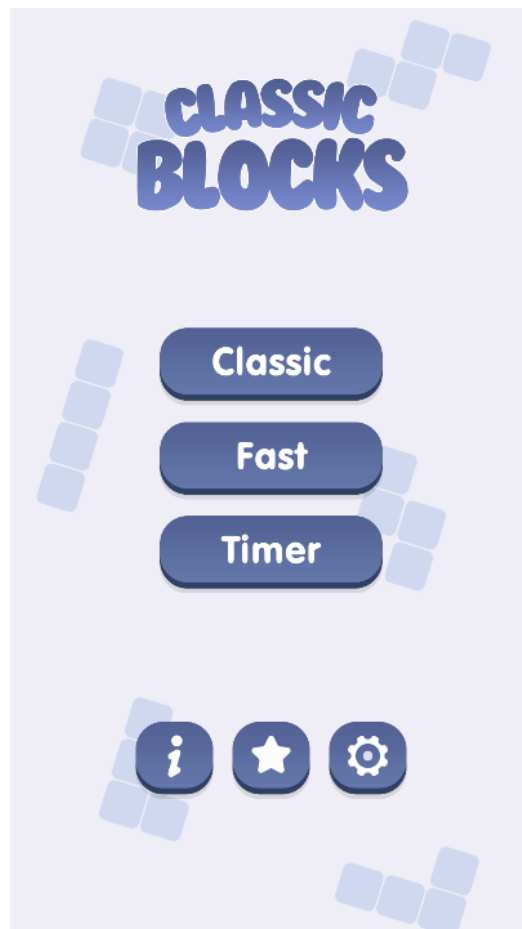


CLASSIC BLOCKS v1.0



MENU

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Unity Version

Install Unity 2020.3.18f1 or higher version to load up the project

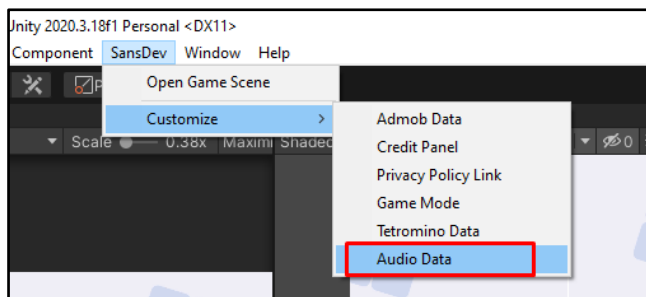
Prepare the Project

Watch this video to prepare your project before doing customization.

