

### Reveal your rewards.

Requirements	2
How It Works	3
Setup & Use	4
Reveal Page	6

# Requirements

I recommend using Unity version 6 and above. If possible, I suggest upgrading to the latest LTS version.

### **How It Works**

The architecture diagram below outlines the overall implementation design. Each UI page in the project is designed with a corresponding presenter, model, and controller. In this case, the model is represented by a **ScriptableObject** called UiPageModel, which exposes all necessary public fields for controlling the visual elements in the UXML, using a data-binding approach.

The project also includes a UiPagePresenter for each UI page, which handles the core logic for controlling visual elements and their animations. Additionally, the project contains a UIRouterNavigation script, which manages future UI navigation. Each page has its own unique address stored within the model, and the navigation script uses this address to activate the appropriate page.



## Setup & Use

### **General Setup**



For implementation in your own project, it is recommended to use a UXML document for the corresponding page. For full functionality, it is important to properly configure the document's **DataSource**—an example of this setup can be found using the **UIBuilder**.

Opac Displa	ity 🔹 🖉 🕈	00
Edit Binding		
Property	style.display StyleEnu	m <displaystyle></displaystyle>
	Default	
Data Source	Object	Туре
	🕄 RevealPageModelData (Reveal Page Mo	odel Data) 🛛 💿
Data Source Path	IsActive	
Binding Mode	To Target	<b>•</b>
Advanced Settings		
Update Trigger	On Source Changed	
Local converters		
To target property (UI)	= 😓 Style display	
	Enter a converter ID	
	List is empty	

All custom bindings are already stored within the UXML document of the specific page. If you are integrating the page into your own document, it is recommended to set the binding for the **Display style**. The corresponding field in the page model is the public bool IsActive.

# **Reveal Page**

### Page model API

Reveal Page Model Data (Reveal Page Mo	del Data)	Ø;‡ ÷ Open
ធ Checked out		Check in Undo
Script	RevealPageModelData	
IS Active		
Page Address	reveal-page	
Center Gradient Tint Center Gradient Is Active		/
Bottom Gradient Tint Bottom Gradient Is Active		ð
Button Color	_	2
Button Is Active	~	
Button Label	CONTINUE	
Action Label	TAP FOR NEXT	
Vortex Background Is Active		
Stars Container Is Active		
Warp Container Is Active		
Summary Container Is Active	~	
Reward Value	4/4	
▼ Reward Items		4
= ▶ 0		
= > 1		
= > 2		
= 🛪 3		
Id	3	
Card Image	□ Jetpack_0	0
Reward Count	x4	
Level	3	
Stars	1	
Level Points	X 40 Y 50	
		+ -

#### Reveal page presenter

The presenter is divided into two parts. In the first part, the **Reward Cards** are gradually revealed in the order they are stored in the RewardItems list, either by tapping on the display or by using the "skip" button to jump directly to the second part. In the second part, all the revealed cards are summarized and displayed in a single scroll view.

## **Reward Card VisualElement**



#### Public fields

ID (string)
Primarily used for identification, for example, when clicking on the card, etc.
CardImage (sprite)
Represents the internal image of the card (the project includes 4 images).
RewardCount (string)
Represents the visual num of rewarded cards.
Level (int)
Displays the current level of the card.
Stars (int)
Represents the current number of stars on the card (1-5).
LevelPoints (Vector2)
Determines the current progress on the card and animates the progress bar accordingly.