

[Updates](#) / GameKit updates

Article

GameKit updates

Learn about important changes to GameKit.



Overview

Browse notable changes in [GameKit](#).

June 2025

- Use a GameKit Configuration file in Xcode to configure Game Activities and Challenges.
- Test leaderboard score submissions by receiving system notifications when they happen. On iOS, open Settings > Developer, then turn on Notify About Score Submissions.
- Use [`GKGameActivity`](#) to present players with ways to engage each other in your game.
- Configure challenges in Xcode or App Store Connect and use [`GKChallengeDefinition`](#) to retrieve the metadata you define.

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Dashboard

- Create a [`GKGameCenterViewController`](#) object using the [`init\(leaderboardSetID:\)`](#) initializer to display a set of leaderboards in the dashboard.
- Use the [`init\(player:\)`](#) initializer to display a player's profile in the dashboard.

Voice chat

- Use SharePlay to allow voice chat in your real-time games instead of [GKVoiceChat](#) which is deprecated. When you present a [GKMatchmakerViewController](#) object, it automatically shows a SharePlay button on iOS. To implement a custom SharePlay experience, see [GKMatchmaker](#).
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See Also

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Learn about important changes to AVFoundation.