

[GameKit](#) / [GKGameActivityDefinition](#)

Class

GKGameActivityDefinition

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

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

```
class GKGameActivityDefinition
```

Mentioned in

 Creating activities for your game

Topics

Getting the display properties and image

```
var title: String
```

A short title for the game activity.

```
var details: String?
```

A more detailed description of the game activity.

```
var defaultProperties: [String : String]
```

Default properties defined by the developer for this type of game activity.

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

Asynchronously load the image. Error will be nil on success.

Getting the activity capabilities

```
var supportsPartyCode: Bool
```

Whether the activity can be joined by others via a party code.

```
var supportsUnlimitedPlayers: Bool
```

True if the activity supports an unlimited number of players. False if maxPlayers is set to a defined limit or if no player range is provided.

```
var playerRange: (any RangeExpression)?
```

The range of players supported by this type of game activity.

```
var playStyle: GKGameActivityPlayStyle
```

The play style of the game activity.

```
enum GKGameActivityPlayStyle
```

Play Style of the game activity. It can be either Asynchronous or Synchronous.

Getting the fallback URL

```
var fallbackURL: URL?
```

A fallback URL that can be used to construct a game-specific URL for players to share or join, if the joining device does not support the default URL.

Getting the release state

```
var releaseState: GKReleaseState
```

The release state of the game activity 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 identifier: String
```

The developer defined identifier for a given game activity.

```
var groupIdentifier: String?
```

The group identifier for the activity, if one exists.

Loading activity definitions

```
class func loadGameActivityDefinitions(completionHandler: ([GKGameActivityDefinition]?, (any Error)?) -> Void)
```

Loads all the game activity definitions for the current game.

Loading achievement descriptions

```
func loadAchievementDescriptions(completionHandler: ([GKAchievementDescription]?, (any Error)?) -> Void)
```

Loads all associated achievements that have defined deep links to this game activity definition.

Loading leaderboards

```
func loadLeaderboards(completionHandler: ([GKLeaderboard]?, (any Error)?) -> Void)
```

Loads all associated leaderboards that have defined deep links to this game activity definition.

Type Methods

```
class func loadGameActivityDefinitions(IDs: [String]?, completionHandler: ([GKGameActivityDefinition]?, (any Error)?) -> Void)
```

Loads game activity definitions with the supplied App Store Connect identifiers.

Relationships

Inherits From

NSObject

Conforms To

CVarArg

CustomDebugStringConvertible
CustomStringConvertible
Equatable
Hashable
NSObjectProtocol
Sendable
SendableMetatype

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.

`protocol GKGameActivityListener`

An object that responds to activity events.