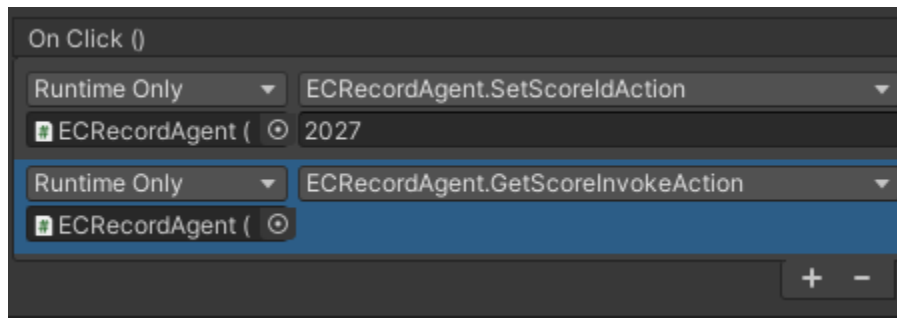


And listen callbacks at ECRecordAgent object

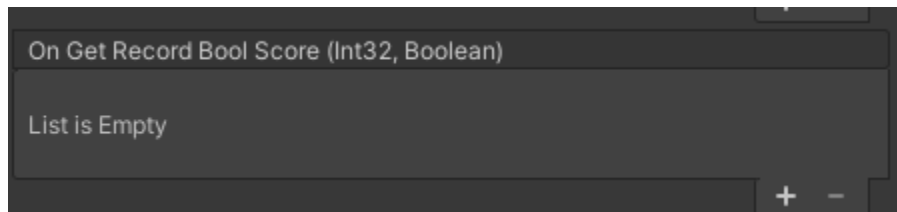


Get User Record:

Trigger from your object

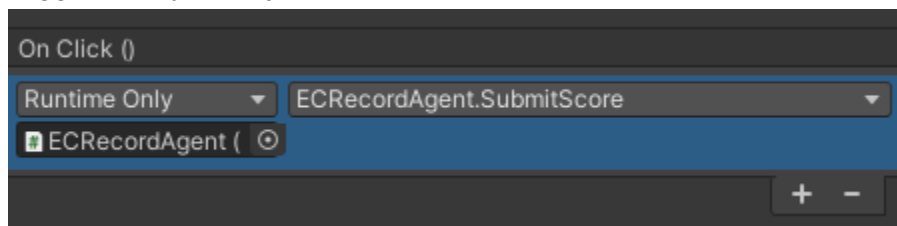


And listen callbacks at ECRecordAgent object

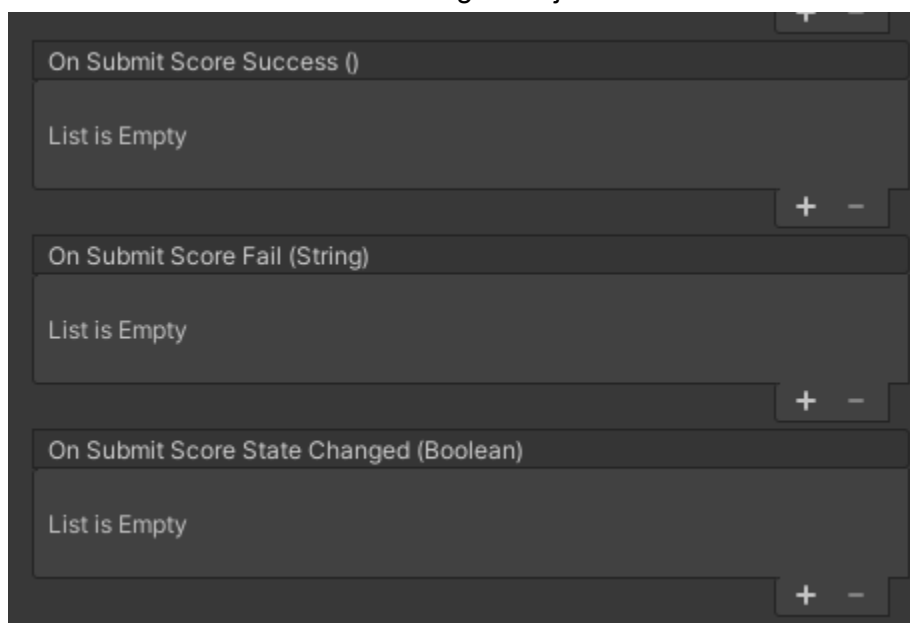


Submit User Score

Trigger from your object






And listen callbacks at ECRecordAgent object



Step 5: Test SDK / View Reports

1. Open Analytics for the Scenario
2. Here you will be able to see a list sessions being run/completed

Recent VR Sessions View All				
Session ID	User Name	Location	Date / Time	Result
5676	jeff ortiga	skillsvr hq	Mon, Apr 4 2022 12:37	
5676	jeff ortiga	skillsvr hq	Mon, Apr 4 2022 12:12	
5676	jeff ortiga	skillsvr hq	Mon, Apr 4 2022 12:12	

3. Open a session to see the details
4. Here you will be able to see the Outcomes of the session

Outcome 1:

Addition

Minimum Criteria for Pass: 4

Criteria 1.1

ID	Description	Game Score	Final Score
1.1	1 + 1 = ?	<div><div></div></div>	<div><div></div><div></div></div>

Criteria 1.2

ID	Description	Game Score	Final Score
1.2	1 + 2 = ?	<div><div></div></div>	<div><div></div><div></div></div>

Extras about the SDK

Any extra information needed to know about the SDK

Troubleshooting and Extras

Links or information on things that might go wrong when importing and using the package