



English Tracing Book

V 1.1.4

Indie Studio

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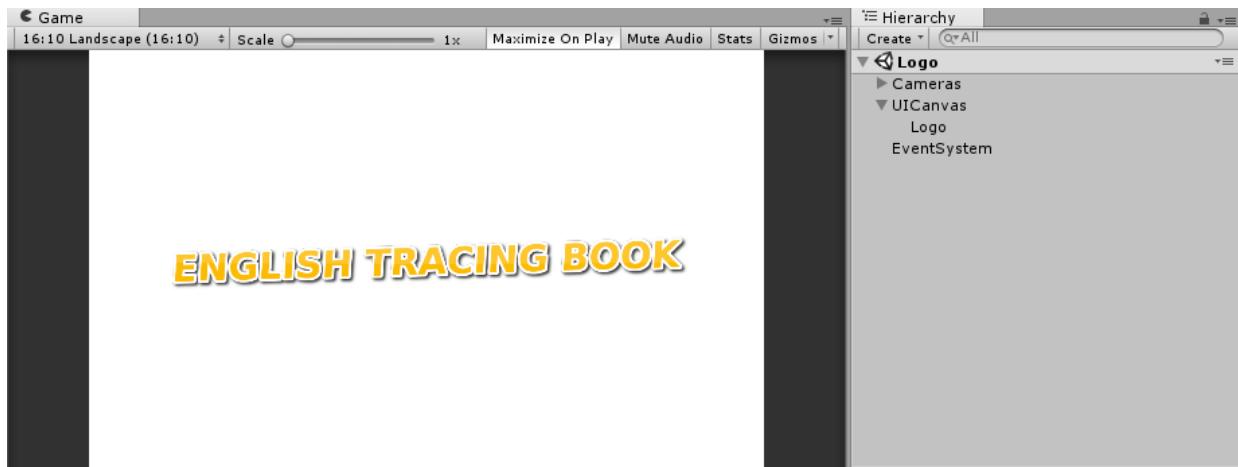
1.0 - Overview

Use the Hand or Mobile Pen to trace and fill the letters (Lowercase, Uppercase), numbers and words.

Key Features

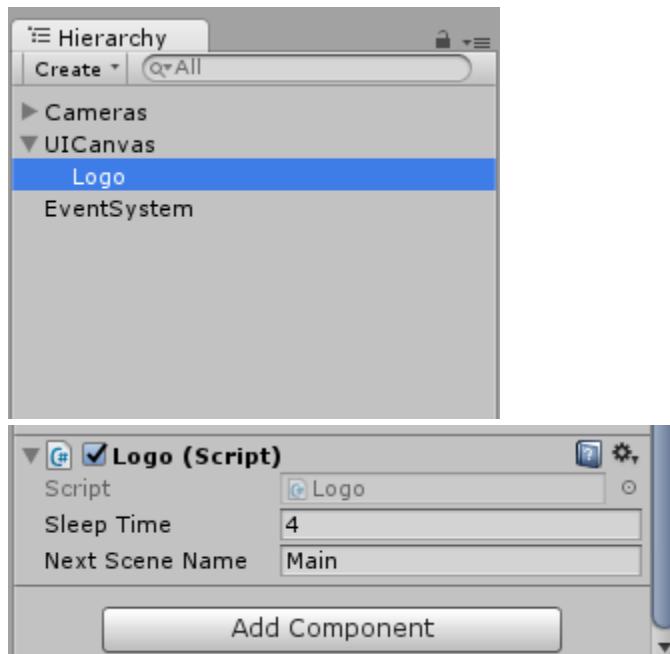
- Ability to create different language
- Smooth Tracing and Filling
- A-Z Uppercase Complete Letters
- a-z Lowercase Complete Letters
- 0-9 Complete Numbers
- 26 Words and ability to add more
- Tracing Helper (Hint)
- Letters & Numbers Pronunciation
- Shapes Managers
- Shapes Factory ~NEW
- Line/Fill Tracing ~NEW
- Words/Sentence Generator ~NEW
- Singleton Manager
- Win, Reset Dialogs
- Sound Effects
- Particles Effects
- Fourteen Colored Pencils
- Support Mobile, Web and more Platforms
- Complete set of scenes
- Extra Backgrounds
- Unity UI built-in features
- Advertisements Manager
- Admob Integration
- ChartBoost Integration
- Unity Ads Integration
- Persistent data (loading & saving)
- Scrollable lists
- Letters Rating
- Debug messages
- Commented source code in C#
- Package Manual

2.0 -Logo Scene

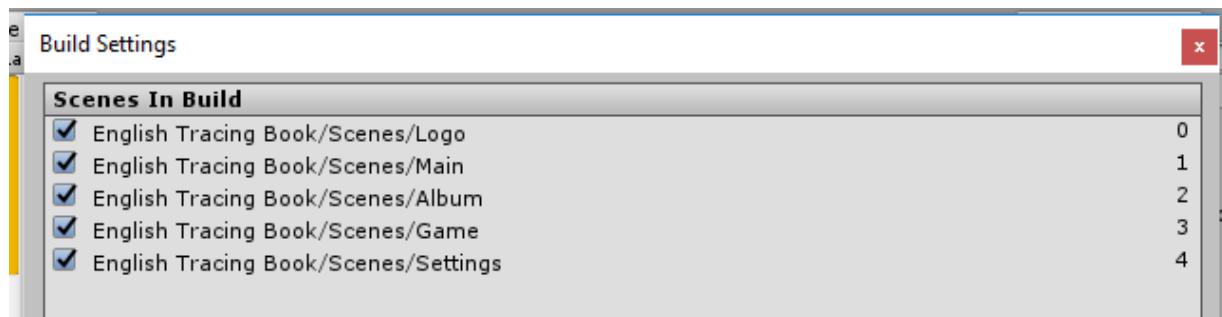


Introduce your game here by adding the video intro, logo, title etc.

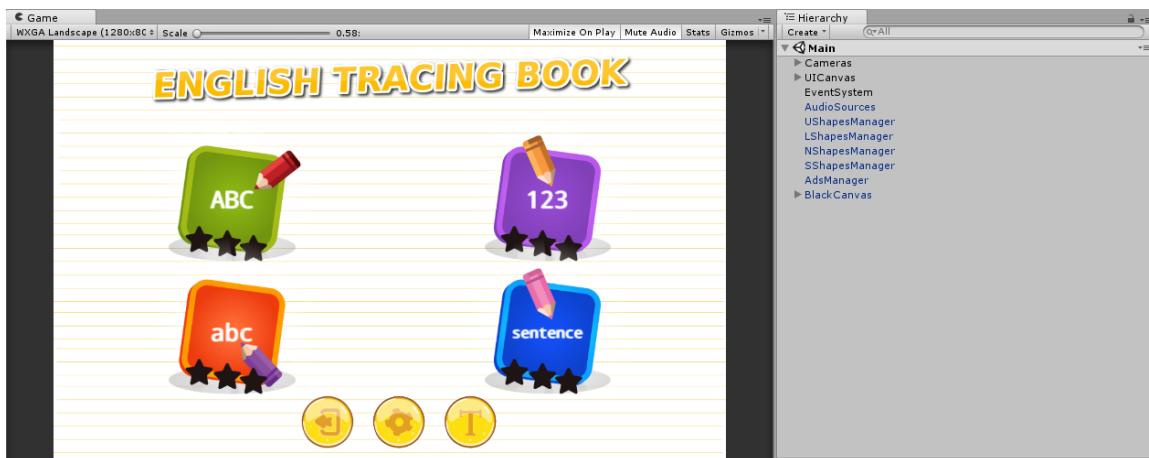
You can change sleep time and Next Scene from Logo component in Logo GameObject as following figures below



Otherwise, you can remove the Logo scene and set Main scene as the top in the Build settings



3.0 - Main Scene

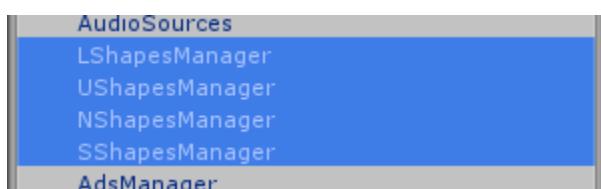


Main or Home scene that contains the singletons list such as Audio Sources, Shapes Managers, AdsManager

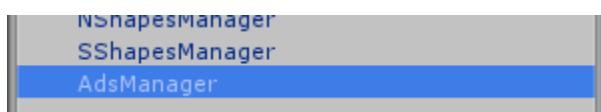
- **Audio Source:** Contains Music, SFX and two Audio Sources components, the first one used for Music, the second one used for Sound effects.



- **Shapes Manager:** Each instance contains shapes references for lowercase, uppercase, numbers, sentences



- **Ads Manager:** Used to manage the ads in the project.

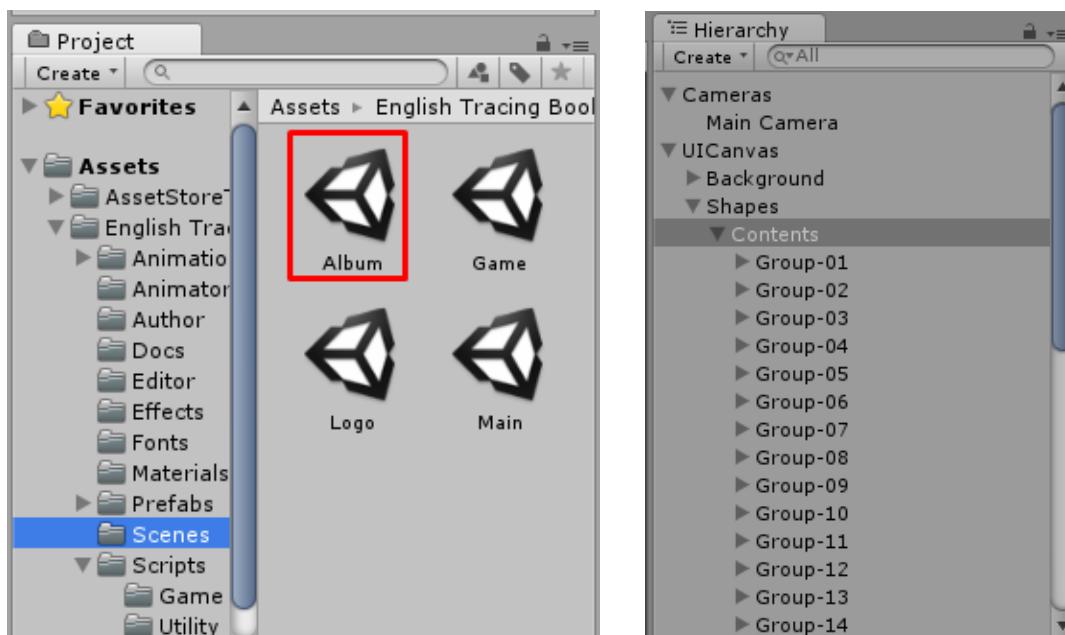


- **UICanvas:** You will find the UI elements such as buttons, background, and title under UICanvas gameobject in the scene.

4.0 -Album Scene

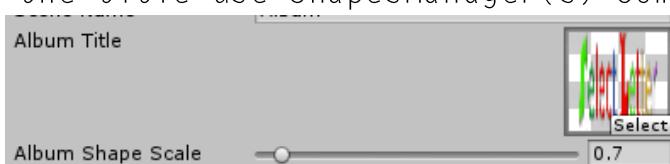


The Album scene contains the sliding letters/numbers or shapes to give the user the ability to select any shape that he/she wants for the tracing.

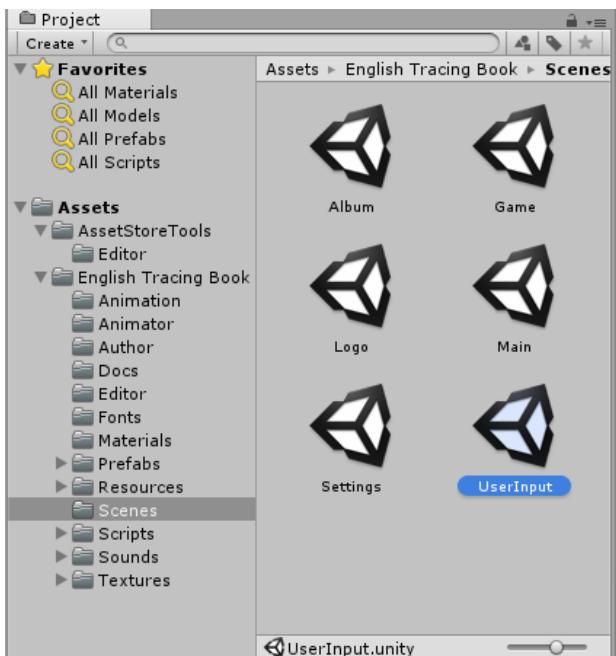
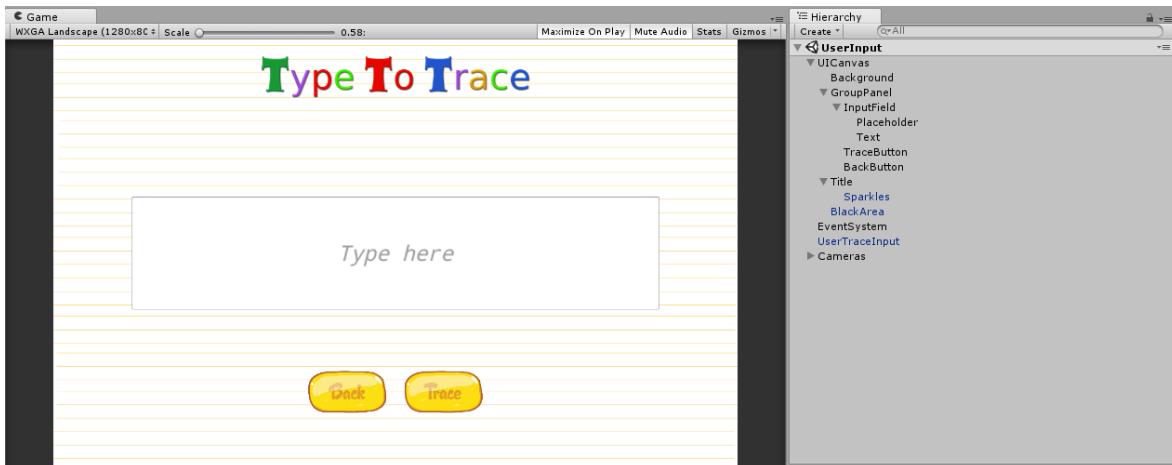


You will find all the shapes automatically generated under **Shapes** GameObject using **ShapesTable** component in the scene.

- **Note:** The **Album** scene is used for all Shapes Managers, to edit the title use **ShapesManager(s)** component(s) in the Main scene.

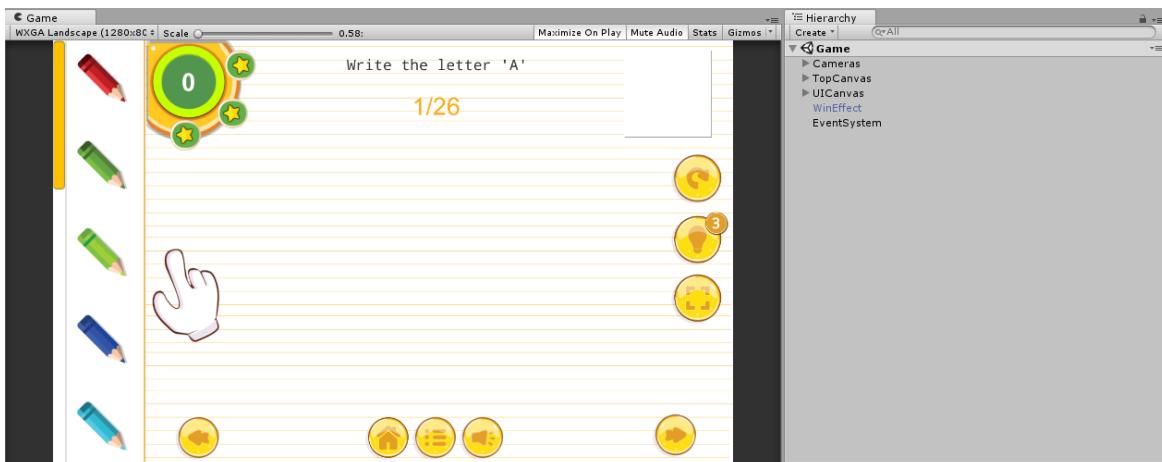


5.0 - User Input Scene



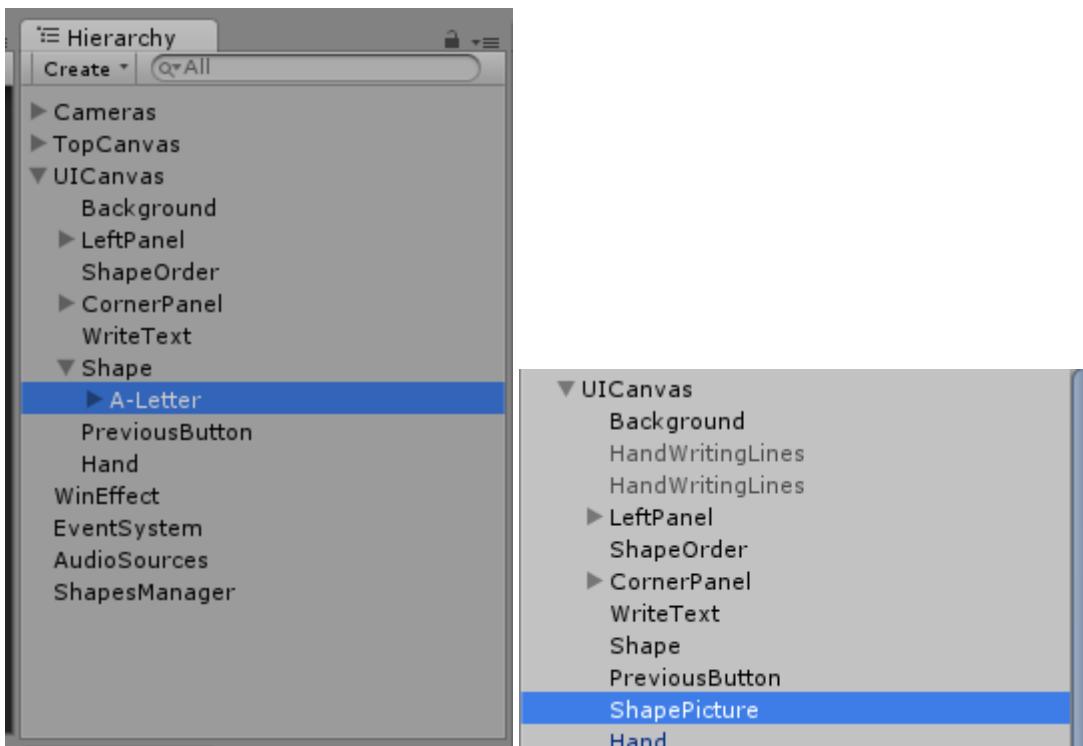
The user input scene allows you to trace a custom text from the user.

