

Simple Achievements FAQ

(by Red Helium Games)

[1. How can I create a custom achievement?](#)

[2. I created my achievements. How can I using them?](#)

[3. How i can output 2 or more achievements on screen at the same time?](#)

[4. How can i create achievements list?](#)

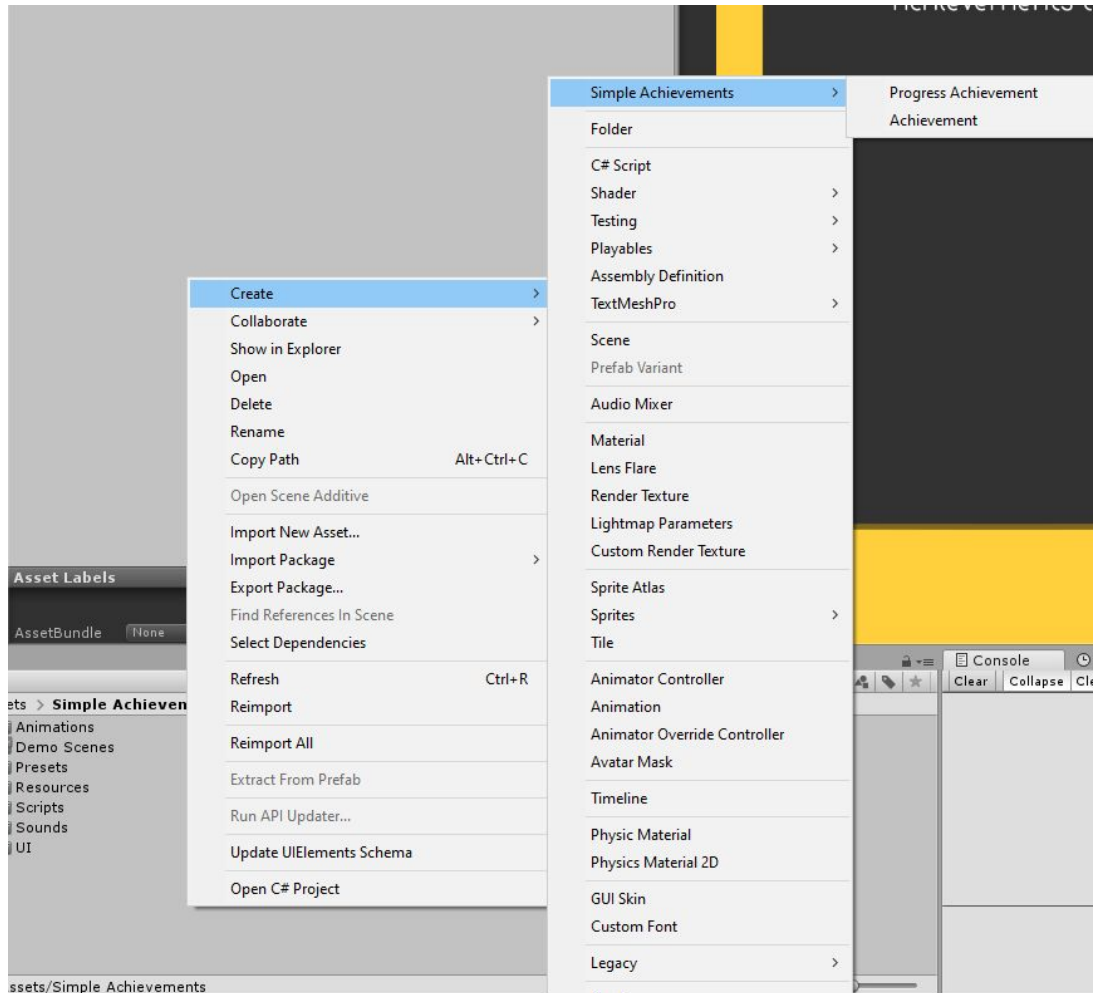
[4. How can I unlock achievement?](#)

[5. What is observers and can I created them?](#)

[6. Video guides](#)

