EOS Achievements (Rough Guide)

The Epic Online Services SDK includes an Achievements interface, allowing developers to check and unlock Achievements created in the Epic Games Developer Portal. This guide will provide an introduction to integrating basic EOS Achievements functionality into a game and will utilize the C version of the SDK.

Pre-Requisites:

- Existing Achievements are defined in your Epic Games Developer Portal.
- The EOS SDK is set up in your game project (available for download from the Developer Portal).
- EOS Authentication and the EOS Platform Interface are implemented in your project.

Getting Started:

1. Get the **EOS_HAchievements** handle for your interface by passing your existing Platform handle into **EOS_Platform_GetAchievementsInterface**. This achievements interface handle will be key for all user-facing achievement operations, so ensure that your result is not null.
2. Register for achievement unlock notifications by utilizing the **EOS_Achievements_AddNotifyAchievementsUnlockedV2** function and providing a callback. This notification provides helpful data, such as the ID of the achievement and the time it was unlocked.

Unlocking Achievements with the SDK:

Now that you have access to the achievements interface and are set up to receive notifications for achievement unlocks, this guide will focus on unlocking achievements from the SDK. There are two ways to unlock achievements that can be used in conjunction with one another. First,

3. Achievements can be unlocked "manually," by making a call from the SDK to directly unlock a specified achievement(s).
   EOS_Achievements_AddNotifyAchievementsUnlockedV2 is called for this purpose. As one of the parameters required, you must define options to pass into it: **EOS_Achievements_UnlockAchievementsOptions**. This object requires the following:

   ApiVersion: You should assign **EOS_ACHIEVEMENTS_UNLOCKACHIEVEMENTS_API_LATEST**.

UserId: This should be the Product User Id returned by Login.

AchievementIds: An array of achievement Ids. These are the names of the achievements you want to manually unlock as found in the Developer Portal.

AchievementsCount: This expects the number of achievements you are unlocking.

After creating an the options object and a callback method, **EOS_Achievements_UnlockAchievements** can be called to manually unlock an achievement(s) for a given user. The callback info provided by the backend includes the **ResultCode** of the call and the number of achievements unlocked.

4. The other way achievements are unlocked is by ingesting stats. This method requires the desired achievements to be set up in the Developer Portal to utilize custom defined Stats (also created in the DP). For example: the achievement **"Is This My Life Now?"** may rely on the stat **"LapsRaced"** to reach 100 after being ingested that many times. See documentation on the Stats Interface for how to implement stats in your game: eos-stats-interface.
    Because stat-based achievements are unlocked upon the stat reaching a certain value, there is no further implementation required with the achievements handler.

Querying & Copying Achievements:

Well done! You have basic achievement functionality implemented in your game. To obtain more information and copy achievement data, reference the other functions provided by the EOS achievements interface: achievements-api-reference.