6.0 - Game Scene



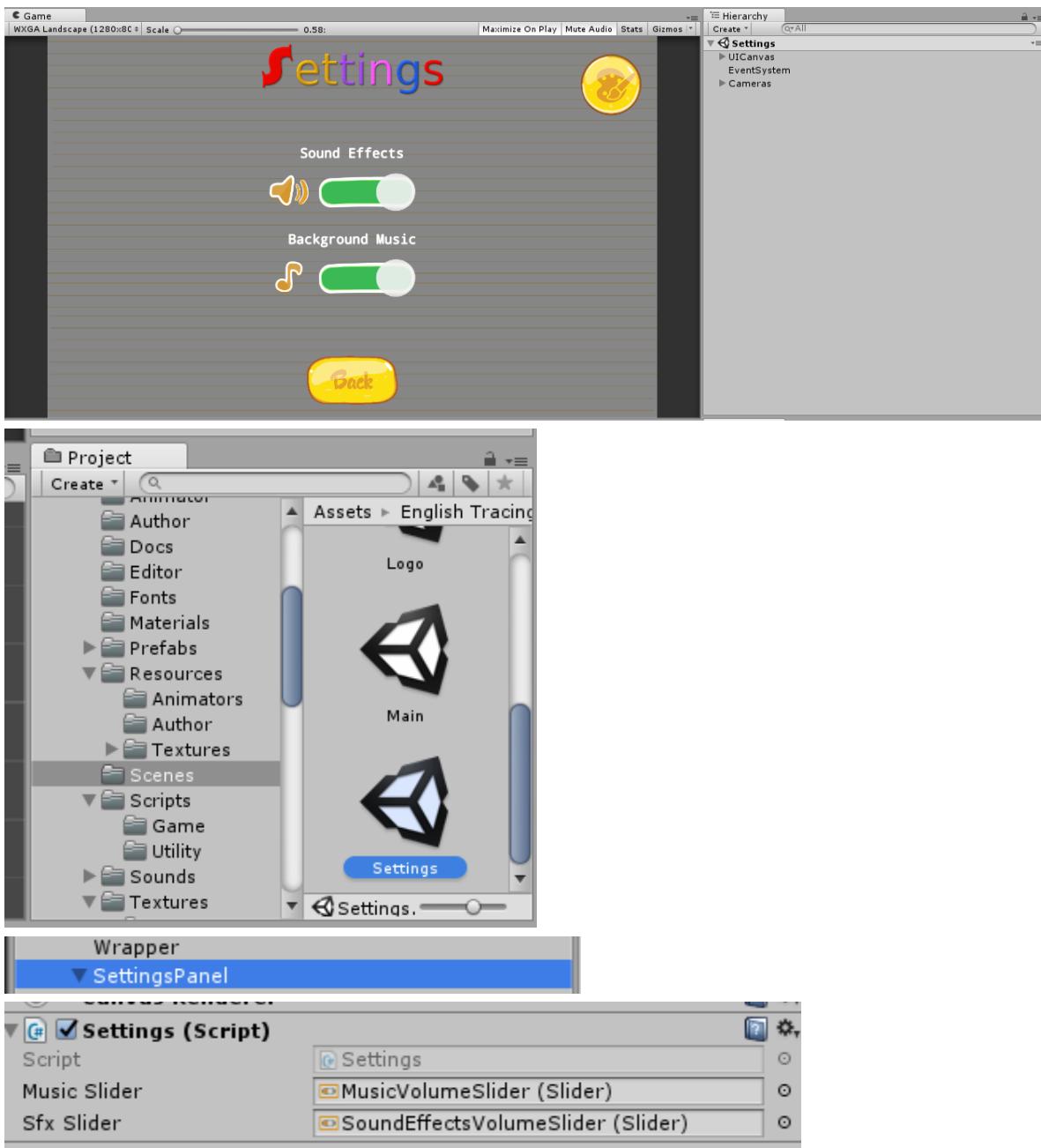
The game scene contains the main components of the game for the tracing (Game Logic)

The shapes will be automatically generated under Shape GameObject in the Hierarchy using `CreateShape` method in `GameManager.cs` script as the following:



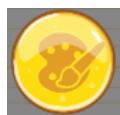
- **Shape Picture:** The Addon Picture of the shape in the Shapes Manager. If it equals to null, then image will be disabled in the runtime.

7.0 - Settings Scene



The settings scene allows you to control the volume of the sound effects and music in the project.

You also have the choice to add more controls or options in this scene.



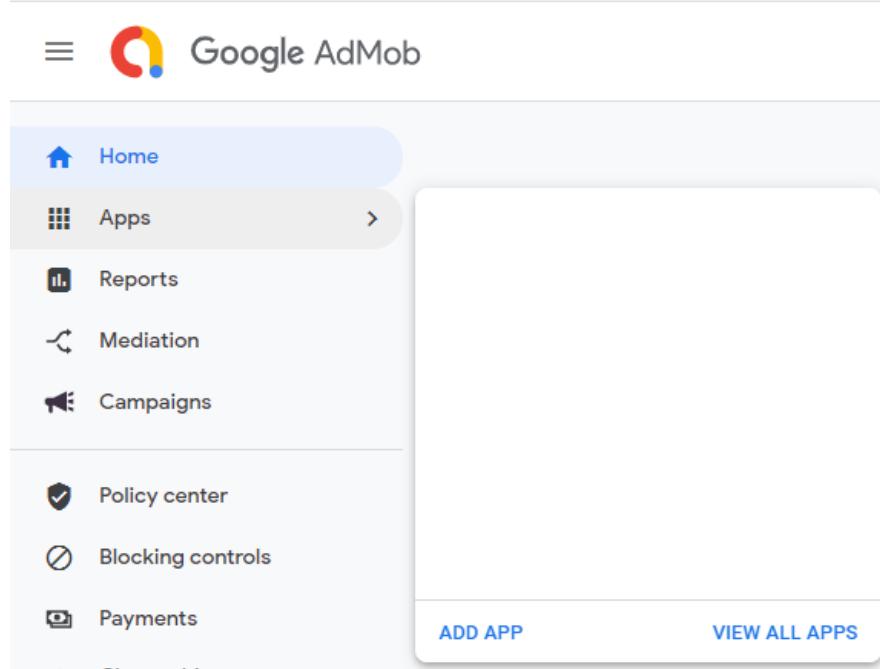
This button toggles tracing method by Line or Fill

8.0 - Setup ADS Packages

8.1 - Setup Google Mobile Advertisements

1. Sign in to <https://apps.admob.com>

2. Select Apps -> ADD APP



3. Then follow the steps of Google AdMob to monetize a new app or existing app.

After creating your app, find your App ID and Ad Units (Banner /Interstitial ids)

4. Make sure you have JDK, Android SDK installed on your PC and linked in your Unity Editor from (**Edit > Preferences > External Tools**)

Note: you can download **Android Studio** (Optional) and then use **Android SDK Manager** to install/update the **SDK Platforms**, **SDK Tools**, **Google Play Services** from the **Android SDK Manager** and finally get the path of your **SDK** and link it in **unity**.

<https://developer.android.com/studio/>



5. Download Google Mobile Ads Package from the following link

<https://github.com/googleads/googleads-mobile-unity/releases>

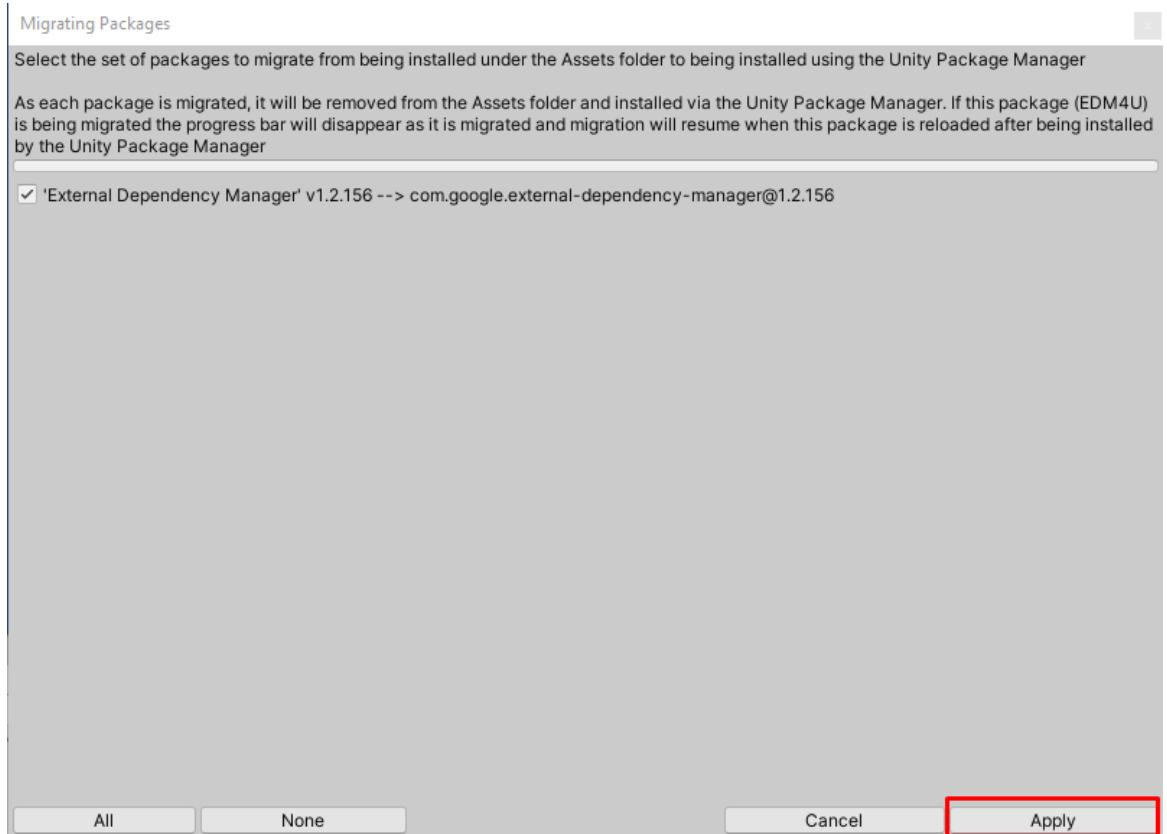
6. Make sure to switch into **Android Platform** then import the **GoogleMobileAds** package to your unity project from **Assets -> Import Package ->Custom Package.**

File Edit Assets Import Package > Custom Package...

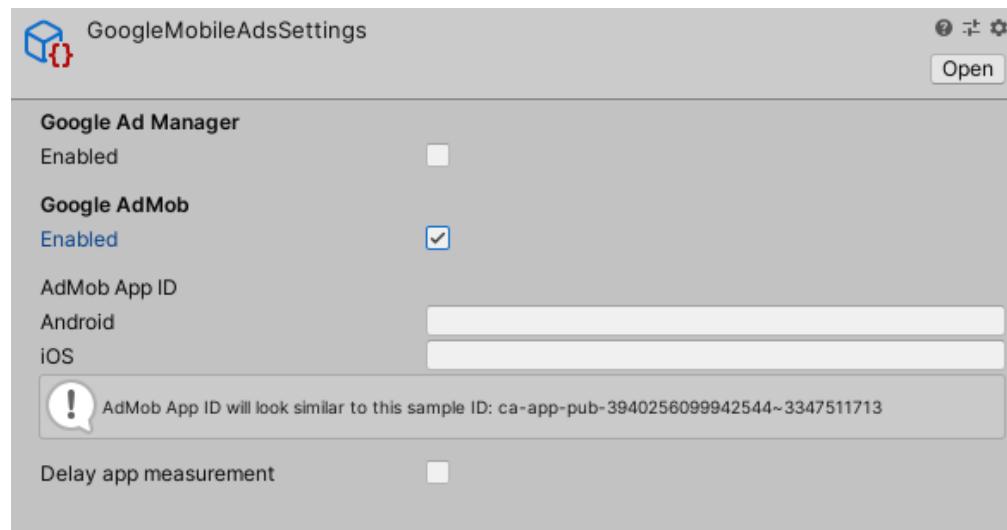
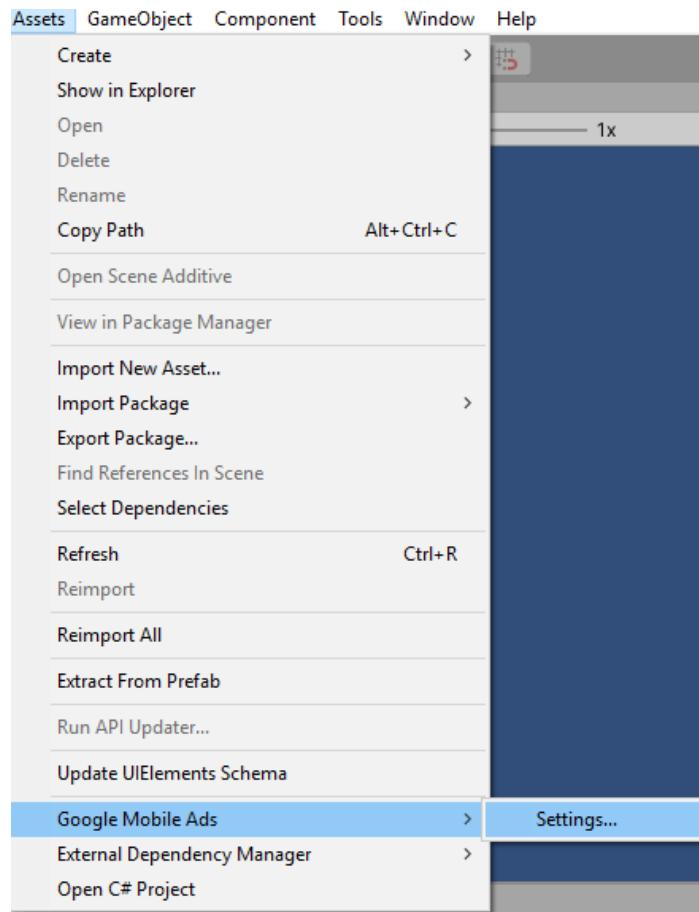
7. Add Selected Registries in **Package Manager Resolver** (if this window appeared)



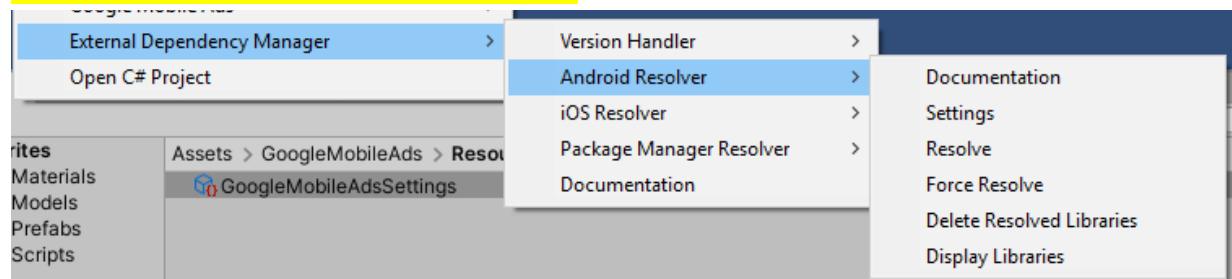
8. Apply Migrating Packages(if this window appeared)



9. Select Assets > Google Mobile Ads > Settings, then Enable AdMob and insert your AdMob app ID ,otherwise your app /build will crash.



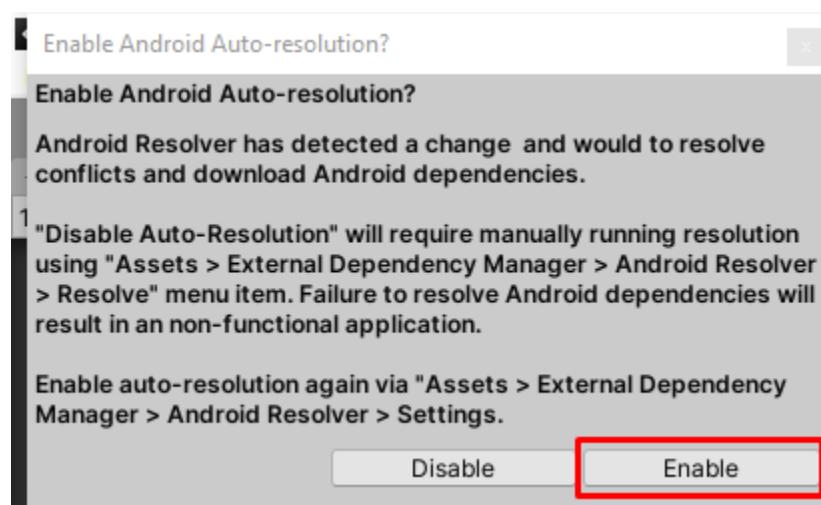
10. Select, Assets > External Dependency Manager > Android Resolver > Resolve/Force Resolve for Android Platform



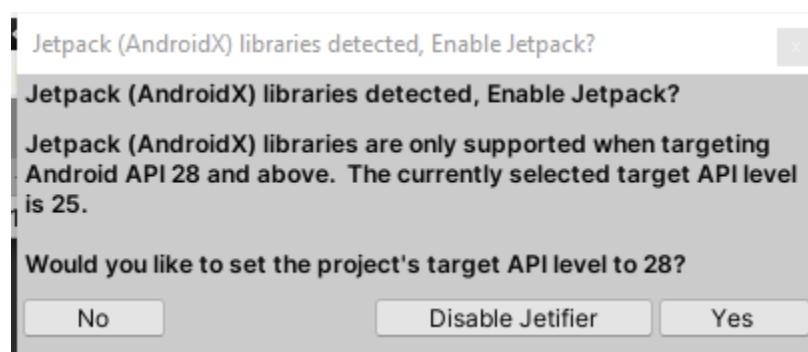
- Select, Assets > External Dependency Manager > iOS Resolver > Install Cocoapods for IOS Platform



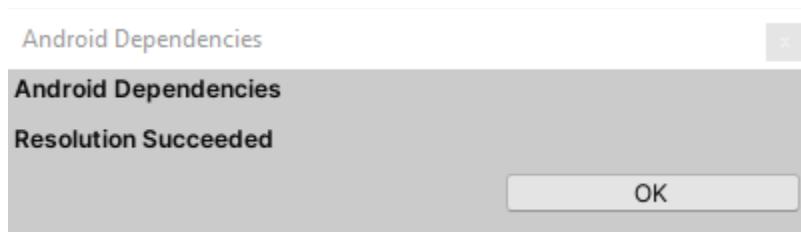
If these windows below appear then:
Enable Android Auto-resolution



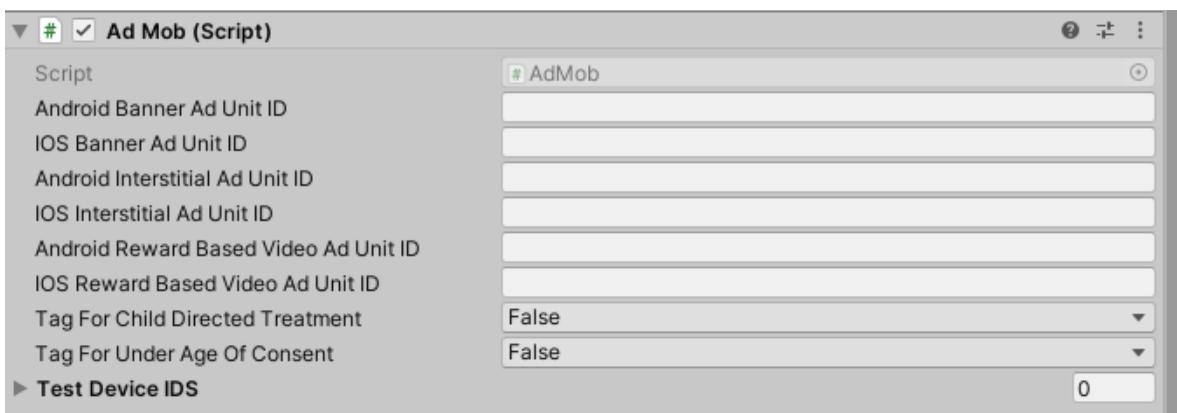
Enable Jetpack and set target API as last or highest install one



11. When resolve is done you should see this message



12. Insert the Unit IDs of the Banner/Interstitial in the Admob Component in the **AdsManager GameObject** in the Main scene and then click on **Apply** button to save your changes.