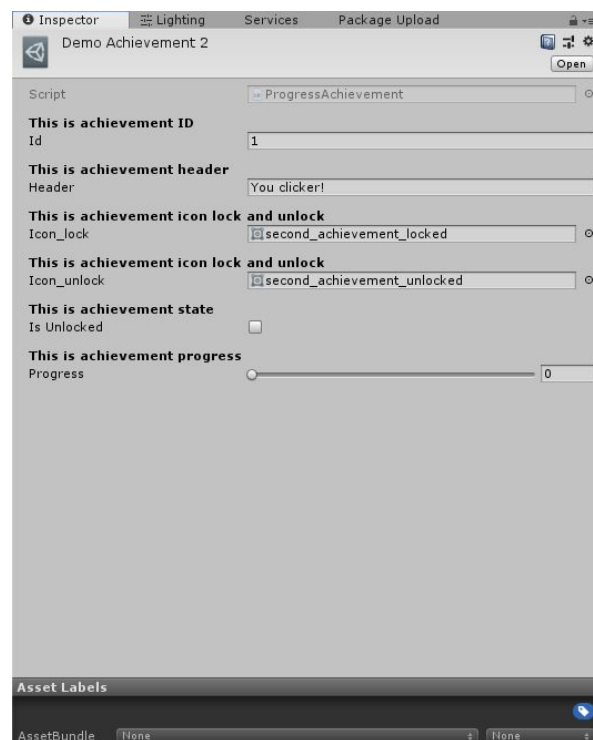
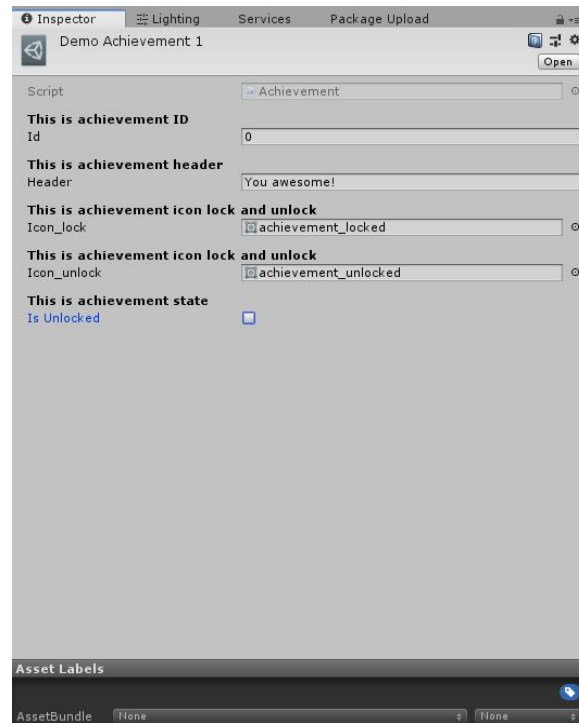
1. How can I create a custom achievement?

You can create a custom achievement in project window:



(Note: Create all your achievements in “Resources” folder or subfolder)

after that, you can customize your achievement:



Done!

2. I created my achievements. How can I using them?

Add “AchievementsControl” script on any object.

Create UI element and add “AchievementElement” script and disable “Play Animation In Start”, (Animator if you use animation). Create Header (UI Text) and Icon (UI Image) in your created UI element.

Save prefab this element in your project files.

Select prefab, folder name with achievements, Header Text, Icon Image in script:

Achievements Control (Script)

Script: AchievementsControl

Select prefab with ui text and image objects

Prefab Achievement: Achievement

Path to Folder (in 'Resources' folder) with Achievements (ScriptableObject)

Resources Folder Path With Achievements: Achievements

If you need reset all progress achievements set 'true' value

Reset All Progress Achievements: ☒

Use this variables if you want consistently show your achievements.

