Achievement Manager

Descripción

Files: CGFAchievementManager.cs

Path: "CGF/Systems"

Description

Manages the achievements of the game.

Reference

- **Achievements List** – List of Achievements.
  - **Category** – Text used to identify or display category.
  - **Description** – Text used to identify or display description.
  - **Hidden** – Controls whether hidden is enabled.
  - **Hidden Description** – Description of the Achievement when hidden.
  - **Hidden Locked Image** – Image of the Achievement when hidden.
  - **Hidden Name** – Name of the Achievement when hidden.
  - **Hidden Requirements** – Description of requirements of the Achievement when hidden.
  - **ID** – Text used to identify or display ID.
  - **Incremental** – Controls whether incremental is enabled.
  - **Incremental Amount** – Accumulative value to unlock the Achievement.
  - **Incremental Iteration** – Iteration of the ncremental Achievement.
  - **Locked Image** – Image showed when locked.
  - **Name** – Text used to identify or display name.
  - **Points** – Points the Achievement gives to the Player.
  - **Requirements** – Requirements to unlock the Achievement.
  - **Unlocked Image** – Image showed when unlocked.
- **Categories List** – Categories of the Achievements.
- **Notification** – Enables the Achievement notification.
- **Notification Delay** – Delay time to show up the notification.
- **Notification Object** – Cached GameObject reference used by this component.
- **Unlock Text Prefix** – Message to show after the Achievement name when the player Unlocks an Achievement.
- **Unlock Text Sufix** – Message to show before the Achievement name when the player Unlocks an Achievement.

Use

Add this component to the GameObject that should own the behavior.
Configure the inspector fields listed in Reference and assign the required scene or asset references before entering Play Mode.