Using 2018.3 or Higher you will see custom Apply button instead

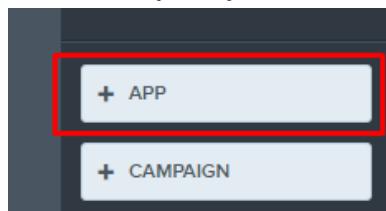


8.2 - Setup ChartBoost Advertisements

Login to <https://www.chartboost.com>



1. From the left sidebar at the bottom click on + APP as the following figure



2. Fill the details of the app, and then **Save**

[Add App](#) [Learn More](#)

Platform *

Select Platform

App Nickname *

(Will be referenced in the dashboard)

App Orientation *

Save

3. Create new Campaign

+ APP

+ CAMPAIGN

Select a campaign type

Network Advertising

Network Publishing

Direct Deal

Cross Promotion

4. Fill the Network Publishing Campaign details and then Turn-on the Campaign, and finally save.

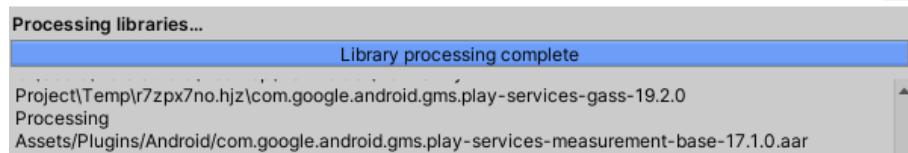
5. Download ChartBoost Package for Unity

<https://answers.chartboost.com/hc/en-us/articles/200780379-Download-Integrate-the-Chartboost-SDK-for-Unity>

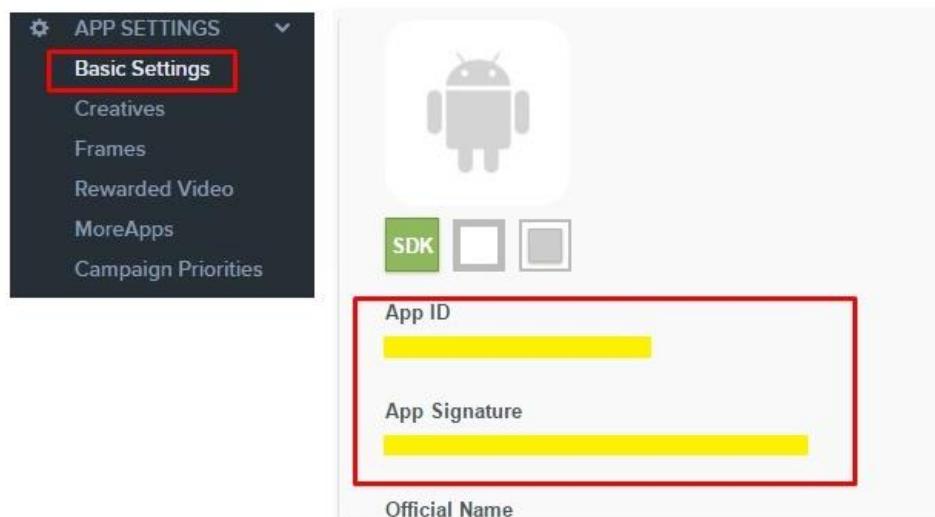
6. Import the package in the zipped file to your unity project.

Note: you may see Resolving Android Dependencies window if you imported Admob package before (Resolve Dependencies)

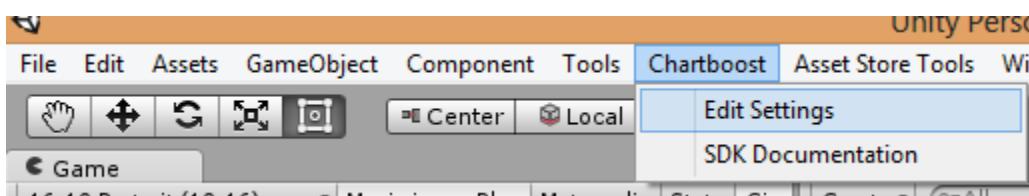
Resolving Android Dependencies



7. Copy App ID & App Signature



8. From your unity project, select ChartBoost -> Edit Settings

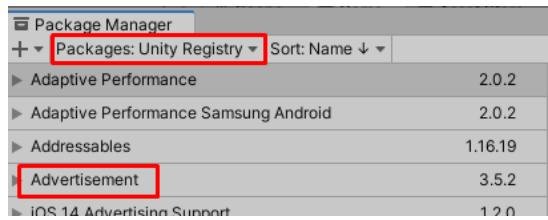


9. Paste App ID & App Signature in the ChartBoost Settings



8.3 - Setup Unity Advertisements

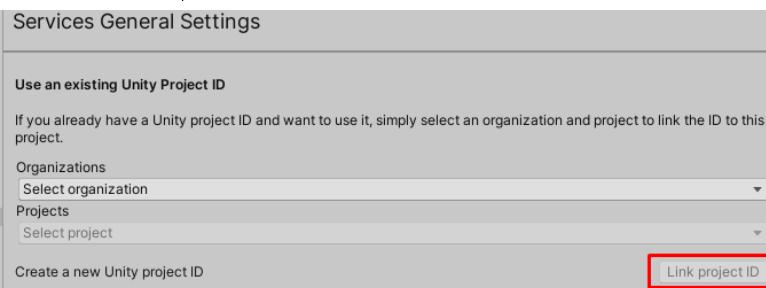
1. Install Advertisement package from Window -> Package Manager



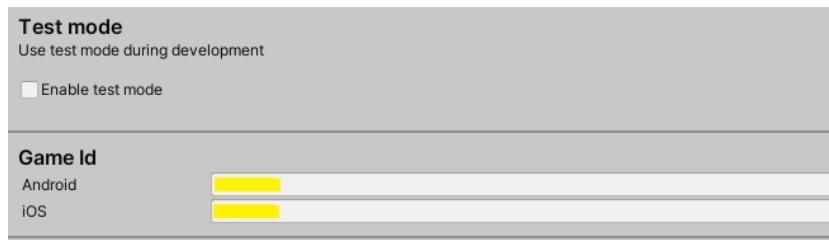
2. Enable Unity ADS Service from Window -> General -> Services



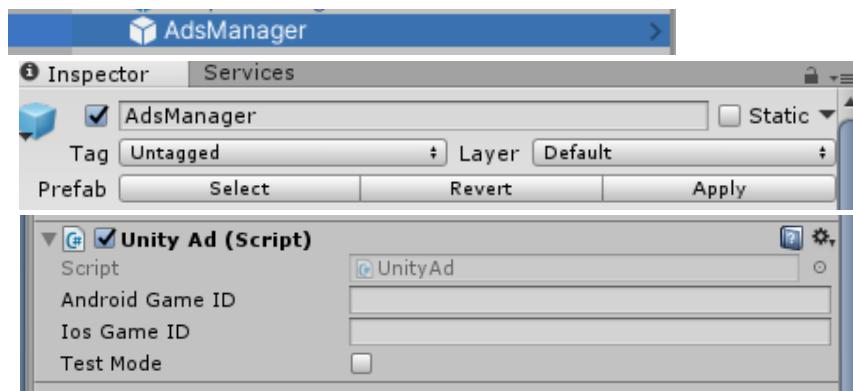
3. Link your project and Organization



4. Get your Android/IOS Game ID



5. Insert your Unity Android/IOS Game ID in the **UnityAd** Component in the **AdsManager** Gameobject, and then click on **Apply** button to save your changes.



Note: To test the unity ads Enable Test Mode, once you want to release or publish your app turn it off.

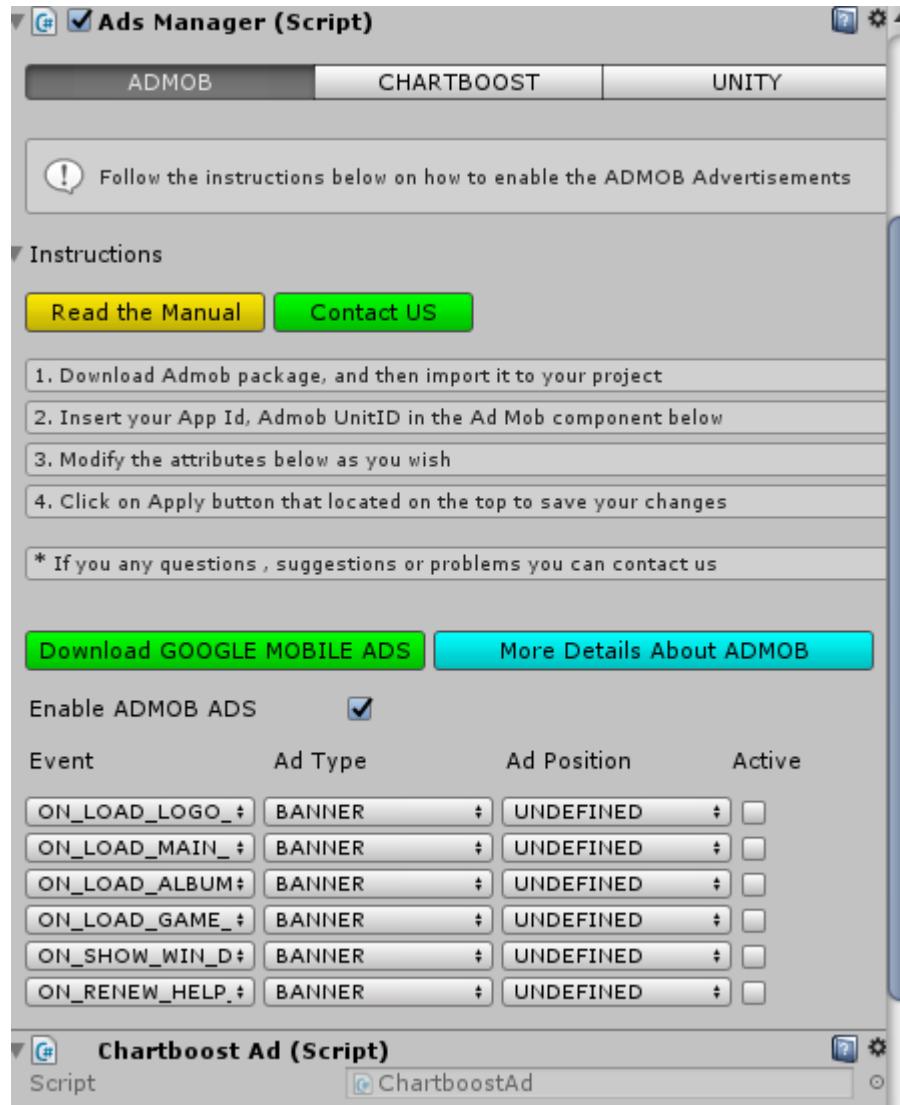
Using 2018.3 or Higher you will see custom Apply button instead



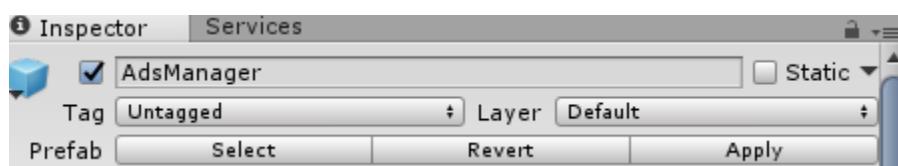
(You can find more details about ADS Packages in the **AdsManager** Gameobject)

9.0 - Advertisements Manager

To manage the events of each Advertisement Package such as (*Admob, ChartBoost, Unity ADS*), open the Main scene then select the **AdsManager GameObject** and manage the ads using **AdsManager component**



Click on Apply button to save your changes.

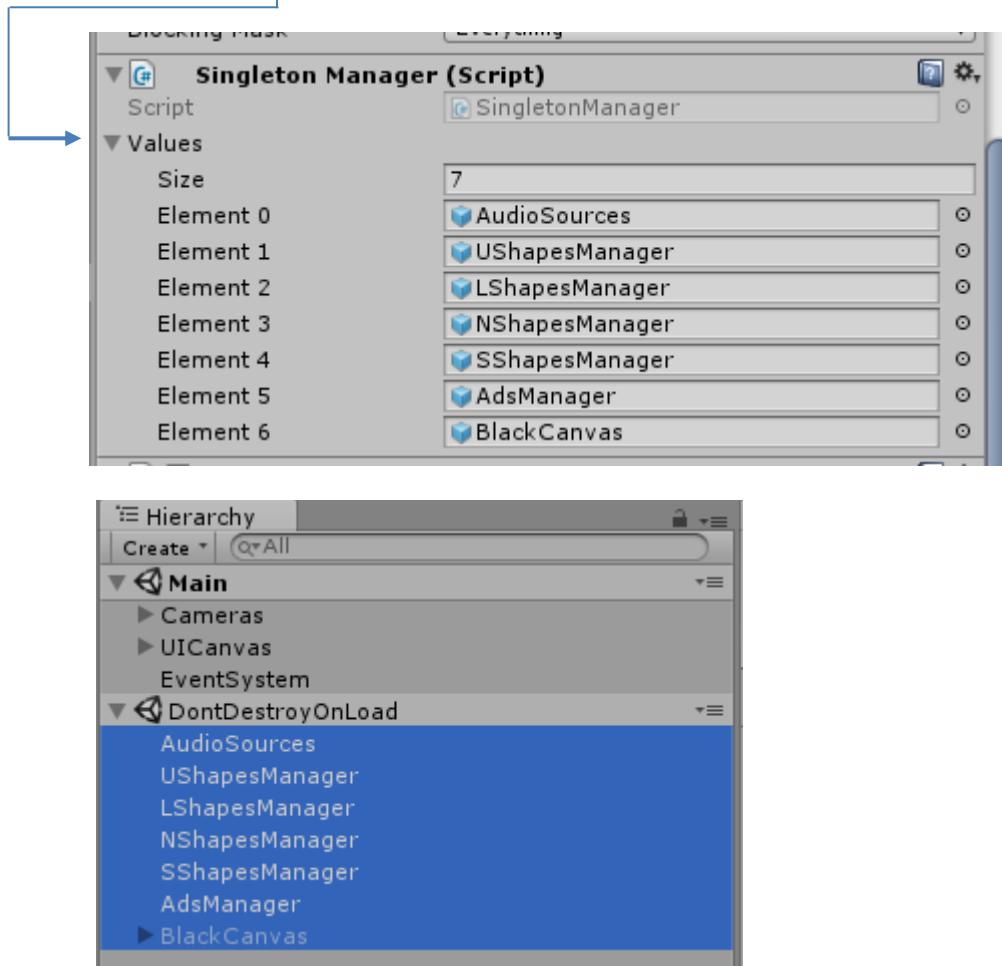


Using 2018.3 or Higher you will see custom Apply button instead



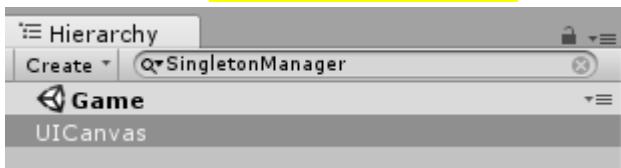
10.0 - Singleton Manager

Each scene contains Singleton Manager component attached on UICanvas GameObject to instantiate each GameObject in the **Values** array as a Singleton (One Instance) between the Scenes.



Note: when you create new ShapesManager, you need to add it in the Singleton Manager component inside each scene in the project.

Search for **SingletonManager** to find it inside Hierarchy

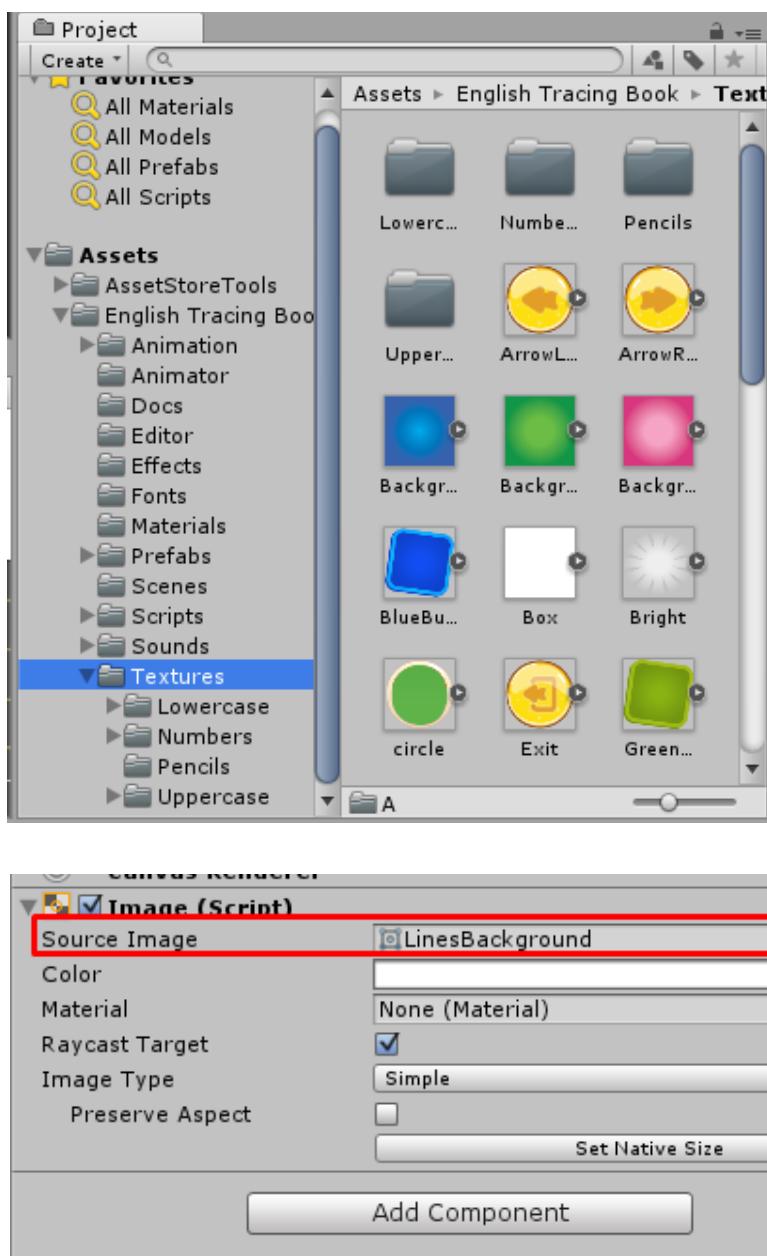


11.0 - How To Reskin

We recommend to reskin your package to make your app unique in the stores such as Google Play, App Store... etc. and to avoid any conflict with other users Apps who purchased it.