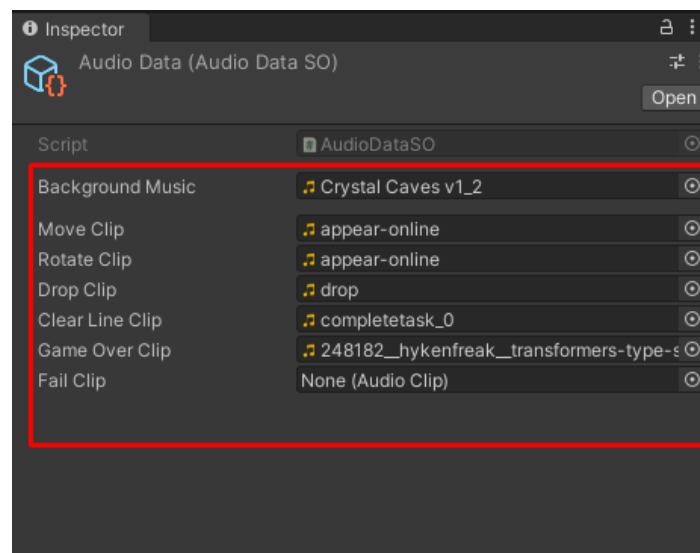
<https://youtu.be/TxDFMP6Fbb4>

How to change game sounds

1. In Menu Bar, Select **SansDev > Customize > Audio Data**.

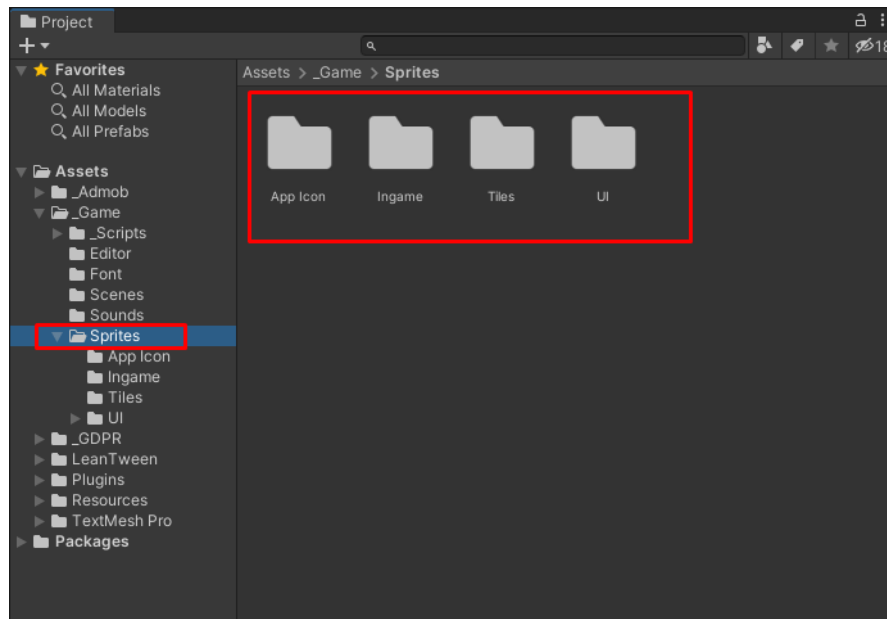


2. Replace the audio in the **Inspector** with your audio file.



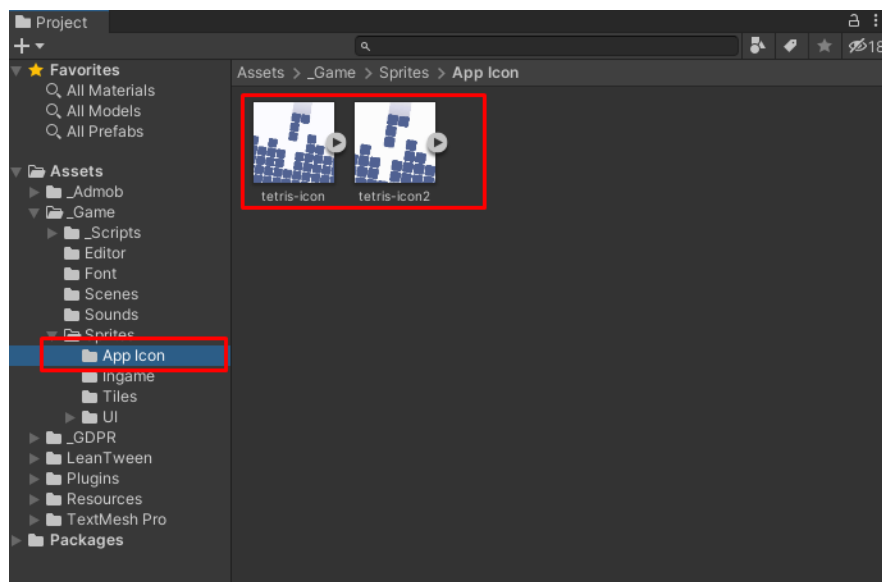
How to Reskin

Go to Project window and find folder **Assets/_Game/Sprites/**. You can replace all in that folder by replacing them with your .png file.



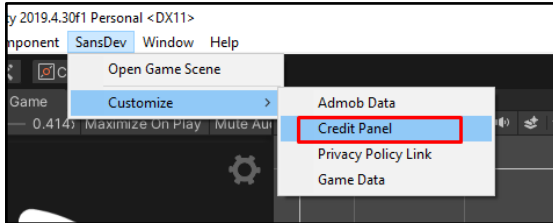
How to Change Game Icon.

Go to Project window and find folder **Assets/_Game/Sprites/AppIcon**. You can change the game icon by replacing them with your .png file.

