

Title-Managed Achievements Sample

*This sample is compatible with the Microsoft Game Development Kit with Xbox Extensions (June 2020)*

# Description

This sample demonstrates using the Title-Managed Achievements (also referred to as “Simplified Achievements” and “Achievements 2017”) C-API provided by the Microsoft Game Development Kit. The sample includes scenarios for:

* Querying Xbox Live for all achievements for the title, including handling multiple pages of results
* Querying for a single achievement
* Updating the progress on an achievement

# Building the sample

If using an Xbox One devkit, set the active solution platform to Gaming.Xbox.XboxOne.x64.

If using an Xbox Series X|S devkit, set the active solution platform to Gaming.Xbox.Scarlett.x64.

*For more information, see* Running samples*, in the GDK documentation.*

# Running the sample

* You will need an Xbox Live test account signed in to send achievement progress updates.
* Xbox One devkit: set the console’s sandbox to XDKS.1

# Using the sample



|  |  |
| --- | --- |
| Action | Gamepad |
| Select the scenario to run | D-Pad Up/Down |
| Run a scenario | A Button |
| View button | Exit |

The log window will display information about which API’s are being called, while the Results window will display some of the service’s response contents.

# Scenarios to try

* Enumerating all achievements
  + Note that because the sample artificially limits the “take” count to 1 and there are two achievements registered to this sample, it takes two calls to the API to get all of the achievements.
* Get a single achievement
  + Use this to check the status of a specific achievement. You may prefer this if you do not wish to query all the achievements for a title.
* Complete an achievement in a single call
  + This sets an achievement progress value to 100 in a single call. Many achievements will work this way (player entered a new level, watched a cinematic, etc.)
* Complete an achievement using multiple calls
  + This will set the achievement to the value specified in the button. An achievement which has not had any progress uploaded is marked as “Not Started”. An achievement that has had a value less than 100 uploaded will be marked “In Progress”.
  + Notice the responses given by submitting progress:
    - If you set achievement 2 to “25%”, the first time it will succeed. If you set it to that value again, it will respond with a “Not Modified” response.
    - If you set achievement 2 to “50%” after that, it will succeed again. If you try and set it to 25% or 50% after that, it will respond with “Not Modified” again. Also note that in both those cases, it will return the highest percentage value it has received when Get Achievement is called.
    - Once achievement 2 is set to 100%, it will be marked “Achieved” and will no longer be modifiable by any calls.

# Implementation notes

The Title-Managed Achievements API works differently from the Events-Based Achievements (also referred to as “Cloud-Powered Achievements” and “Achievements 2013”) API. This [documentation](https://docs.microsoft.com/en-us/gaming/xbox-live/achievements-2017/simplified-achievements) explains many of the differences, as well as the reasoning behind those differences.

# Known issues

Once all achievements have been attained by the user, you cannot retrigger the achievements. You will need to select a new user to show it again.

# Update history

**Initial Release**: April 2019

# Privacy Statement

When compiling and running a sample, the file name of the sample executable will be sent to Microsoft to help track sample usage. To opt-out of this data collection, you can remove the block of code in Main.cpp labeled “Sample Usage Telemetry”.

For more information about Microsoft’s privacy policies in general, see the [Microsoft Privacy Statement](https://privacy.microsoft.com/en-us/privacystatement/).