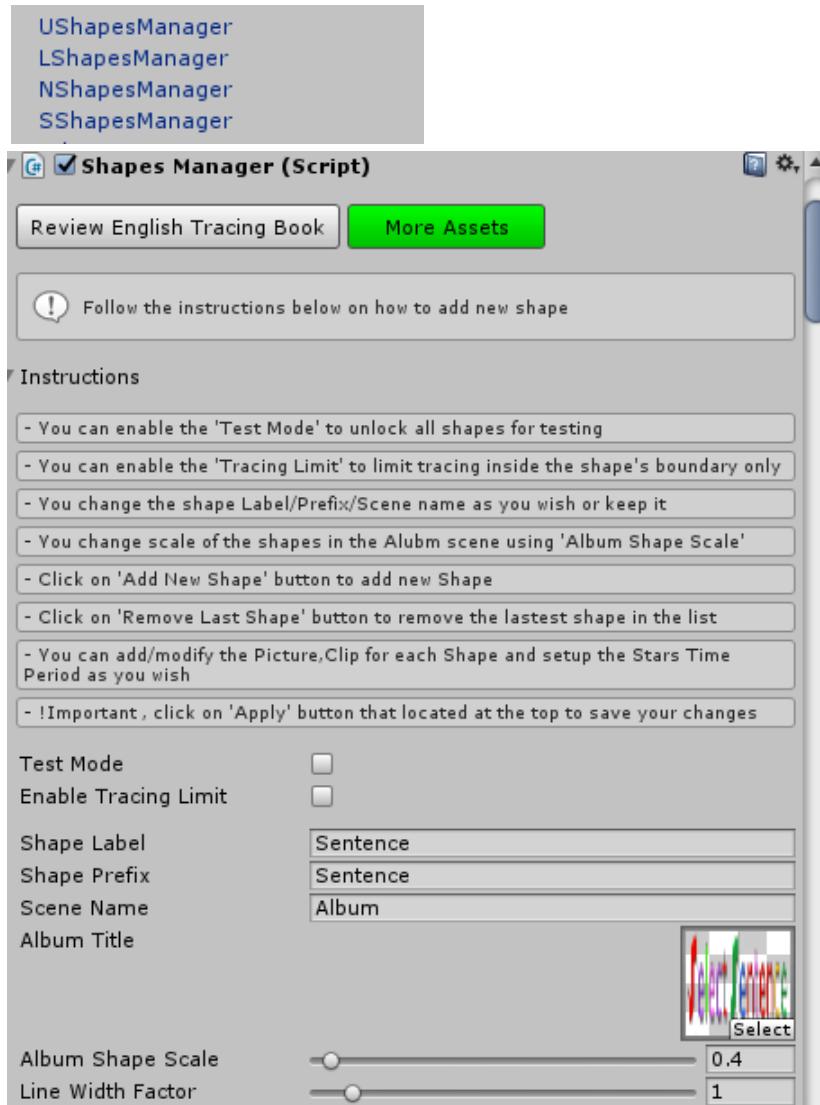
After you design new images replace them (the same name) in **Textures** folder to reskin your App. If you have missing references change the sprite or Source Image from SpriteRenderer or Image component in the GameObject.

You can also change the positions, scale of the UI elements inside each scene using RectTransform component.



12.0 - Shapes Managers

Each **Shapes Manager** in the **Main** scene contains the shapes prefabs references to instantiate them in Album Scene and Game Scene as well.



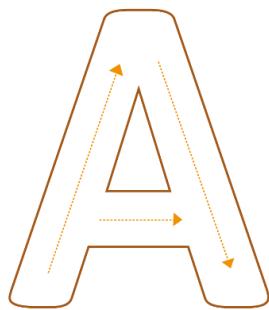
- **Test Mode:** To unlock all shapes for testing.
- **Enable Tracing Limit:** To trace outside of boundary of the shape or not.
- **Shape Label:** A title used in the write sentence in the Game scene, example: write the **Letter** 'A'
- **Shape Prefix:** Used as unique identifier for loading/saving data for the shapes manager.
- **Scene Name:** Album scene name that will preview the shapes.
- **Album Title:** The image title to be loaded in the Album scene.
- **Album Shape Scale:** The scale of the shape in the Album scene.
- **Line Width Factor:** The width factor of the line that used in the Album, Game scenes.

13.0 - Create New Shape

1. Design your shapes or letters using Photoshop or Adobe Illustrator or any different design tool.

Use standard image file name structure (jpeg/png) like the following
 For the **Shape** use for example : A-letter.png, B-Letter.png ...etc , For **Slices** : A-1-2.png , A-3-4.png , B-1-2.png, B-3-4.png ...etc

You need to create the main transparent image for your shape or letter such as the '**A**' in the figure below, use resolution of size equals **1024 x 1024 px**.



If do you want to use the **Fill** feature, you need to slice your shape to get the parts of it as the figures below:



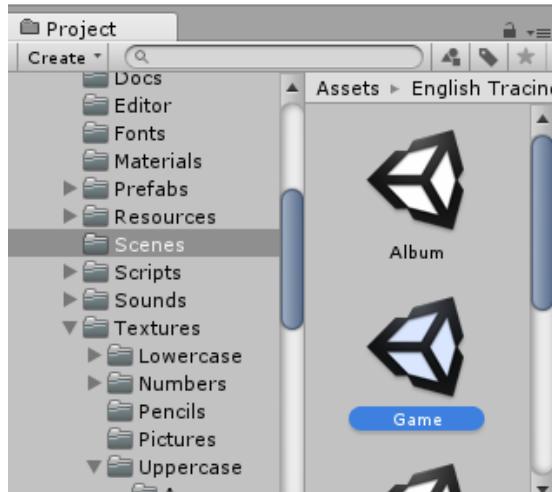
(Note: The image of each slice must be transparent, and each one has **1024x1024 px** the same as the sprite of the shape)
 Keep in mind that your shape will be sliced to **Vertical, Horizontal, Circular slices or paths**.

Otherwise, if you don't want to use the **Fill** feature but the **Line**, then you do not need to design or create the slices of the shape. Only create the main sprite image of the shape.
 Once you create your images, drag and drop them to your unity project under **Assets/English Tracing Book/Textures** folder.

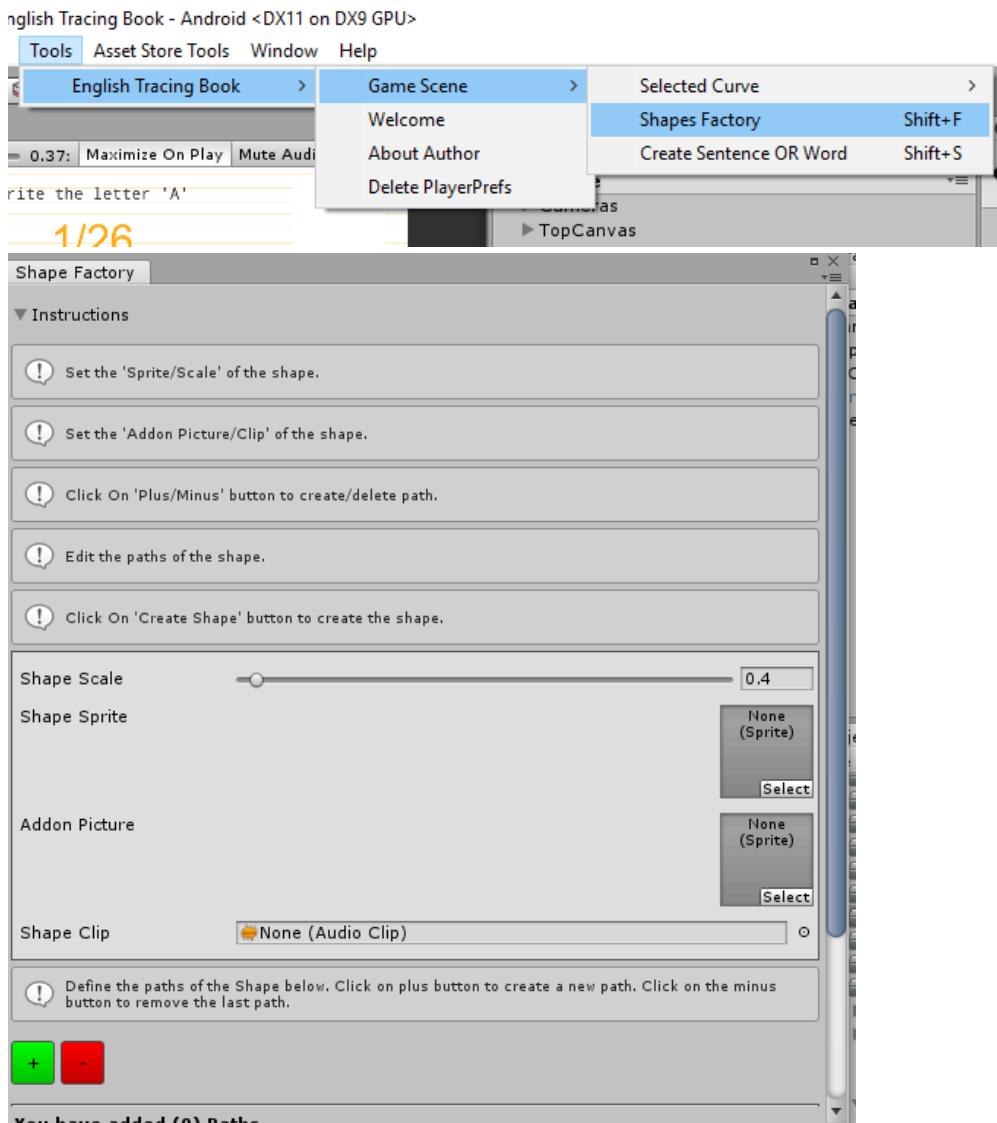
You can check out the built-in images to know how we designed and named them.

2. Use **Shapes Factory** editor to create your shapes in the unity project

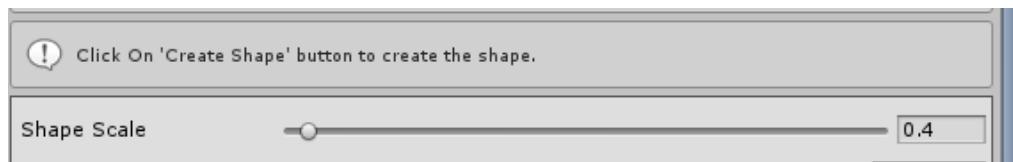
- Open the Game scene



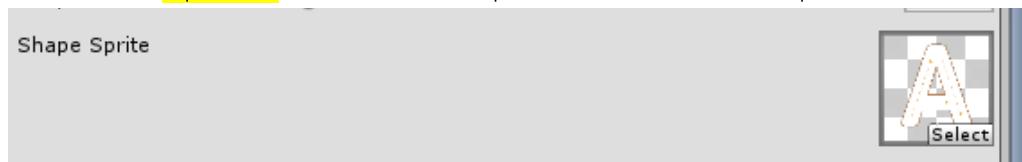
- Select **Tools -> English Tracing Book -> Game scene -> Shapes Factory**



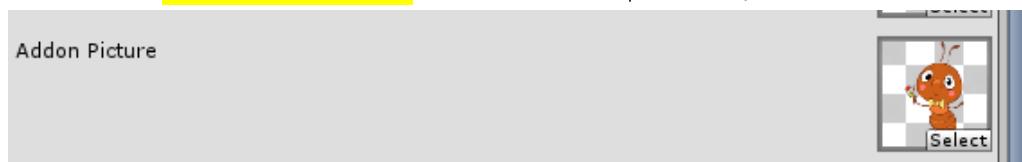
- Now you can use the **Shapes Factory Window** to set up your shape as the above figure
- Set the **Scale** of the shape, default value 0.4



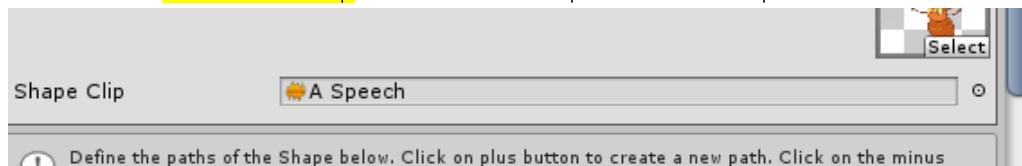
- Set the **Sprite** of the shape (1024 x 1024 px)



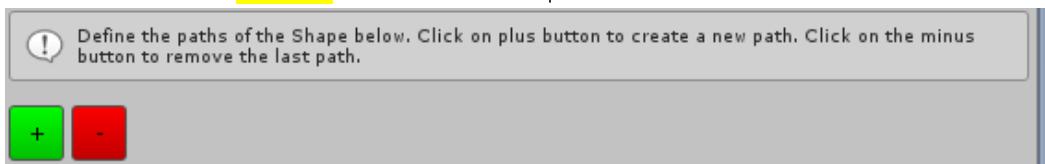
- Set the **Addon Picture** of the shape (any size)



- Set the **Audio Clip** of the shape (like mp3 file)



- Define the **Paths** of the shape

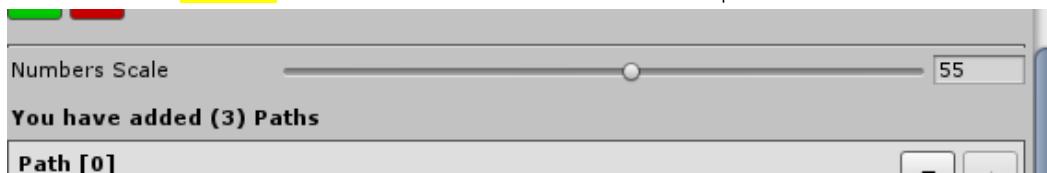


Click on the Plus (+) button to add new path

Click on the Minus (-) button to remove the last path

In our example the 'A' contains three paths so we need to hit the plus button three times.

- Set the **Scale** of the numbers of the paths , default is 55

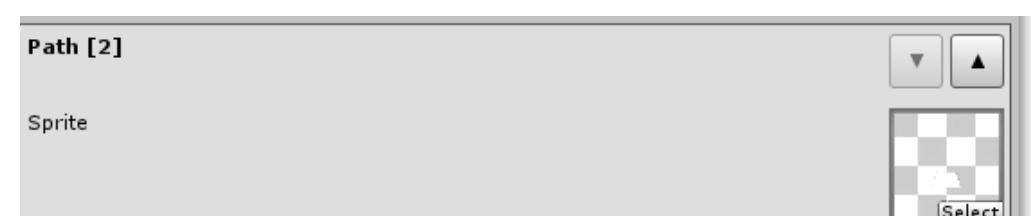
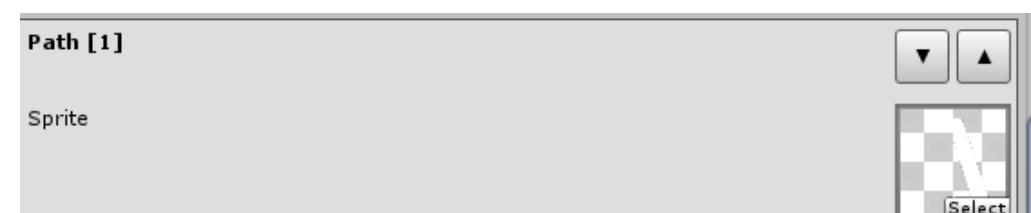
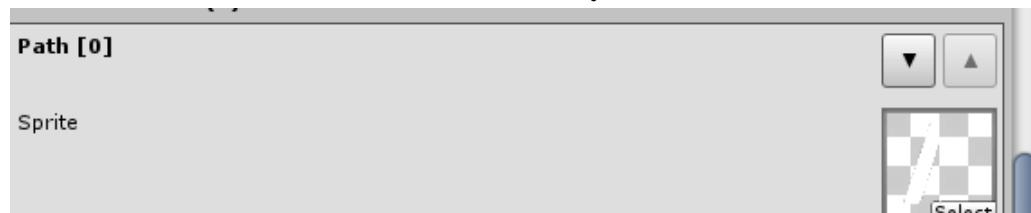


- Set up the attributes of each path

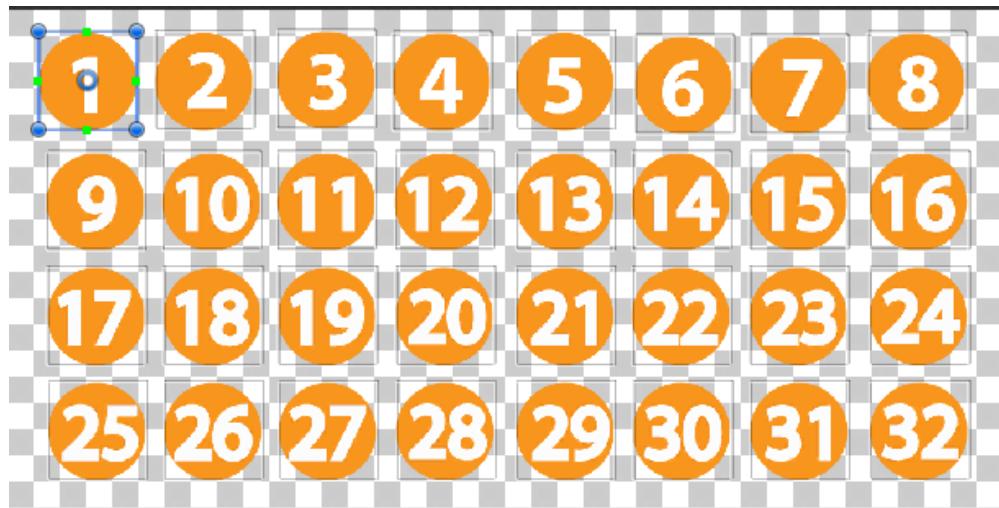


- Set the **Sprite** of each path (default Empty)