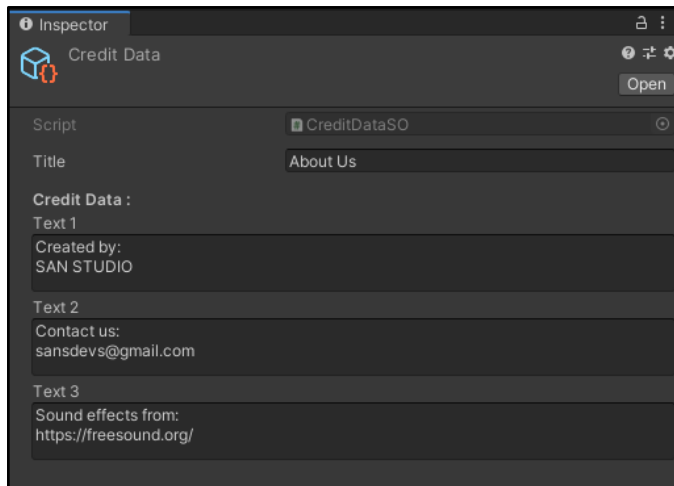


How to customize About Us Panel

1. In Menu Bar, Select **SansDev > Customize > Credit Panel**.

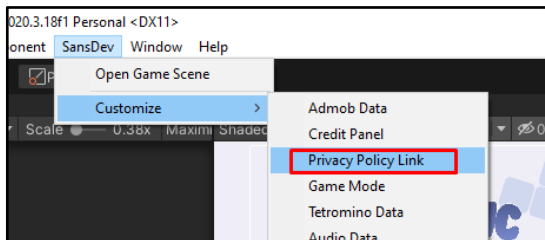


2. Fill your credit info in the **Inspector**.

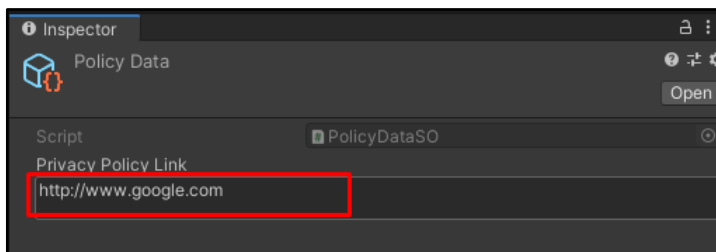


How to customize Privacy Policy page link

1. In Menu Bar, Select **SansDev > Customize > Privacy Policy Link**.



2. Fill your credit info in the **Inspector**.



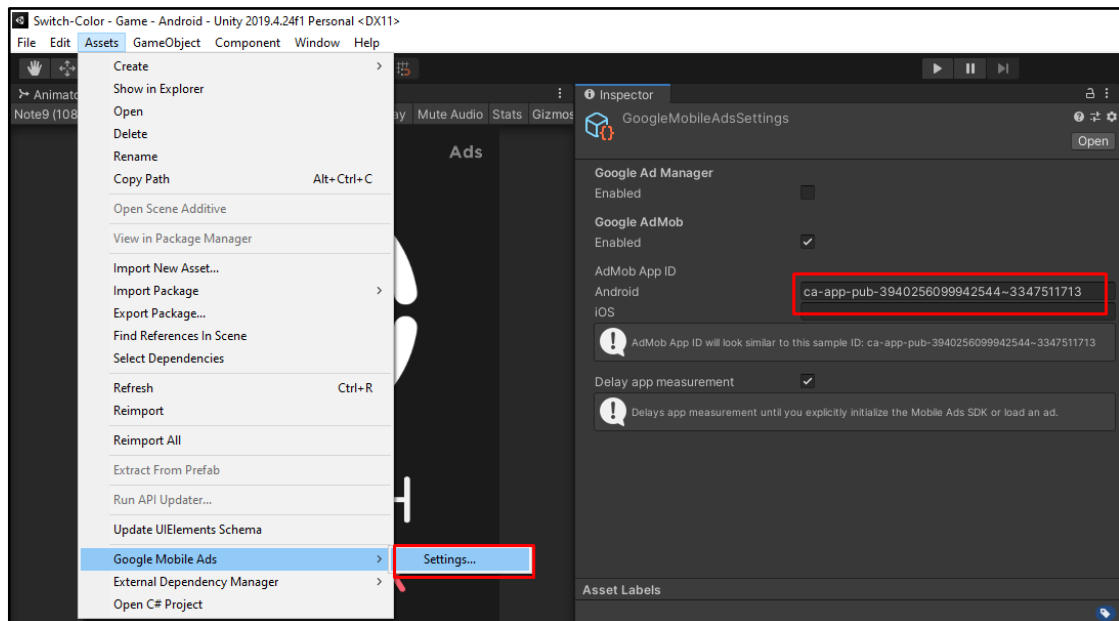
How to Add Splash Screen

You can watch this video on how to add Splash Screen in your game.

