



Daily Rewards

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by
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Overview

Daily Rewards is a great way to increase retention but also helps monetization as players get a sense of the benefit of having more coins/currency within the game.

This asset contains Daily Rewards and Timed Rewards.

Updating from previous versions

If you're updating from a previous version make sure to backup your Daily Rewards configuration first.

Delete Daily Rewards folder before importing the current version.

Quick Setup

Import this package into a new project

Drag one the following prefabs to your scene:

DailyRewardsLandscape

DailyRewardsPortrait

TimedRewards

Features

- Supports multiple days or even weeks or months
- Time your rewards for any interval
- Mobile ready
- Easy to configure and integrate into your project

Daily Rewards

Daily Rewards consists on a single prefab with two scripts:

- Daily Rewards configuration
- Daily Rewards interface controller

Daily Rewards (Script)

Instance ID: 0

Is Singleton? ☒

Keep Open? ☒

Reset Prize? ☒

Use Cloud Clock? ☒

▼ Cloud Clock

▼ World Time API

Name: World Time API

URL: <https://worldtimeapi.org/api/tin>

Time Format: yyyy-MM-dd'T'HH:mm:ss.ffffffzzz

Remove Cloud Clock

► World Clock API

Add Cloud Clock

▼ Rewards

▼ Day 1

Unit: Coins

Reward: 100

Sprite:  Select

Remove Reward

► Day 2

► Day 3

► Day 4

► Day 5

► Day 6

► Day 7

Add Reward

Here is what you can tweak on Daily Rewards configuration:

- Instance ID
 - If you need more than one instance of Daily Rewards running for different rewards you can set distinct ids here. You may leave at 0 if you have only one instance.
 - Different instances can be called through: `DailyRewards.GetInstance(id)`
- Is Singleton
 - On: If you're managing Daily Rewards through script and want it to stay active through your whole game you may set it on.
 - Off: If you have a main scene that opens daily rewards every time
- Keep Open
 - On: Keeps Daily Rewards Open even when there are no rewards available. Useful to show remaining time.
 - Off: Closes Daily Rewards Canvas if there are no rewards available and closes the canvas when the player claims the reward.
- Reset Prize
 - On: Resets the prize when the player skips the second day
 - Off: Never resets the prize
- Cloud Clock is the anti-cheat mechanism. Is explained better below.
- Rewards
 - Here you can add/remove rewards.
 - Unit: The reward name.
 - Reward: The Reward amount. If it is set to 0 (zero) only the Unit is shown at the interface.
 - Sprite: The sprite representing the reward shown at the interface.

Timed Rewards

Timed Rewards consists on two scripts:

- Timed Rewards configuration
- Timed Rewards interface controller

Timed Rewards (Script)

Instance ID: 0

Is Singleton? ☒

Reward Time: 30

Is Random Reward? ☒

Use Cloud Clock? ☒

▼ **Cloud Clock**

▼ **World Time API**

Name: World Time API

URL: <https://worldtimeapi.org/api/timezone>

Time Format: yyyy-MM-dd'T'HH:mm:ss.ffffffzzz

Remove Cloud Clock

► **World Clock API**

Add Cloud Clock

▼ **Rewards**

▼ **Reward 1**

Unit: Arrows

Reward: 25

Sprite:  Select

Remove Reward

► **Reward 2**

► **Reward 3**

Add Reward

Here is what you can tweak on Timed Rewards configuration:

- Instance ID
 - If you need more than one instance of Timed Rewards running for different rewards you can set distinct ids here. You may leave at 0 if you have only one instance.

- Different instances can be called through: `DailyRewards.GetInstance(id)`
- Is Singleton
 - On: If you're managing Daily Rewards through script and want it to stay active through your whole game you may set it on.
 - Off: If you have a main scene that opens daily rewards every time
- Reward Time: How many seconds the clock will tick until the reward is available
- Is Random Reward?: When set to true it will pick a random reward from the available rewards when claimed.
- Cloud Clock is the anti-cheat mechanism. Is is explained better below.
- Rewards
 - Here you can add/remove rewards. If you have more than one reward a panel pops up so the player can choose his reward. If there is only one reward, the player picks this one reward.
 - Unit: represents the string representation of your reward as it should be shown at the interface.
 - Reward: The Reward amount. If it is set to 0 (zero) only the Unit is shown at the interface.
 - Sprite: The sprite representing the reward shown at the interface.

Cloud Clock

Use Cloud Clock? ☒

▼ **Cloud Clock**

▼ **World Time API**

Name

URL

Time Format

▼ **World Clock API**

Name

URL

Time Format

Both Daily Rewards and Timed Rewards uses an anti cheat API called Cloud Clock to load the current Date Time. The only drawback is that the game needs an active online connection or the UI won't show.

If this is not the case you can uncheck "Use Cloud Clock" flag on either Daily Rewards or Timed Rewards configuration.

Cloud Clock URL: Is the URL that loads the JSON string from the clock settings. Don't change it unless you know what you're doing.

Cloud Clock Format: Is the string format of the Cloud Clock. Don't change it unless you know what you're doing.

Below an example of the returned JSON String:

```
"$id": "1",  
"currentDateTime": "2019-09-28T08:45-04:00",  
"utcOffset": "-04:00:00",  
"isDayLightSavingsTime": true,  
"dayOfTheWeek": "Saturday",  
"timeZoneName": "Eastern Standard Time",  
"currentFileTime": 132141339460528158,  
"ordinalDate": "2019-271",  
"serviceResponse": null
```

Integration

To integrate Daily Rewards and Timed Rewards with your project you requires a little scripting. Two scripts with snippets were created to help you on this task:

- IntegrationDailyRewards.cs
- IntegrationTimedRewards.cs

```
using UnityEngine;
using NiobiumStudios;

/**
 * This is just a snippet of code to integrate Daily Rewards into your project
 *
 * Copy / Paste the code below
 */
public class IntegrationDailyRewards : MonoBehaviour
{
    void OnEnable()
    {
        DailyRewards.GetInstance().onClaimPrize += OnClaimPrizeDailyRewards;
    }

    void OnDisable()
    {
        DailyRewards.GetInstance().onClaimPrize -= OnClaimPrizeDailyRewards;
    }

    // this is your integration function. Can be on Start or simply a function to be called
    public void OnClaimPrizeDailyRewards(int day)
    {
        //This returns a Reward object
        Reward myReward = DailyRewards.GetInstance().GetReward(day);
    }
}
```



```
// And you can access any property
print(myReward.unit); // This is your reward Unit name
print(myReward.reward); // This is your reward count

var rewardsCount = PlayerPrefs.GetInt ("MY_REWARD_KEY", 0);
rewardsCount += myReward.reward;

PlayerPrefs.SetInt ("MY_REWARD_KEY", rewardsCount);
PlayerPrefs.Save ();
}
}
```

Just Copy/Paste the contents into your own project then you're ready to go.

Android 9.0 Issues

If you're using Cloud Clock, Android 9.0 comes with Clear Text disabled by default. To reenale it add the following line to AndroidManifest.xml:

```
<application android: usesCleartextTraffic = "true" />
```

Further information on the issue at:

<https://stackoverflow.com/questions/45940861/android-8-cleartext-http-traffic-not-permitted>

Support

For further questions and support you can leave a message on [Unity 3D forums](#), check the Demo page: <http://niobiumstudios.com/project/daily-rewards/> or just send me an email to: contact@niobiumstudios.com.

Don't forget to rate!