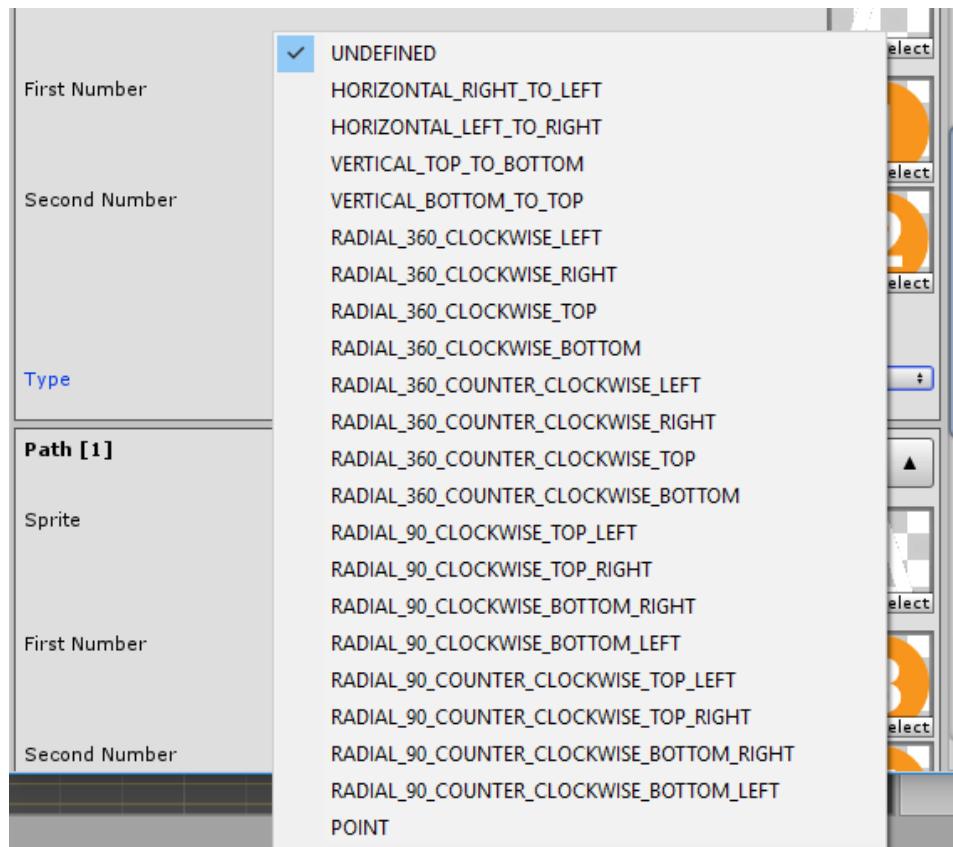
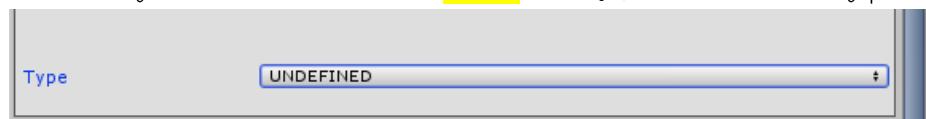
(If do you want to use **Line only**, then keep the Sprite as the default value and don't set any custom value inside it)



- You can change the sprites of the numbers of the path using **First Number**, **Second Number** sprites input
OR
Replace your custom sprites using Photoshop in:
Assets/English Tracing Book/Resources/Textures/Numbers.png

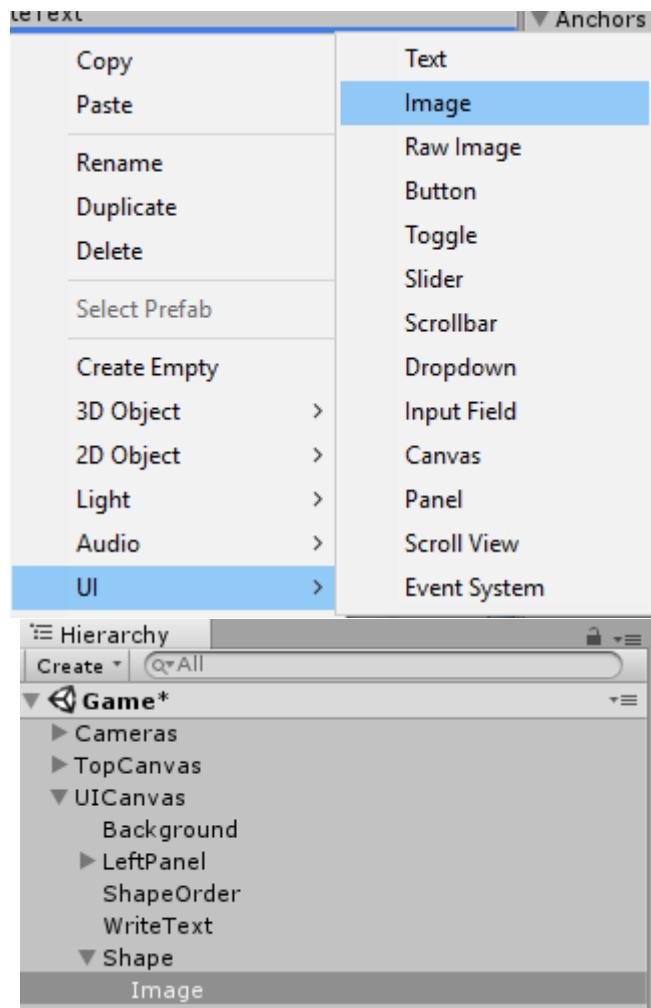


- Set the **Type** of each path
(If do you want to use **Line** only, then set Type as **UNDEFINED**)

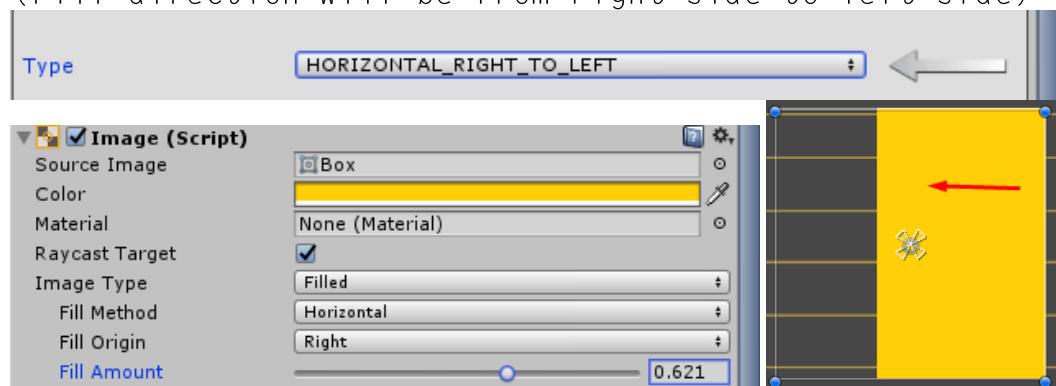


Note :

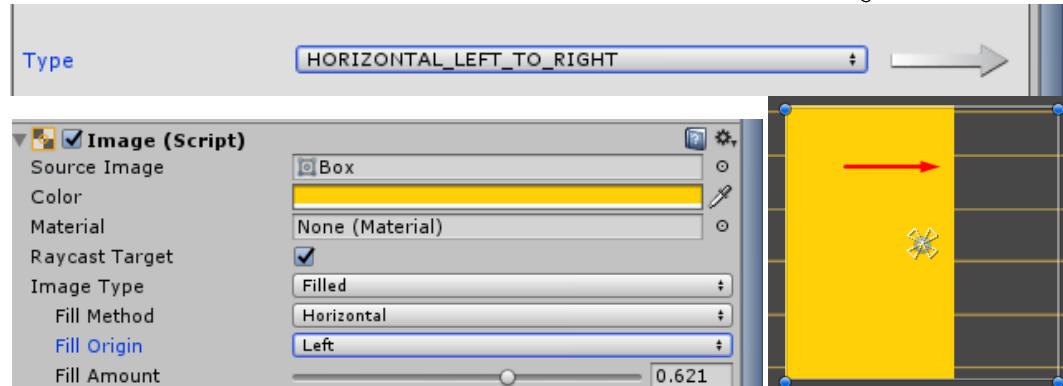
To understand each **Type** and to decide which one you would like to select for filling, you can create an Image in any scene, then assign *Your Slice* sprite, and then set the attributes like the Image component of each Type described below in the figures ,and finally move **Fill Amount** slider to see the filling result.



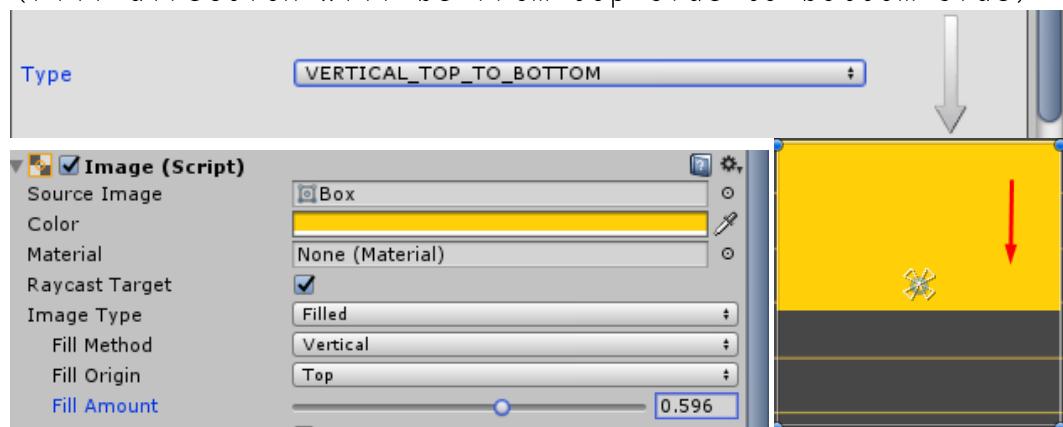
- ✓ HORIZONTAL_RIGHT_TO_LEFT
(Fill direction will be from right side to left side)



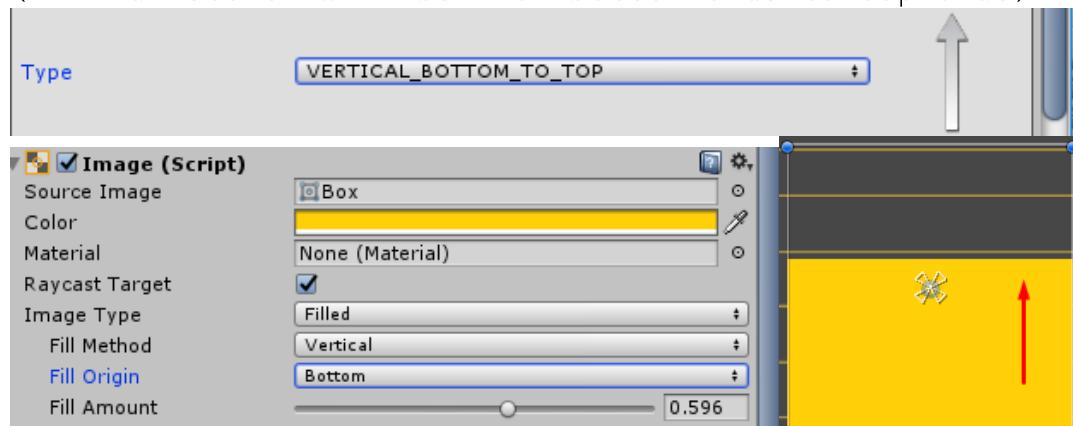
- ✓ HORIZONTAL_LEFT_TO_RIGHT
 (Fill direction will be from left side to right side)



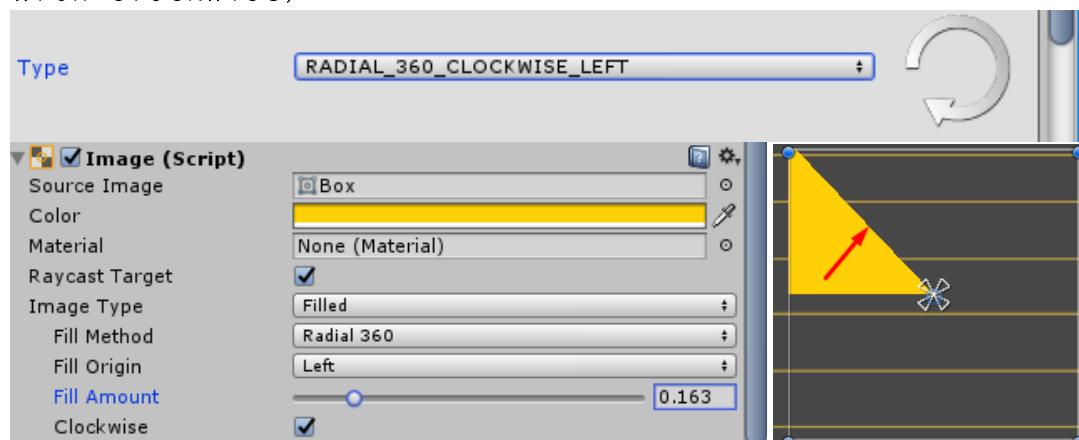
- ✓ VERTICAL_TOP_TO_BOTTOM
 (Fill direction will be from top side to bottom side)



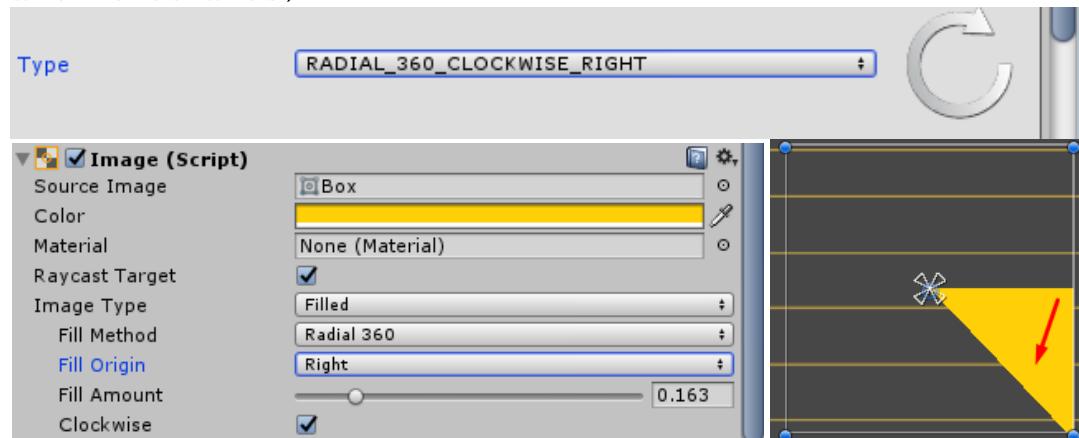
- ✓ VERTICAL_BOTTOM_TO_TOP
 (Fill direction will be from bottom side to top side)



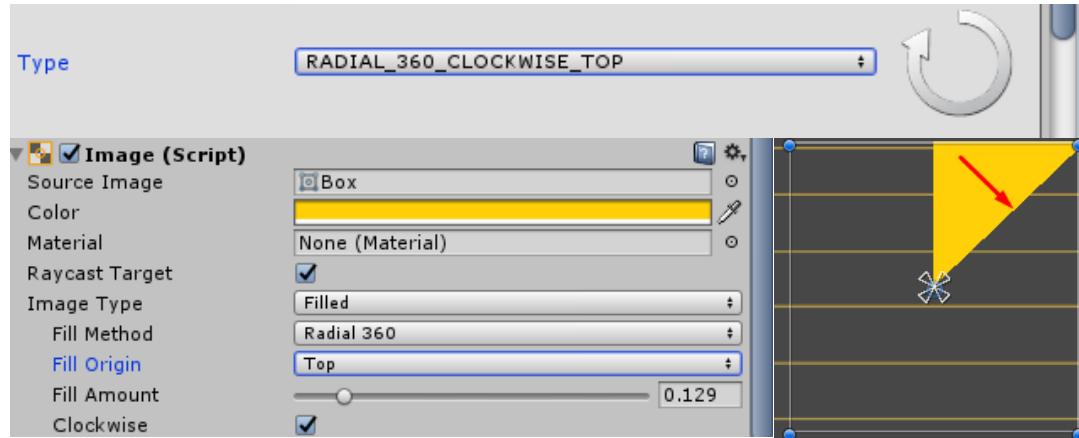
- ✓ RADIAL_360_CLOCKWISE_LEFT
 (Fill direction will be as 360° circle from the left side,
 With clockwise)



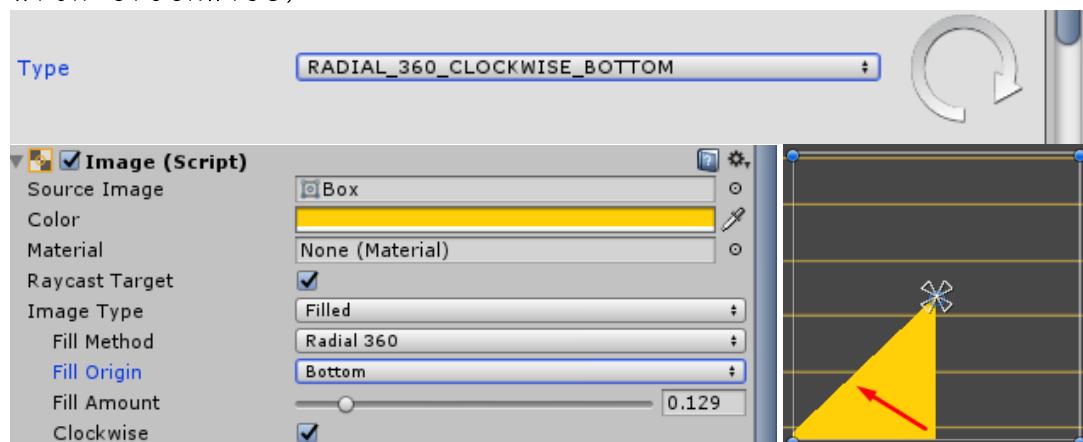
- ✓ RADIAL_360_CLOCKWISE_RIGHT
 (Fill direction will be as 360° circle from the right side,
 with clockwise)



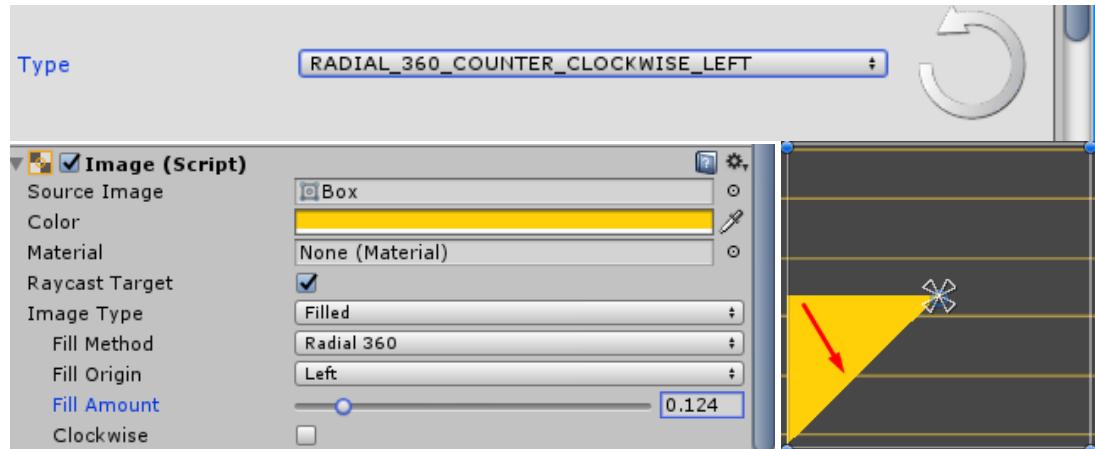
- ✓ RADIAL_360_CLOCKWISE_TOP
 (Fill direction will be as 360° circle from the top side,
 with clockwise)