Achievement_header: name (Text)

Achievement_icon: icon (Image)

Use Multiple Achievements: ☐

Select vertical grid where will be created prefab achievements

If you need show 2 or more achievements at the same time set all settings

Achievements Grid: None (Rect Transform)

Name UI Text achievement header

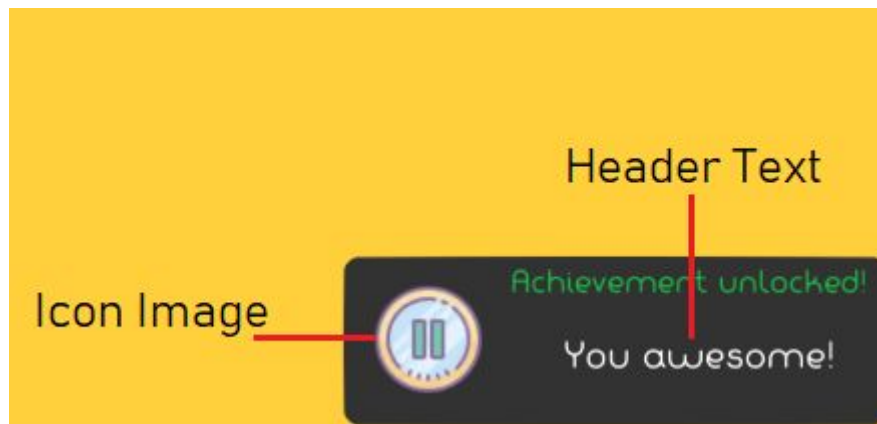
Prefab Name Header:

Name UI Image achievement icon

Prefab Name Icon:

How much time is necessary to show the unlocked achievement

Time Of Destroying: 5

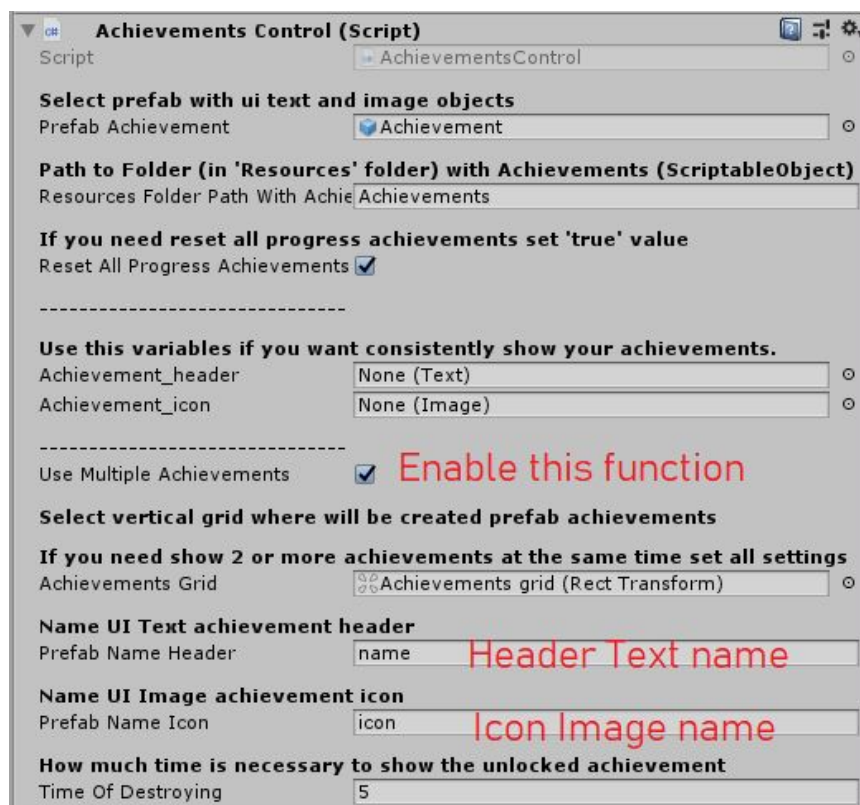


Done!

3. How i can output 2 or more achievements on screen at the same time?

Create a vertical grid where will be created prefabs achievement.