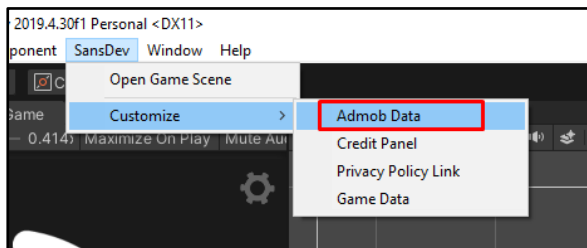
<https://youtu.be/LOxDg692fWM>

How to set Admob Ads

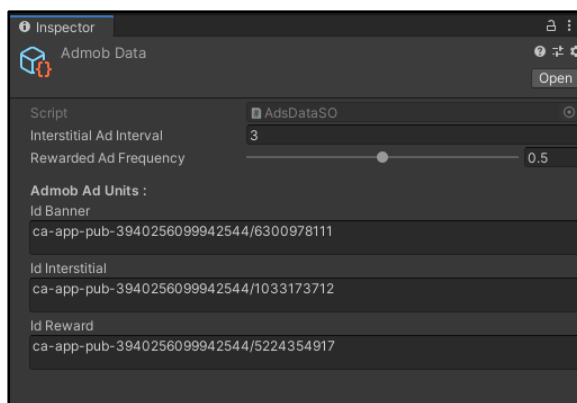
1. Go to Assets in Menu Bar. Select **Google Mobile Ads > Settings..** and then Look at the **Inspector** and Fill your AdMob App ID for Android.



2. In Menu Bar, Select **SansDev > Customize > Admob Data.**



3. Look at the **Inspector** and fill your ad unit id (banner, interstitial, and rewarded).



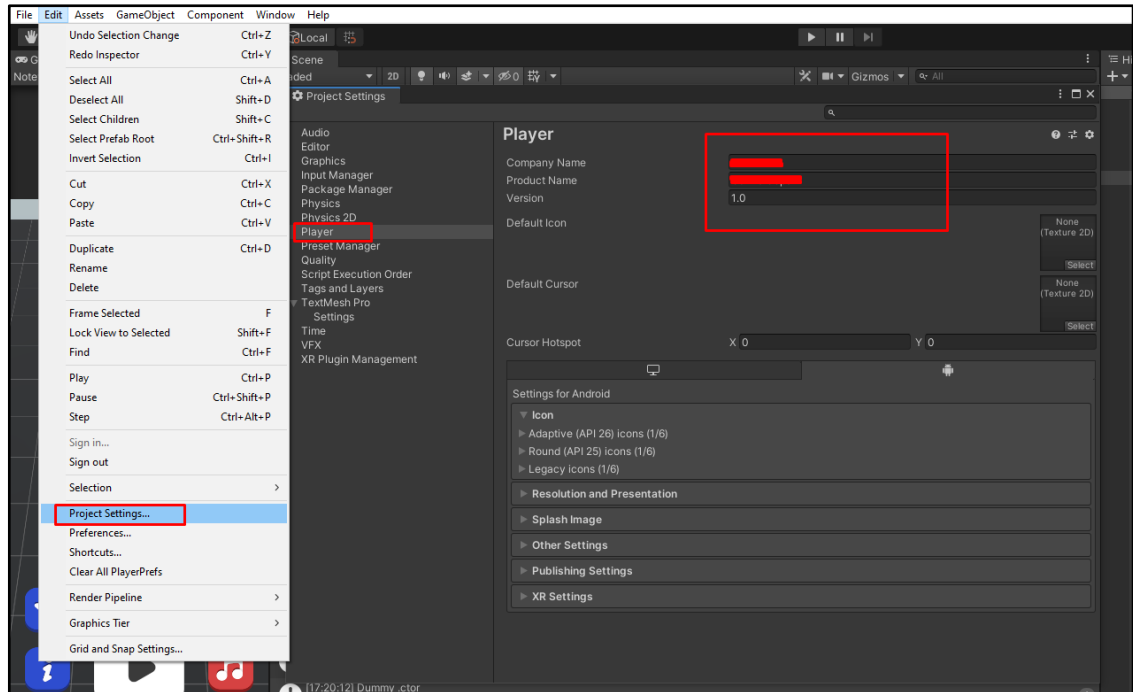
Interstitial Ad Interval is the number of game overs before the next interstitial is shown.