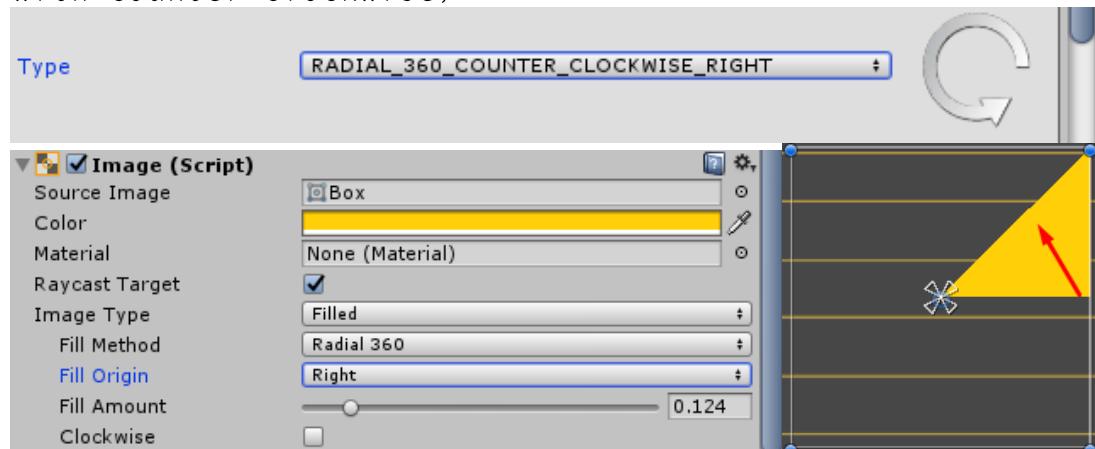
- ✓ RADIAL_360_CLOCKWISE_BOTTOM
 (Fill direction will be as 360° circle from the bottom side, with clockwise)



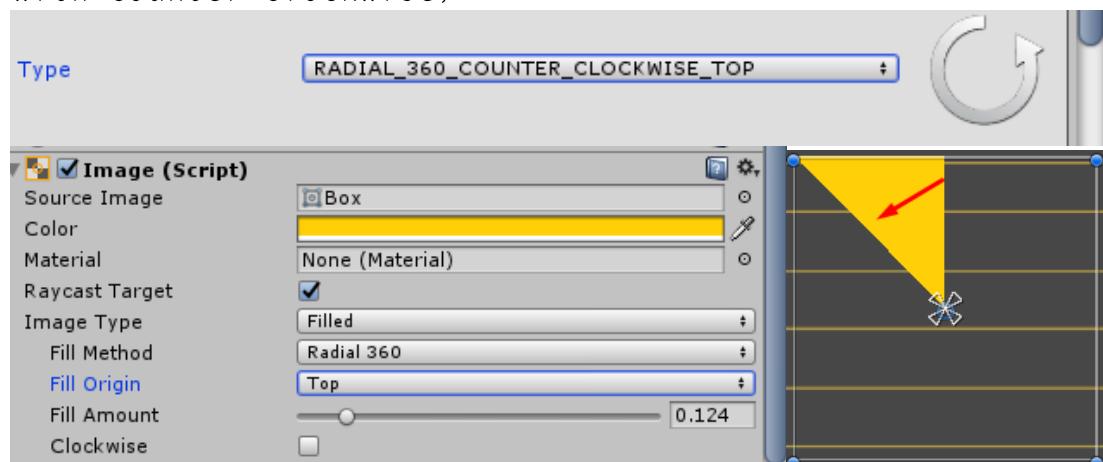
- ✓ RADIAL_360_COUNTER_CLOCKWISE_LEFT
 (Fill direction will be as 360° circle from the left side, with counter clockwise)



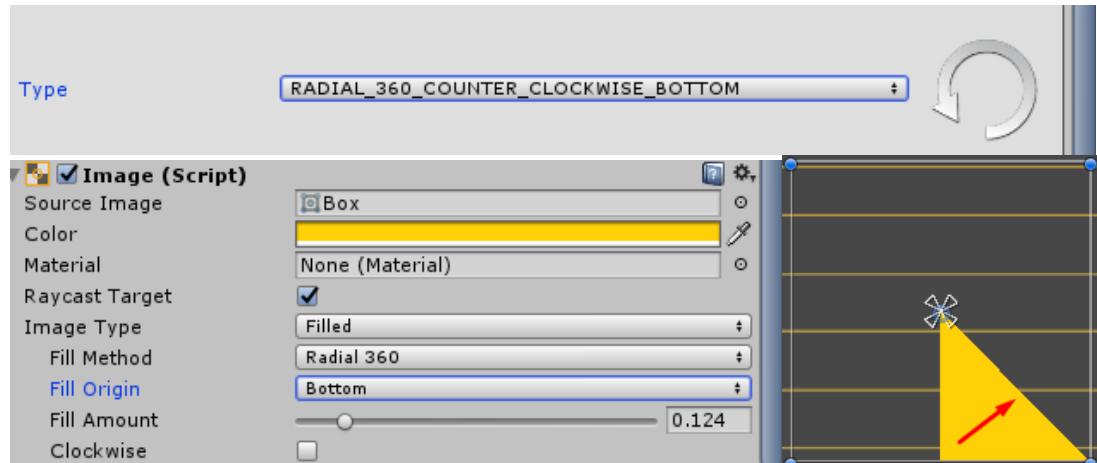
- ✓ RADIAL_360_COUNTER_CLOCKWISE_RIGHT
 (Fill direction will be as 360° circle from the right side, with counter clockwise)



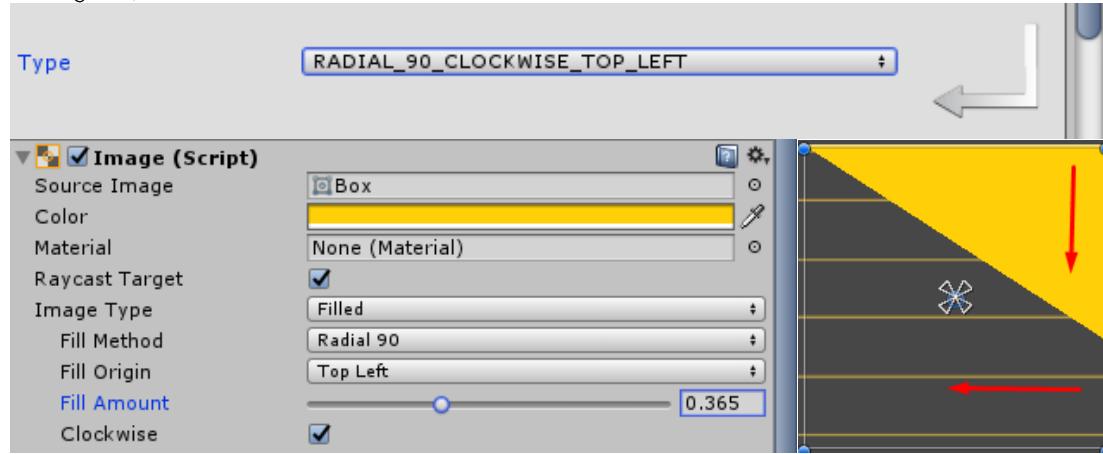
- ✓ RADIAL_360_COUNTER_CLOCKWISE_TOP
 (Fill direction will be as 360° circle from the top side, with counter clockwise)



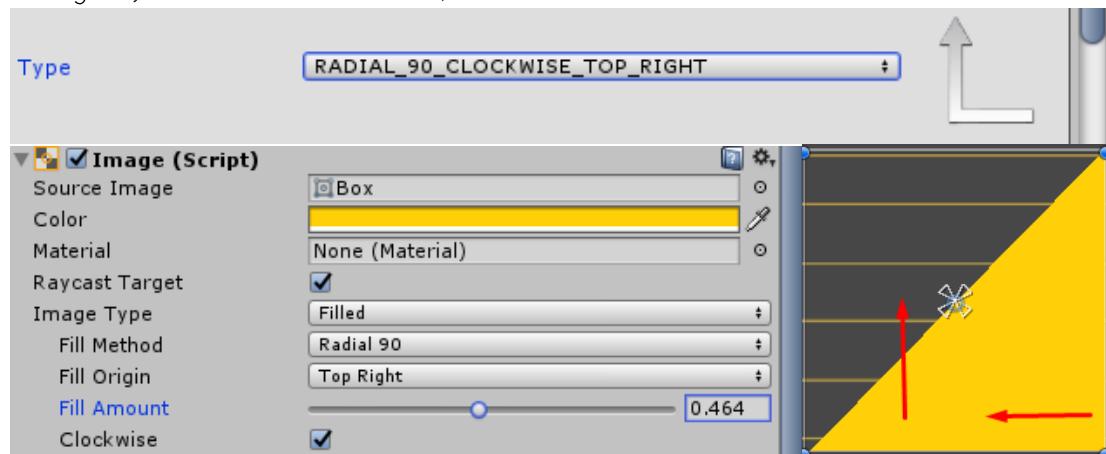
- ✓ RADIAL_360_COUNTER_CLOCKWISE_BOTTOM
 (Fill direction will be as 360° circle from the bottom side, with counter clockwise)



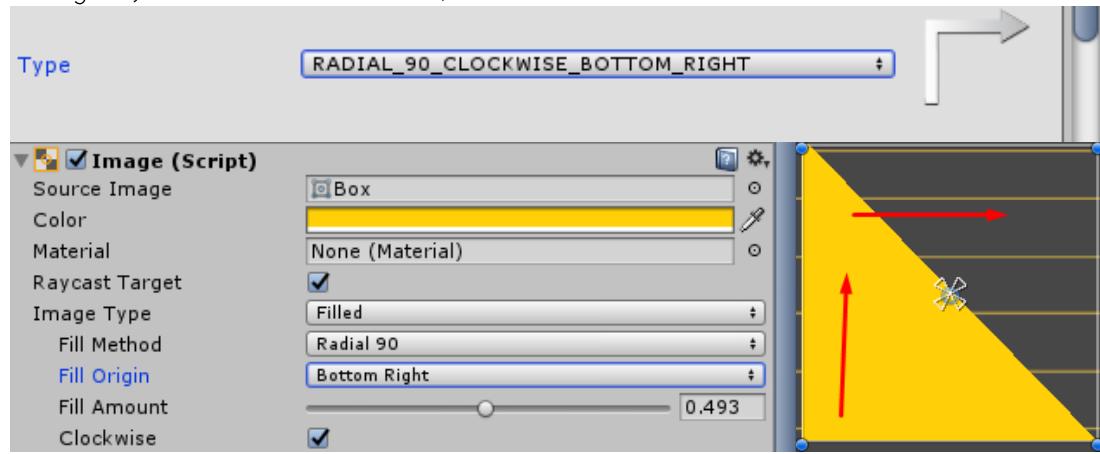
- ✓ RADIAL_90_CLOCKWISE_TOP_LEFT
 (Fill direction will be as 90° circle using TopLeft Origin, with clockwise)



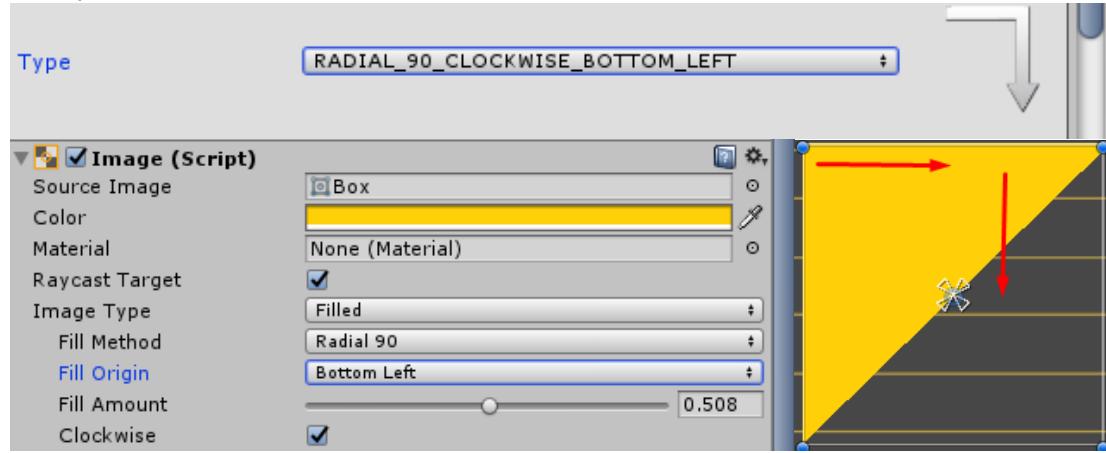
- ✓ RADIAL_90_CLOCKWISE_TOP_RIGHT
 (Fill direction will be as 90° circle using TopRight Origin, with clockwise)



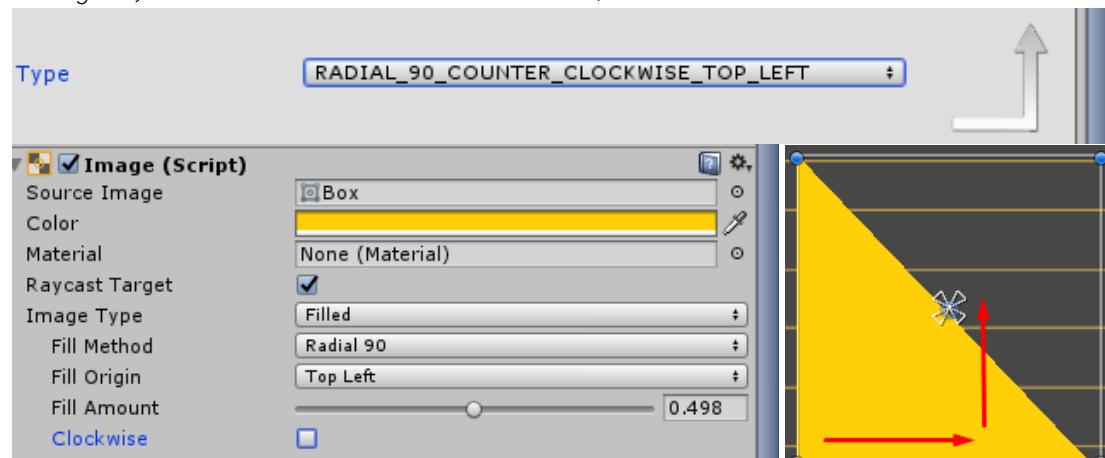
- ✓ RADIAL_90_CLOCKWISE_BOTTOM_RIGHT
 (Fill direction will be as 90° circle using BottomRight Origin, with clockwise)



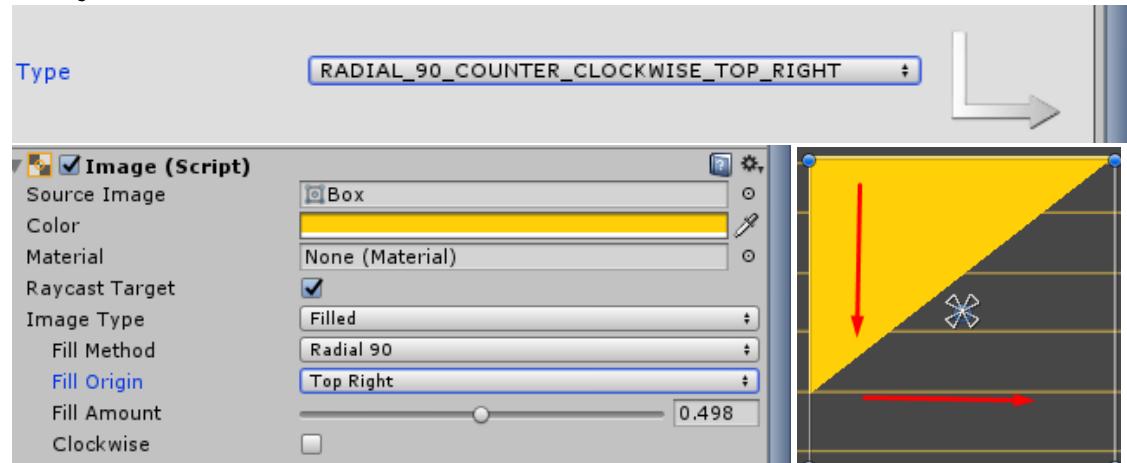
- ✓ RADIAL_90_CLOCKWISE_BOTTOM_LEFT
 (Fill direction will be as 90° circle using BottomLeft Origin, with clockwise)



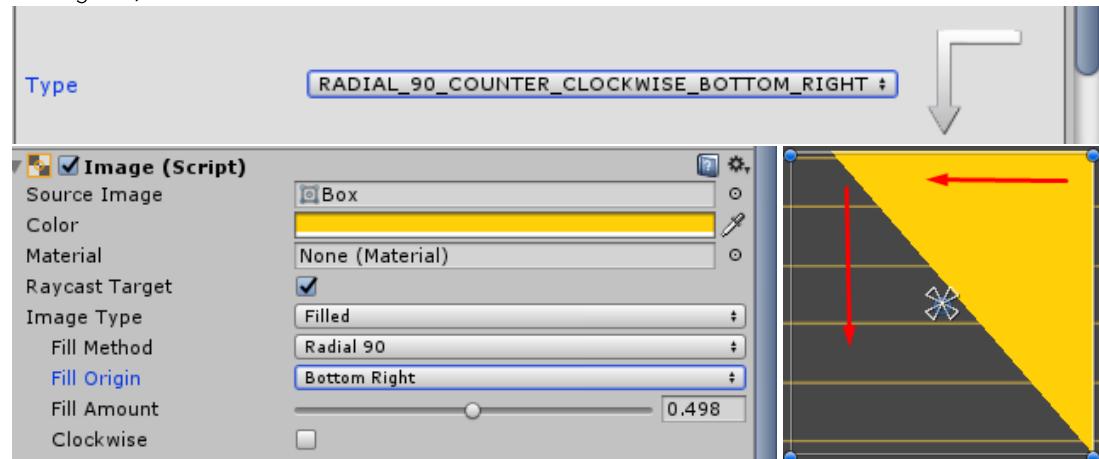
- ✓ RADIAL_90_COUNTER_CLOCKWISE_TOP_LEFT
 (Fill direction will be as 90° circle using TopLeft Origin, with counter clockwise)



