Protocol

GKGameActivityListener

An object that responds to activity events.

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

```
protocol GKGameActivityListener
```

Mentioned in

📄 Creating activities for your game

📄 Creating engaging challenges from leaderboards

Topics

Responding to an activity

```
func player(GKPlayer, wantsToPlay: GKGameActivity, completionHandler: (
Bool) -> Void)
```
  Called when a player intends to play for a specific game activity. A completion handler block
  is provided to indicate whether the activity was successfully handled.

Relationships

Inherited By

GKLocalPlayerListener

See Also

Activities

📄 Creating activities for your game

Use activities to surface game content to players and encourage them to connect with each other.

class GKGameActivity

An object that represents a single instance of a game activity for the current game.

class GKGameActivityDefinition

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