For example, if you fill 3 in the Interstitial Ad Interval, it means the interstitial Ad only show every 3 games.

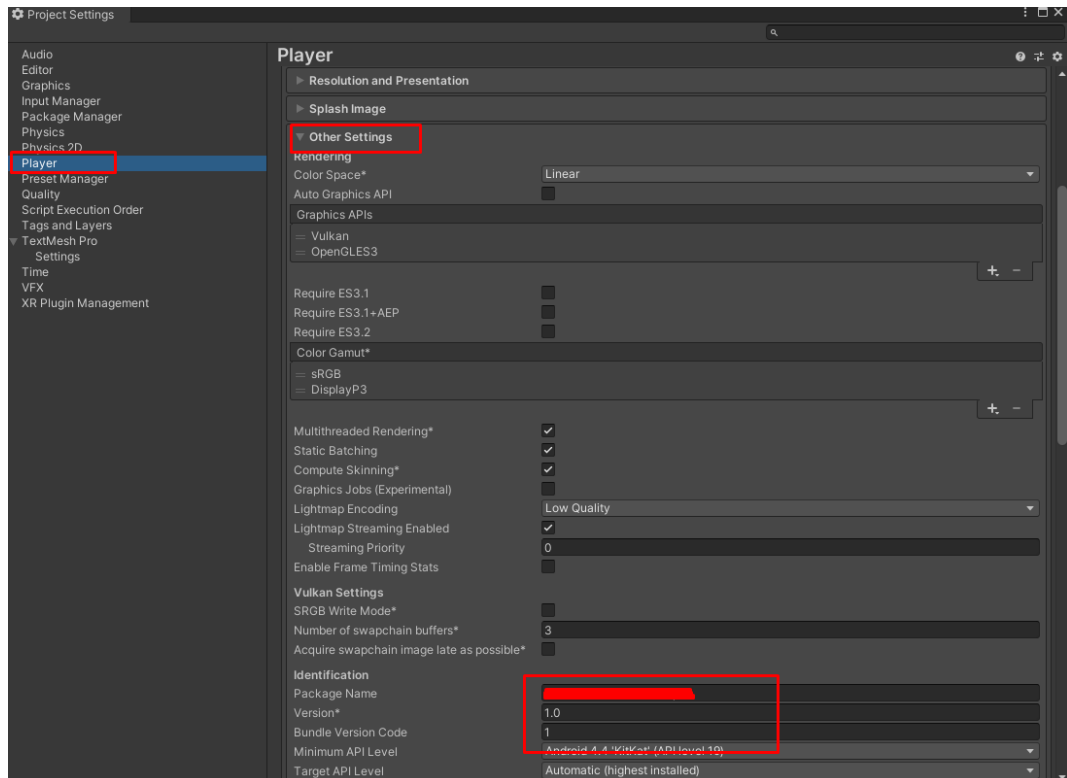
Rewarded Ad Frequency is the percentage chance that a video ad will be requested on game over so that the player can continue the game without losing score after watching the video ad.