Change "AchievementsControl" script:



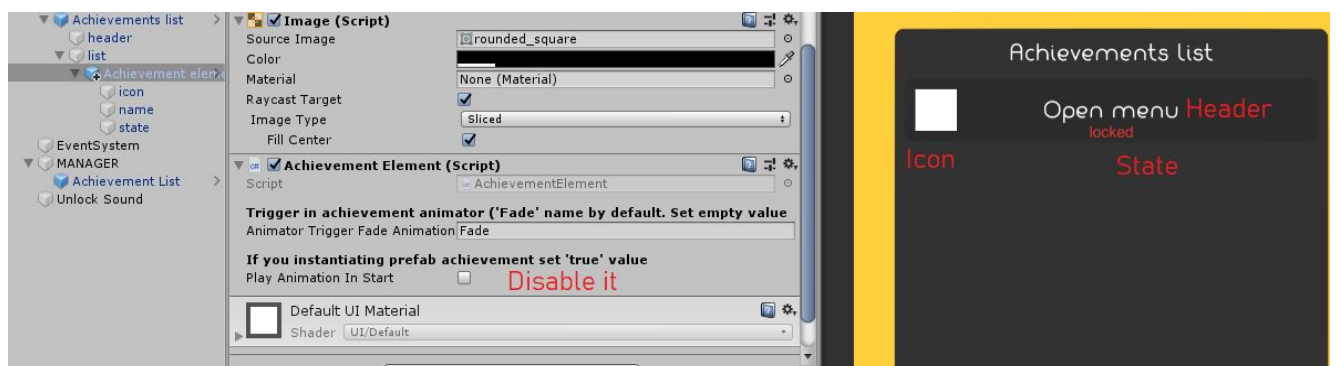
Done!

4. How can i create achievements list?

Create a vertical grid where will be created prefabs achievement.

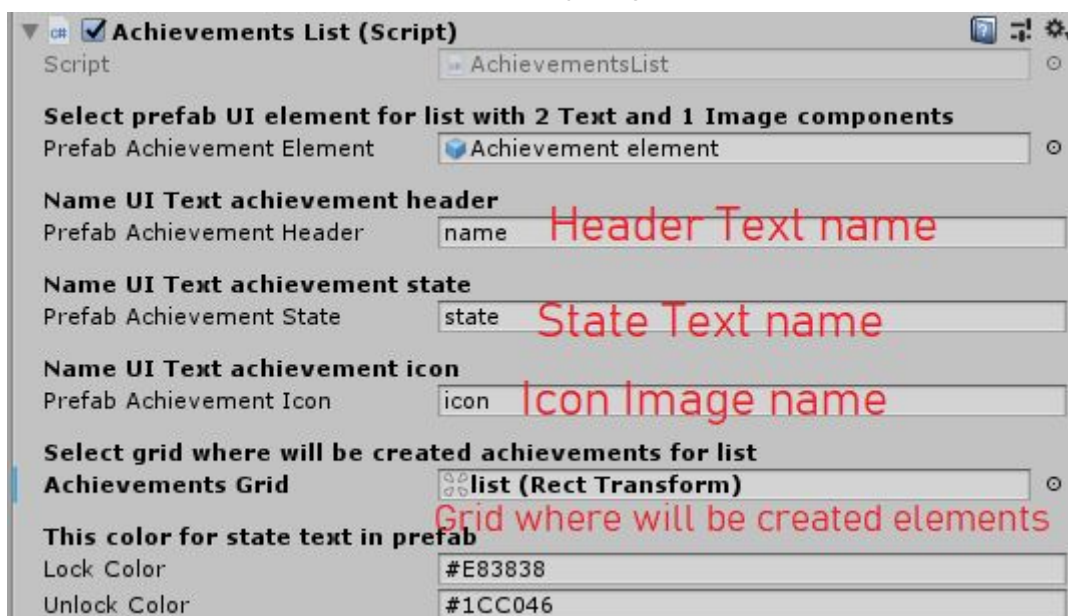
Create UI element and add “AchievementElement” script and disable “Play Animation In Start”, (Animator if you use animation).