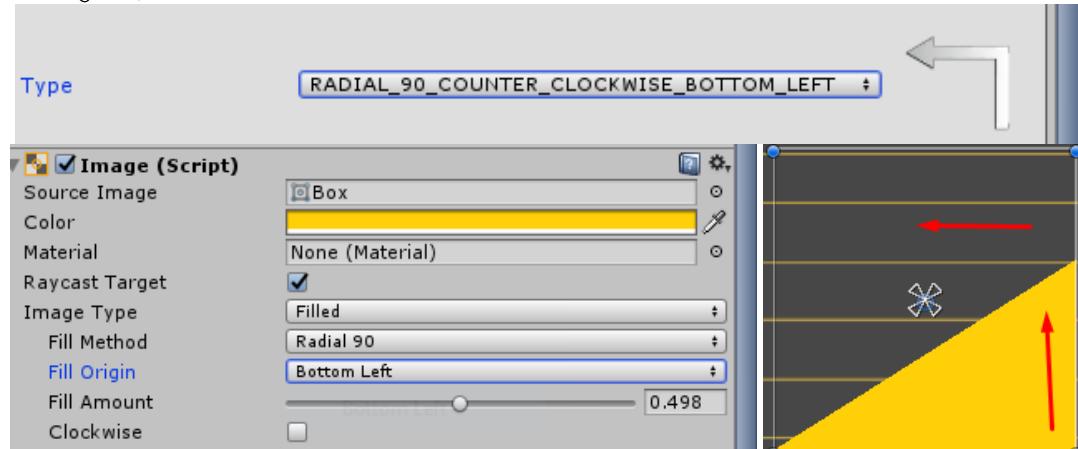
- ✓ RADIAL_90_COUNTER_CLOCKWISE_TOP_RIGHT
 (Fill direction will be as 90° circle using TopRight Origin, with counter clockwise)



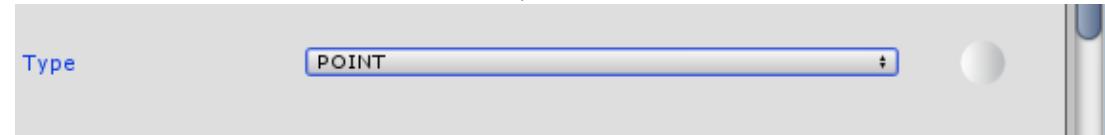
- ✓ RADIAL_90_COUNTER_CLOCKWISE_BOTTOM_RIGHT
 (Fill direction will be as 90° circle using BottomRight Origin, with counter clockwise)



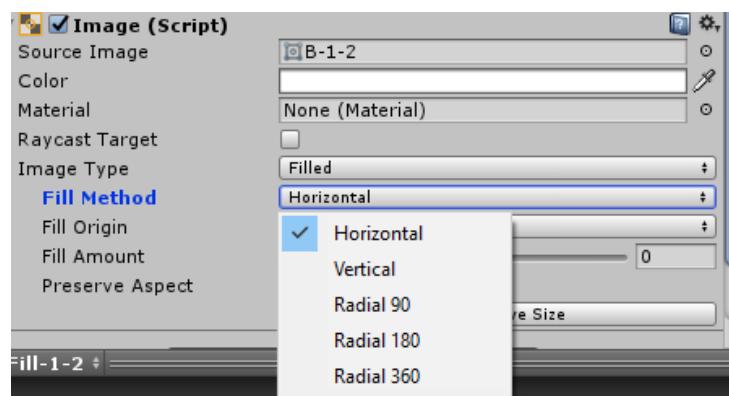
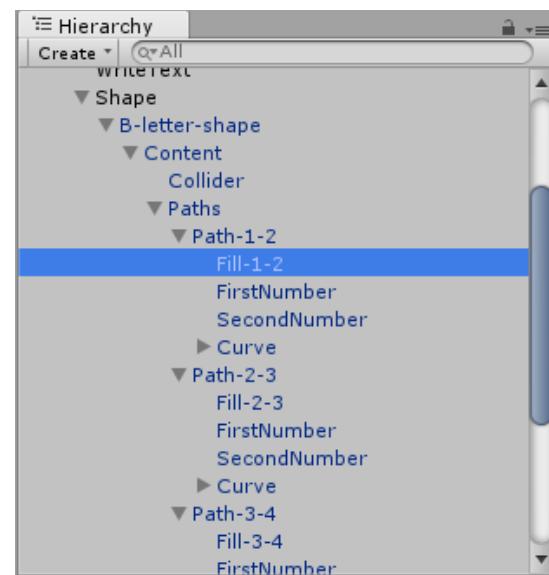
- ✓ RADIAL_90_COUNTER_CLOCKWISE_BOTTOM_LEFT
 (Fill direction will be as 90° circle using BottomLeft Origin, with counter clockwise)



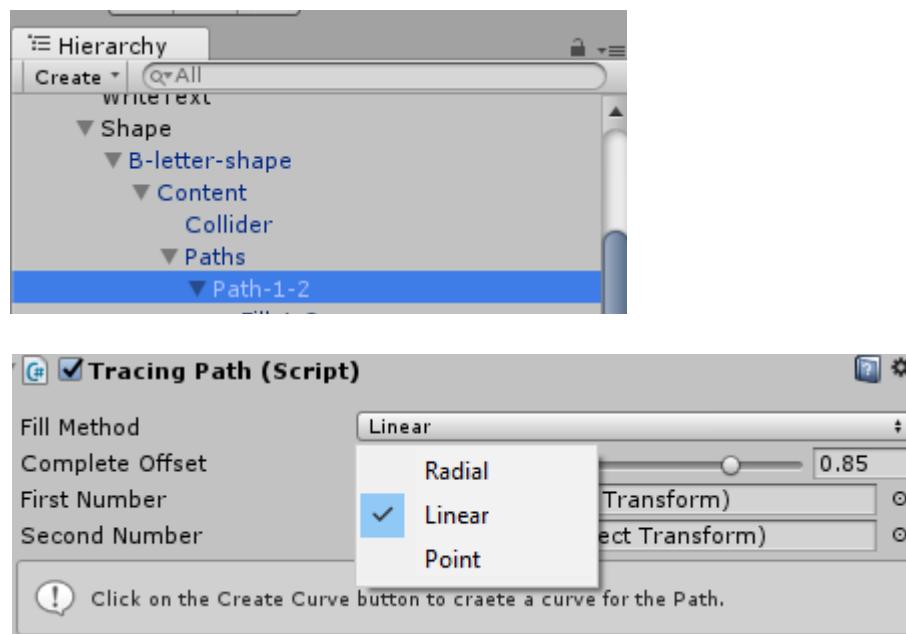
- ✓ POINT
 (Fill will be automatically done)



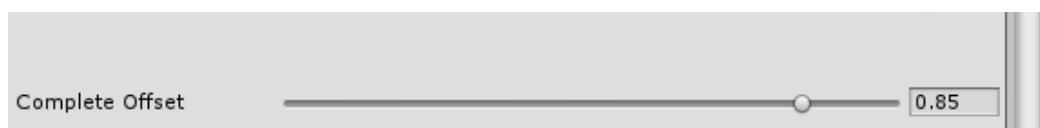
You are also allowed to change the **Type** of the path after you generate the shape, Select the Fill gameobject of each path and then change the attribute of the Image component:



When you change the attributes of the Image component of the **Fill** gameobject, In **Tracing Path** component of the path ,make sure to select **Radial** when you set Fill method as Radial90, Radial360. Select **Linear** if the Fill method in the Image component is Vertical or Horizontal, and if your Path is a point select **Point**



- After you select the Type in the Shapes Factory Window, then you can set the **Complete Fill Offset** of each path, value is between (0,1) , select lower value like 0.6 to complete the path faster and easier, default value 0.85



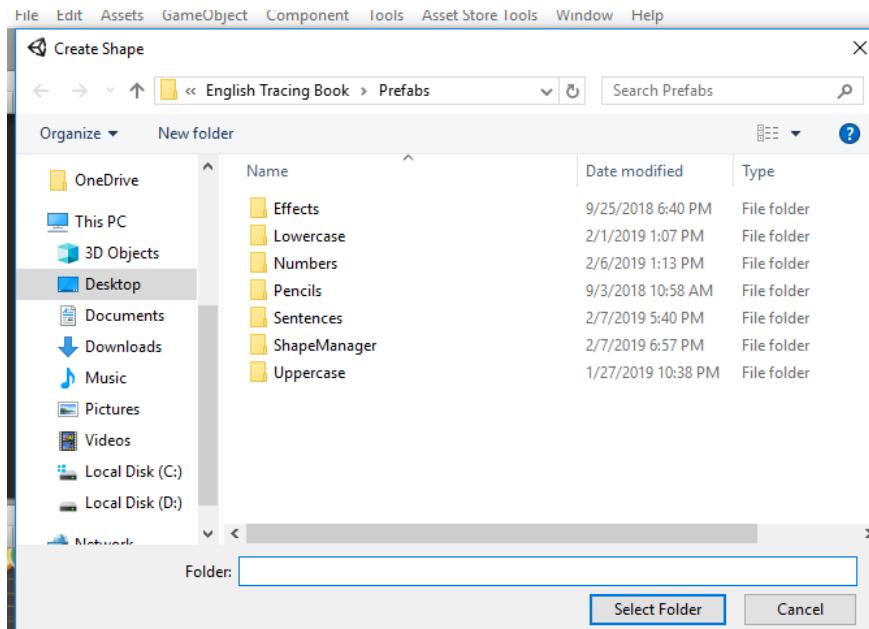
- Select the **Shapes Manager** that you would like to add your shape into, and set the **Position** in the selected Shapes Manager.



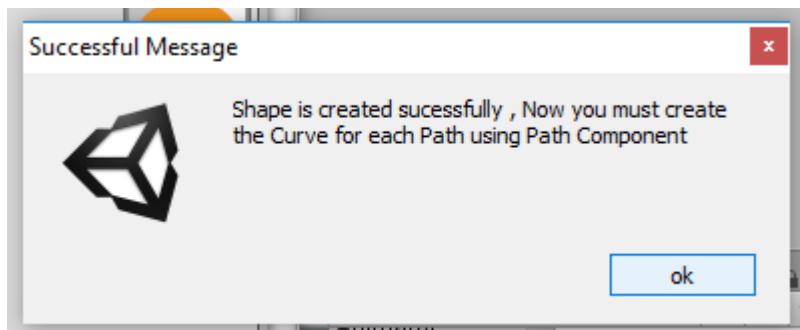
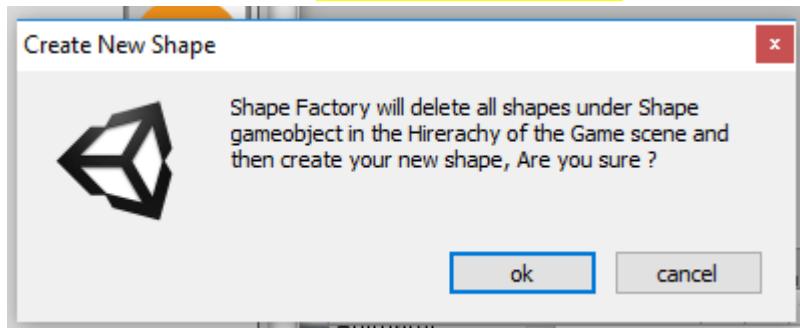
- Click on **Create Shape** button to generate the shape



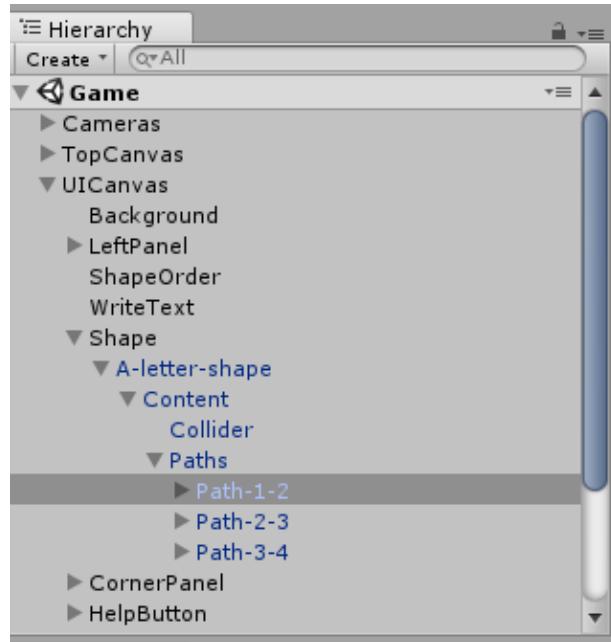
- Select which folder you would like to save the shape's prefab into, like Lowercase, Uppercase, Numbers or create new folder to save your new shapes.



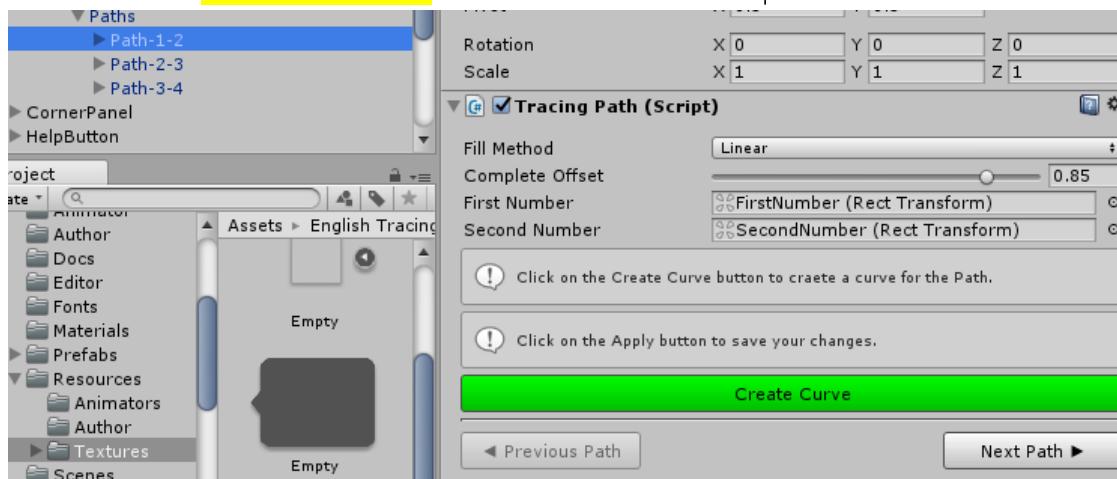
- Confirm on the **Create New Shape** dialog



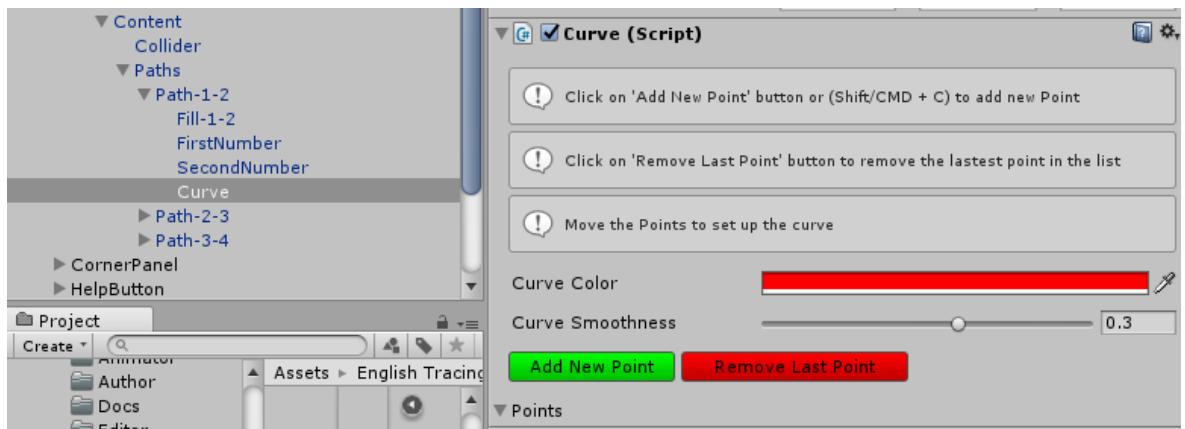
- Now, you should see your new shape is created under Shape Gameobject in the Hierarchy, and finally you need to create the curve for each path using Path component on each path Gameobject under Paths.