How to get Android App Bundle (.aab file) ready to publish

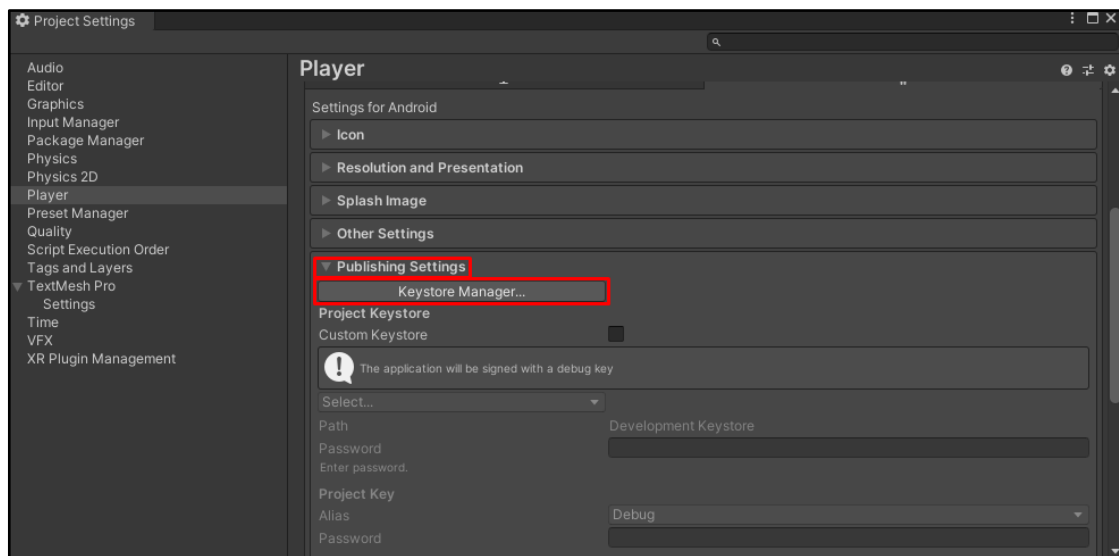
1. Go to **Edit** in Menu Bar and select **Project Settings..** to open Project Settings window. In Project Settings window, select **Player** on the left panel and then fill your company name, product name & version.



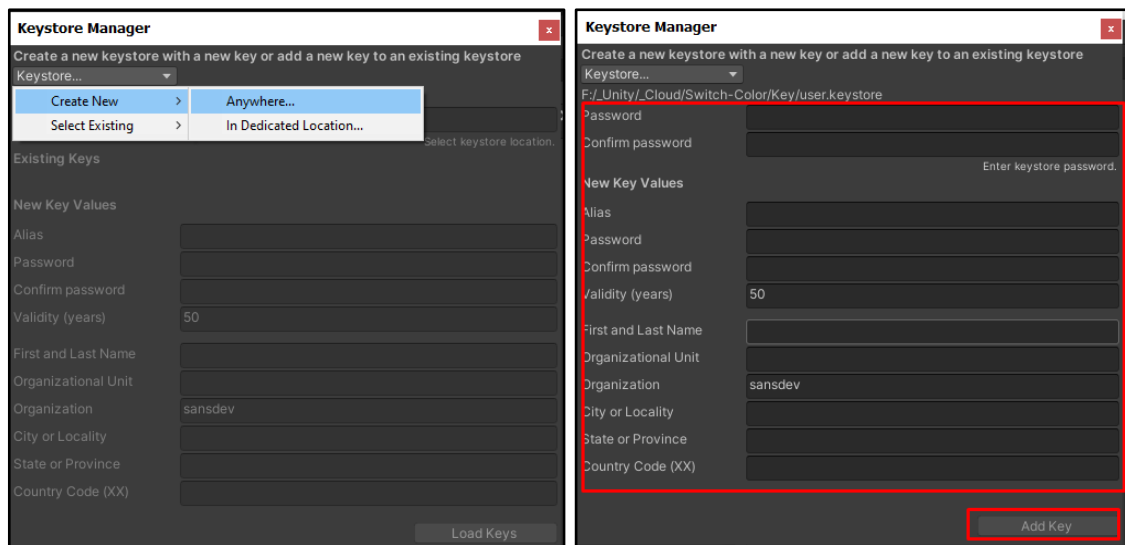
2. And then, click **Other Settings** to open a menu within it, scroll down until you find the **Package Name** and Fill your App Package Name there.