Create Header (UI Text) and Icon (UI Image) in your created UI element.



Save prefab this element in your project files.

Add “AchievementsList” scripts of any object:

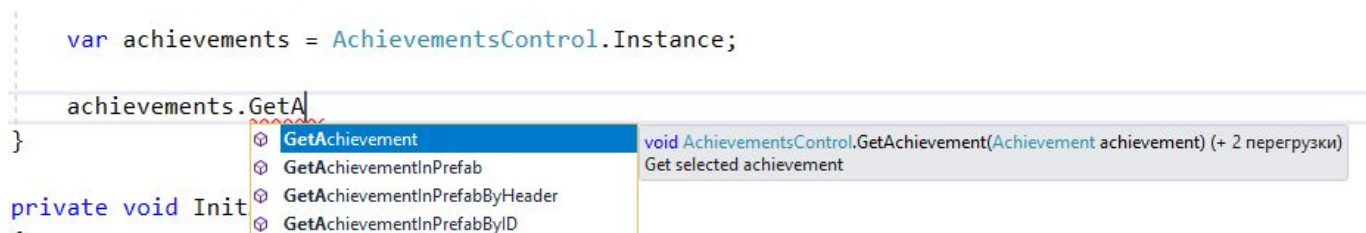


Done!

4. How can I unlock achievement?

**Just add namespace: using SimpleAchievements.Main;
and write some code:**

```
var achievements = AchievementsControl.Instance;  
achievements.GetA  
}  
private void Init
```



Example:

```
var achievements = AchievementsControl.Instance;  
  
achievements.GetAchievementInPrefabByID(1);
```

Done!

5. What is observers and can I created them?

If you need check when achievement is updated or unlocked, you can use "observers". For example you can play the sound or something when achievement unlocked.

Creating Observer:

Create a script.

Add namespace: using SimpleAchievements.Main;

Inherit the "IObserver" interface

Add this observer in list as like that:


```

1  using UnityEngine;
2  using System.Collections;
3  using SimpleAchievements.Main;
4
5  public class NewMonoBehaviour : MonoBehaviour, IObservable
6  {
7      private void Start()
8      {
9          AchievementsControl.Instance.AddObserver(this);
10     }
11
12     public void OnProgressUpdate(GameObject prefabAchievements, int idAchievements)
13     {
14     }
15
16     public void OnUpdate(GameObject prefabAchievement, int idAchievement)
17     {
18     }
19
20     }
21
22
23
24

```

Example:

```

10  public sealed class AchievementsObserver : MonoBehaviour, IObservable
11  {
12      [SerializeField]
13      private AudioSource achievementUnlockSound;
14
15      private delegate void UnlockEffect();
16
17      private GameObject achievement;
18      private event UnlockEffect UnlockAchievementEvent;
19
20      private void Start()
21      {
22          AchievementsControl.Instance.AddObserver(this);
23
24          InitAllUnlockEvents();
25      }
26
27      private void InitAllUnlockEvents()
28      {
29          UnlockAchievementEvent += SoundPlay;
30          UnlockAchievementEvent += AnimationPlay;
31      }
32
33      private void SoundPlay() => achievementUnlockSound.Play();
34      private void AnimationPlay() => achievement.GetComponent<AchievementElement>().Fade();
35
36
37
38      public void OnUpdate(GameObject prefabAchievement, int idAchievement)
39      {
40          achievement = prefabAchievement;
41
42          UnlockAchievementEvent.Invoke();
43      }
44

```

Done!

OnUpdate() function calls when achievement is unlocked.

OnProgressUpdate() function calls when achievement progress is updated.

Also you can remove observers from list with **RemoveObserver(IObserver observer);** function.

6. Video guides:

- Creating a custom achievement (<https://youtu.be/HLF9d9H4vUY>)
- Creating multiple achievements (<https://youtu.be/CurXRTOdYLw>)
- Creating achievements list (<https://youtu.be/SvnR-YWzbLM>)
- Creating a custom observer (<https://youtu.be/9AGjSgQfMvY>)