Class

GKChallengeDefinition

An object that represents the static metadata you define for the challenge.

iOS 26.0+ | iPadOS 26.0+ | Mac Catalyst 26.0+ | macOS 26.0+ | tvOS 26.0+ | visionOS 26.0+ | watchOS 26.0+

```
class GKChallengeDefinition
```

Mentioned in

📄 Creating engaging challenges from leaderboards

Topics

Getting the display properties and image

`var title: String`

A short title for the challenge definition.

`var details: String?`

A more detailed description of the challenge definition.

`func loadImage(completionHandler: (UIImage?, (any Error)?) -> Void)`

Loads the image set on the challenge definition, which may be `nil` if none was set.

Getting the challenge rules

```
var durationOptions: [DateComponents]
```

The duration options for the challenge, like `1 day` or `1 week`.

```
var isRepeatable: Bool
```

Indicates if a challenge can be attempted more than once.

Getting the leaderboard

```
var leaderboard: GKLeaderboard?
```

Scores submitted to this leaderboard will also be submitted as scores in this challenge.

Getting the release state

```
var releaseState: GKReleaseState
```

The release state of the challenge definition in App Store Connect.

```
struct GKReleaseState
```

Describes the release state of an App Store Connect resource, such as an Achievement or Leaderboard.

Getting the identifier properties

```
var groupIdentifier: String?
```

The group identifier for the challenge definition, if one exists.

```
var identifier: String
```

The developer defined identifier for a given challenge definition.

Loading challenge definitions

```
class func loadChallengeDefinitions(completionHandler: ([GKChallenge
Definition]?, (any Error)?) -> Void)
```

Loads all the challenge definitions for the current game, returns an empty array if none exist.

Checking for active challenges

```
func hasActiveChallenges(completionHandler: (Bool, (any Error)?) ->
Void)
```

Indicates if this definition has active challenges associated with it.

Relationships

Inherits From

`NSObject`

Conforms To

```
CVarArg
CustomDebugStringConvertible
CustomStringConvertible
Equatable
Hashable
NSObjectProtocol
Sendable
SendableMetatype
```

See Also

Challenges

📄 Creating engaging challenges from leaderboards

Encourage friendly competition by adding challenges to your game.

📄 Choosing a leaderboard for your challenges

Understand what gameplay works well when configuring challenges in your game.

~~GKShowChallengeBanners~~

A Boolean value that indicates whether GameKit can display challenge banners in a game.

`Deprecated`