



### Unreal engine - Stats & Achievements Integration v5.3

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**Unreal engine - Stats & Achievements Integration v5.3:** Streamline the SteamAPI Stats & Achievements integration into your Steam game with the Stats & Achievements Integration plugin for blueprints! This seamless integration simplifies the implementation of Steam stats and achievements using blueprints, enabling effortless uploading, downloading, and displaying user stats and achievements directly from the Steam servers.

Requirements:

- OnlineSubsystem
- OnlineSubsystemUtils
- OnlineSubsystemSteam

With this plugin, you can save valuable development time and enhance the player experience by quickly incorporating SteamAPI stats and achievements into your game. Whether you're tracking player progress, unlocking in-game rewards, or showcasing player accomplishments, this plugin empowers you to leverage the full potential of Steam's features with minimal effort.



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