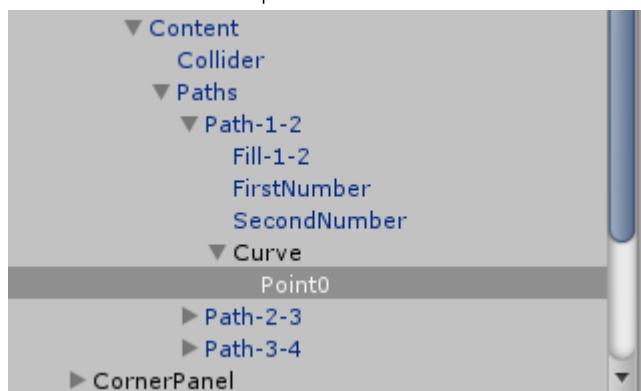
- Click on Create Curve button for each path



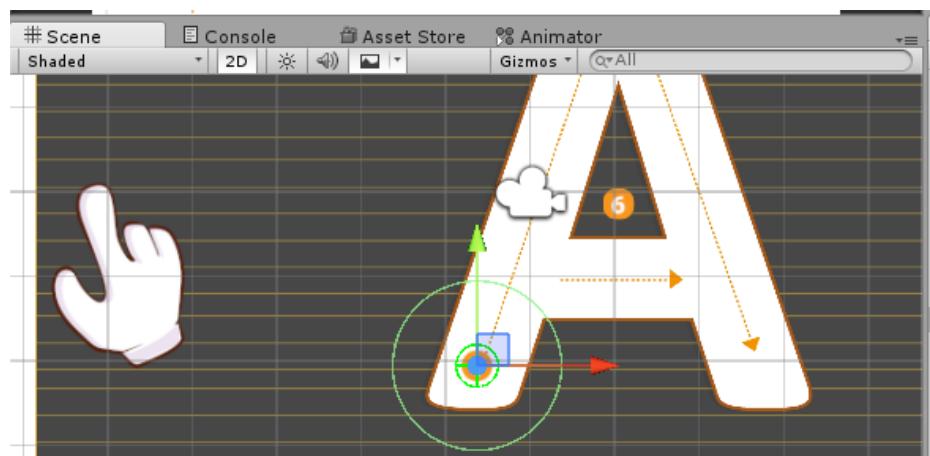
- New curve gameobject should be generated for the path , and then you need to define the Points of the generated curve



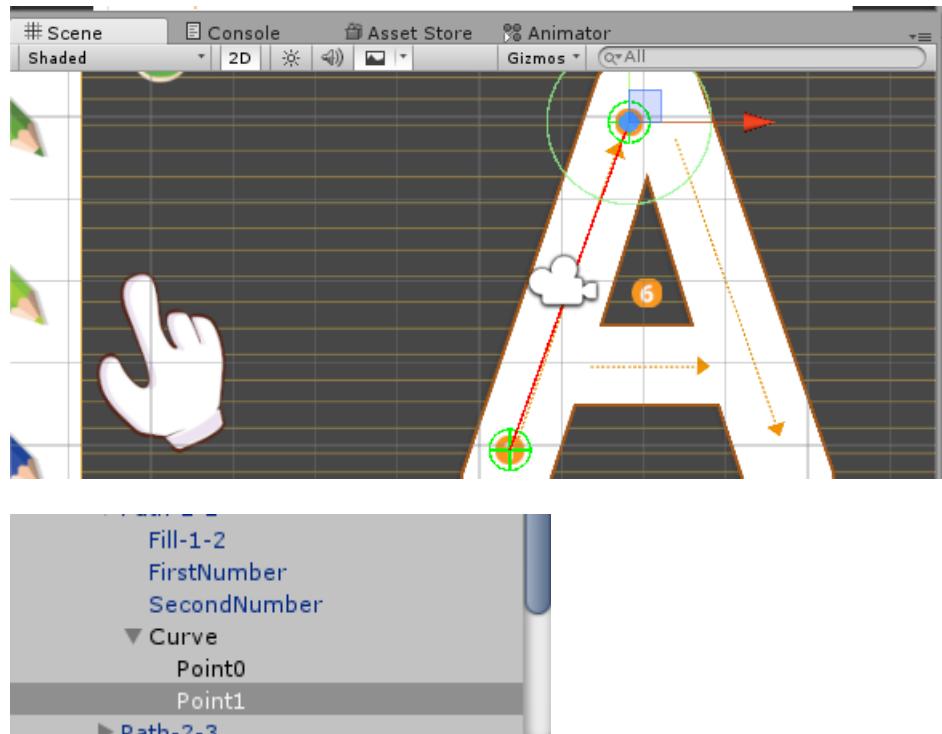
- Click on **Add New Point** to create new point for the curve of the selected path



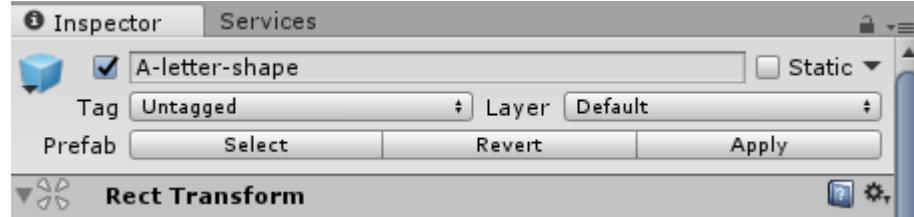
- In the **Scene** layout , move the point to its relevant position
Use 'W' in the keyborad to enable the movement tool



- Create more points to complete the curve



- Create the Curves of the other paths, repeat the same steps.
- Click on **Apply** button to save your changes on the shape



Using 2018.3 or Higher you will see custom Apply button instead



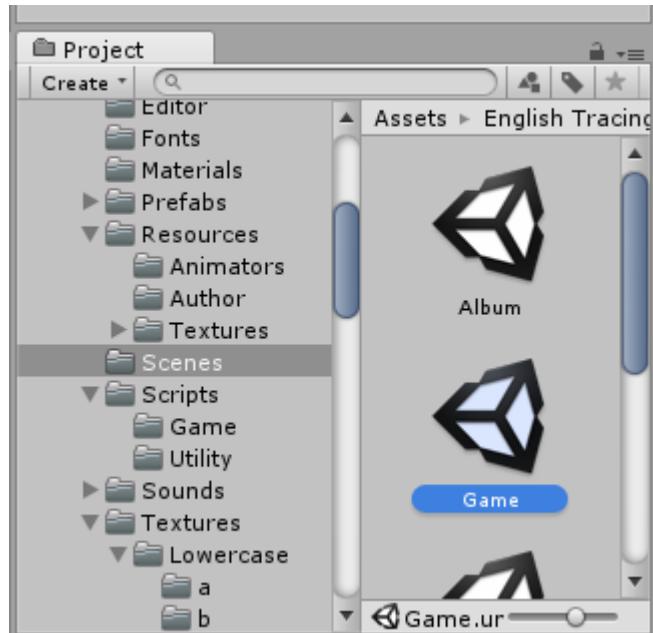
- Finally, open the **Main** scene, run the project and test your new shape.

If you have any questions or issues you can contact us

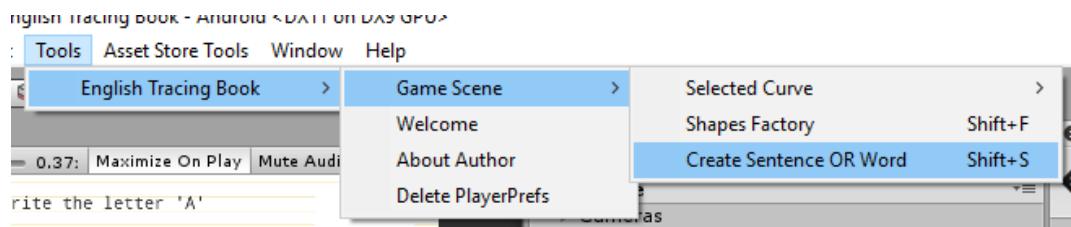
14.0 - Create Word or Sentence

To create new word or sentence:

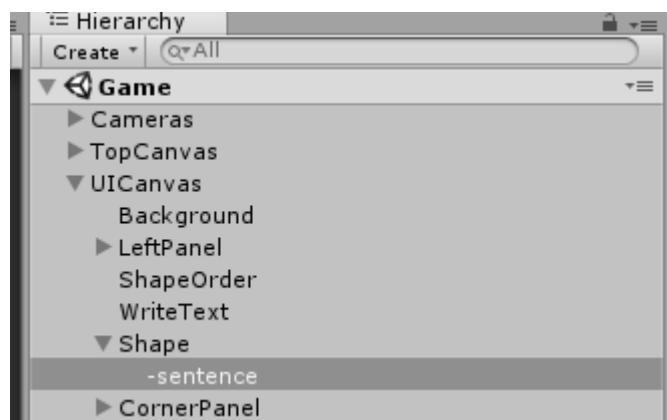
- Open the Game scene



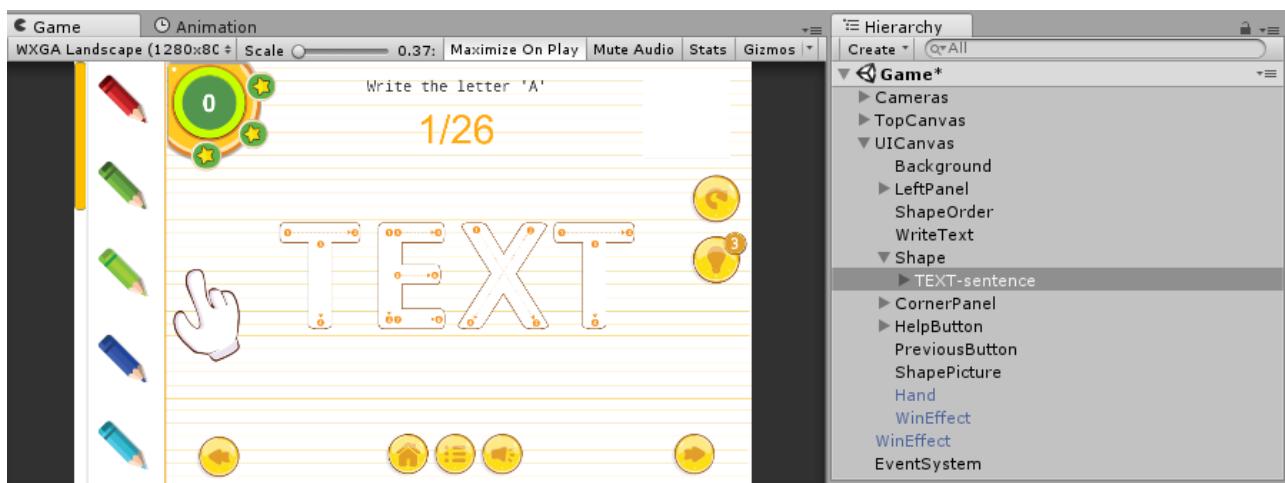
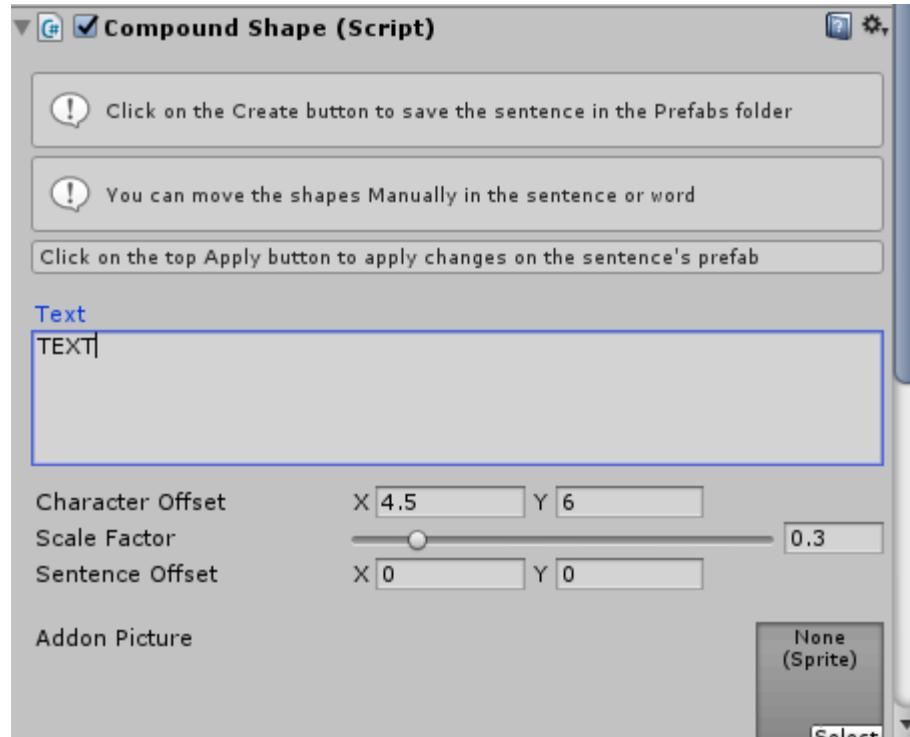
- Select Tools -> English Tracing Book -> Game Scene -> Create Sentence OR Word



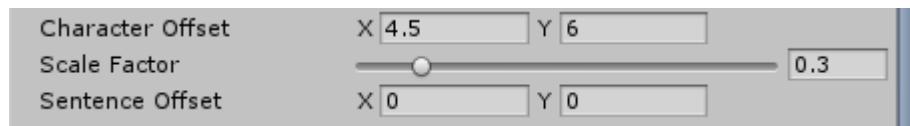
- New sentence gameobject should be generated under Shape gameobject



- Select the new sentence gameobject , and then from **Compound Shape** component type the text that you would like to trace



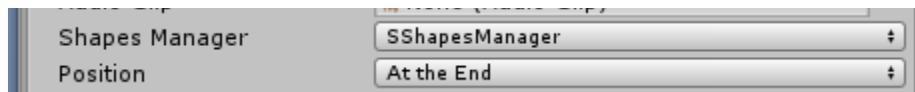
- You are allowed to change the Character Offset and Scale of the word, or set an offset for the word.



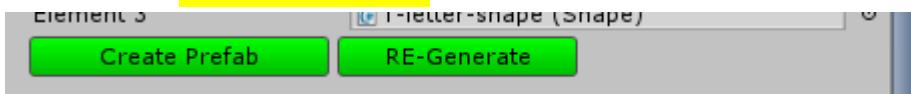
- Set the Audio Clip , Addon Picture of the word



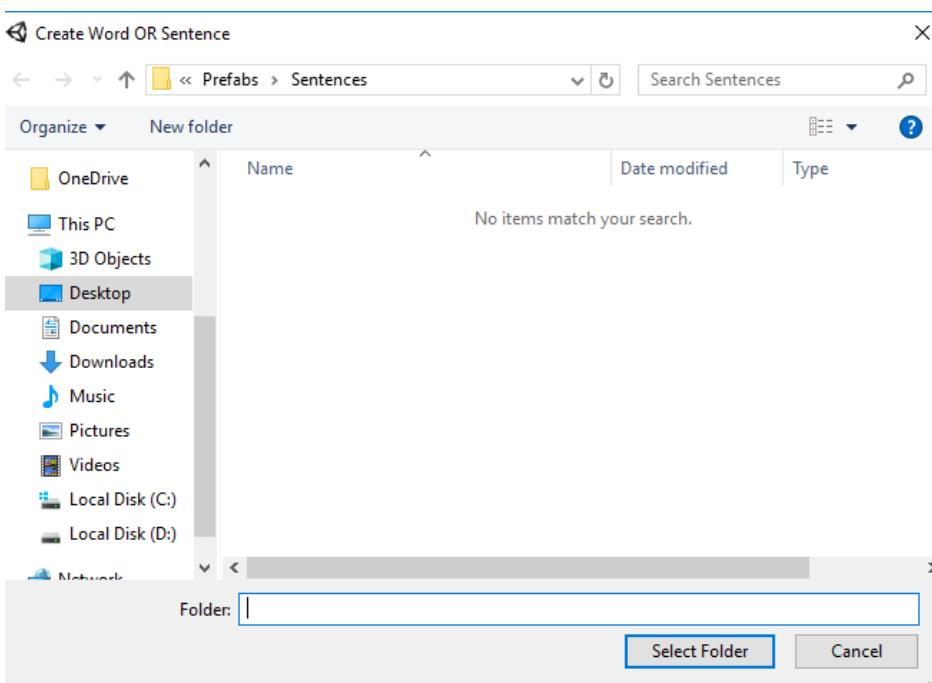
- Select the Shapes Manager , and the Position



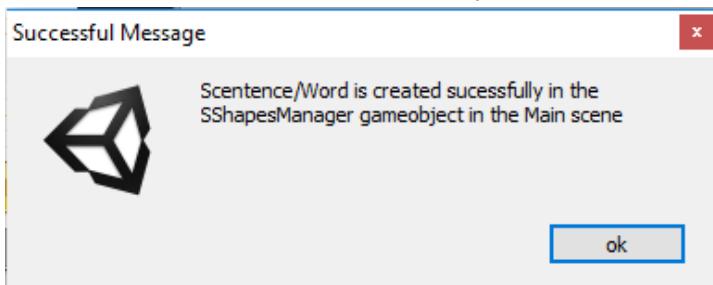
- Click on **Create Prefab** button



- Select the folder you would like to save the word's prefab into



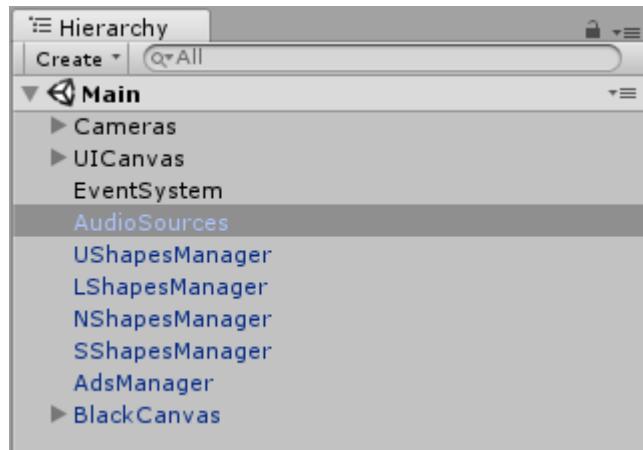
- The word or sentence is generated, run the project and test



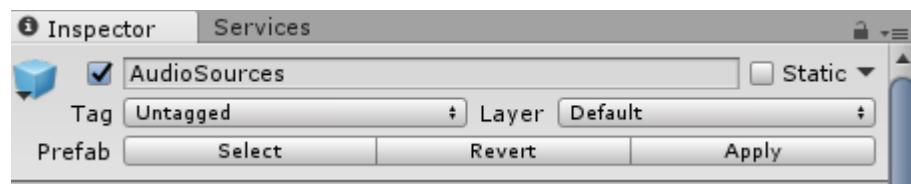
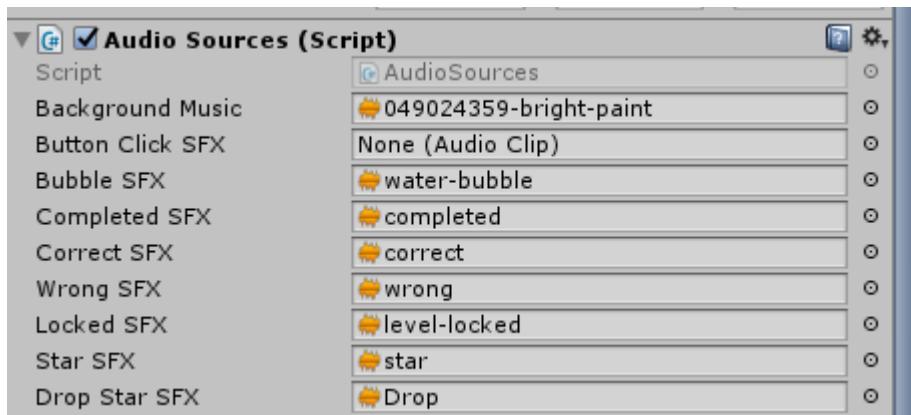
(Note: You can move the generated shapes of the word/sentence manually as you want, once done click on the Apply button to save your changes)

15.0 - Change Music and SFX

You can set or change your music and sound effect using the AudioSource Gameobject in the **Main** scene.



From **AudioSources** component, set your Audio Clips and once you done, Click on Apply button to save your changes.



Using 2018.3 or Higher you will see custom Apply button instead



16.0 - Win / Rest / Booster Dialogs



➤ Show Dialog

To show the Reset or Win Dialog, you need to call the **Show()** method

Example:

- `GameObject.Find ("ResetConfirmDialog").GetComponent<Dialog> ().Show ();`
- `GameObject.Find ("HelpBooster").GetComponent<Dialog> ().Show ();`
- `GameObject.Find ("WinDialog").GetComponent<WinDialog> ().Show ();`

➤ Hide Dialog

To hide the Reset or Win Dialog, you need to call the **Hide()** method

Example:

- `GameObject.Find ("ResetConfirmDialog").GetComponent<Dialog> ().hide ();`
- `GameObject.Find ("HelpBooster").GetComponent<Dialog> ().hide ();`
- `GameObject.Find ("WinDialog").GetComponent<WinDialog> ().hide ();`

17.0 - More Details

- Use the first AudioSource component in AudioSources GameObject in the Main Scene for the Music.
- Use the second AudioSource component in AudioSources GameObject for the Sound Effects.

If you have any questions, suggestions, comments, feature requests or bug detected, you can contact us and we would be happy to listen from you.

[For more details, do not hesitate to contact us](#)

Useful Links

<http://indiestd.com/questions-and-answers>

<http://indiestd.com/contact-us>

Good Luck ☺