3. To create a Key, Scroll down again and find **Publish Settings**. Click Publishing Settings to open a menu within it, and then select **Keystore Manager..** to open Keystore Manager Window

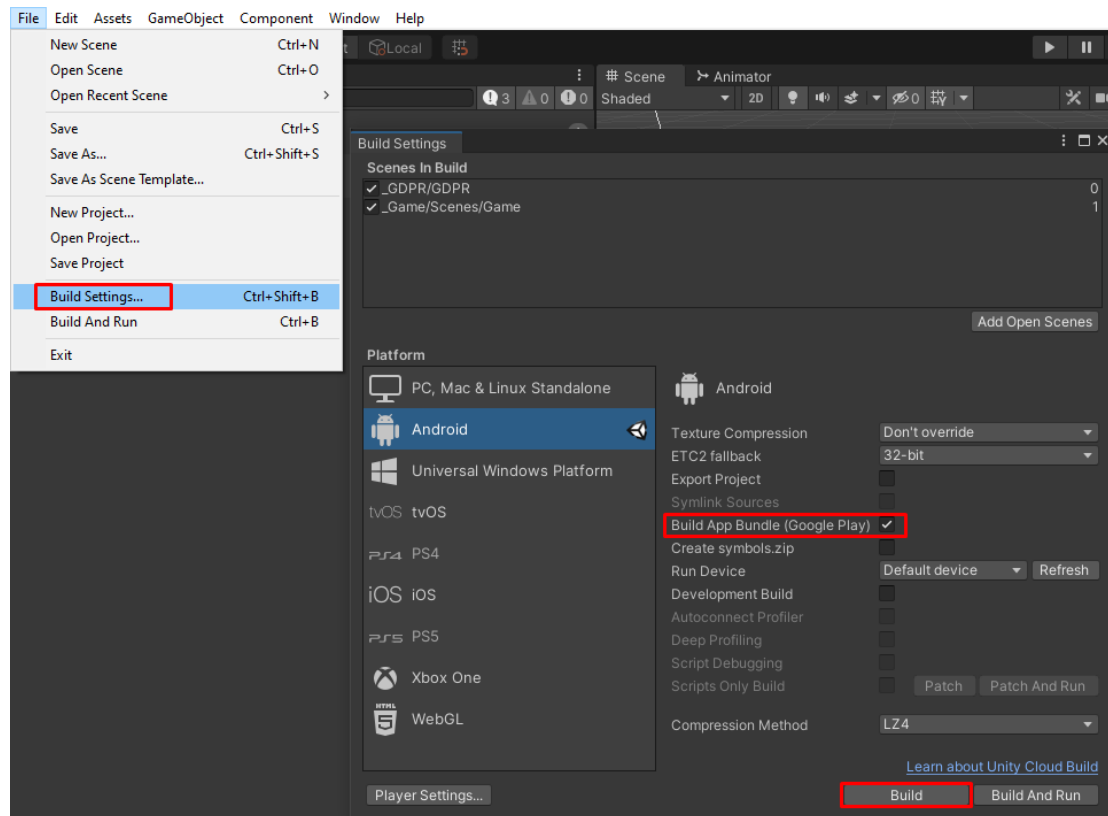


4. In Keystore Manager Window, select **Keystore > Create New > Anywhere..** to locate keystore save location in your directory and then, fill your key data and click **Add Key** to save your keystore.



5. You can now build your Android App Bundle(.aab file) by selecting **File > Build Settings..** and then click Build in the **Build Settings** window.

Make sure to enable the checkbox **Build App Bundle (Google Play)** to export Android App Bundle (.aab File).



shared on
codelist.cc

If you find some issues, please contact me by email: sansdevs@gmail.com

Regards,