

Word Cross Documentation (v1.4)



Thank you to anyone who bought this package. Please feel free to ask me any question about **Word Cross**

You can only publish games on Google Play, App store and other mobile stores.

1. Overview

Word Cross is ready to publish game templates of the most popular genre for mobile platforms. You do not need to know any programming language to configure and use it. It is very easy to fill it with your own tasks, make UI changes, and start to gain experience in promoting your game and earning money.

2. Requirement

- Unity **2021.3.28f1** or higher
(How to download Unity : <https://www.youtube.com/watch?v=hRKcbwUzjuQ>)
- The template works best with the version used by our developers (Unity **2021.3.28f1**). So if there are any issues with your newer version, please let us know. If we can't solve them, you are required to use the same Unity version with us.

3. How to import projects ?

- Open Unity **2021.3.28f1** , click "Open project" → Choose "WordCross_v1.4" folder → Wait until the import process completes.

- Double click on **Main** in the **Assets/WordCross/Scenes** folder → click Play button.

4. How to build for Android (64 bit complaint Google Play)

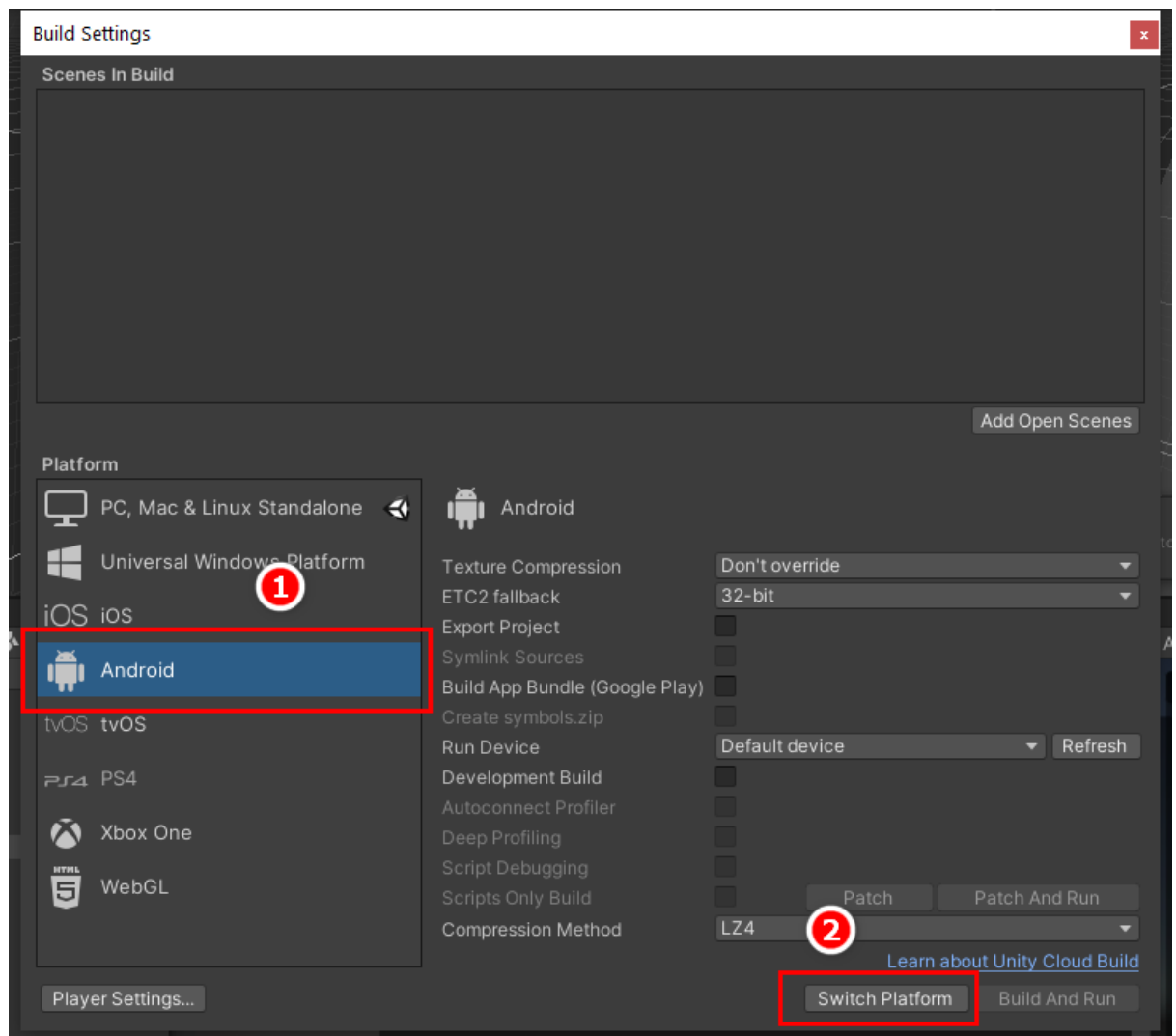
Refer tutorial :

<https://learn.unity.com/tutorial/publishing-for-android#5ecf930aedbc2a002088a2cc>

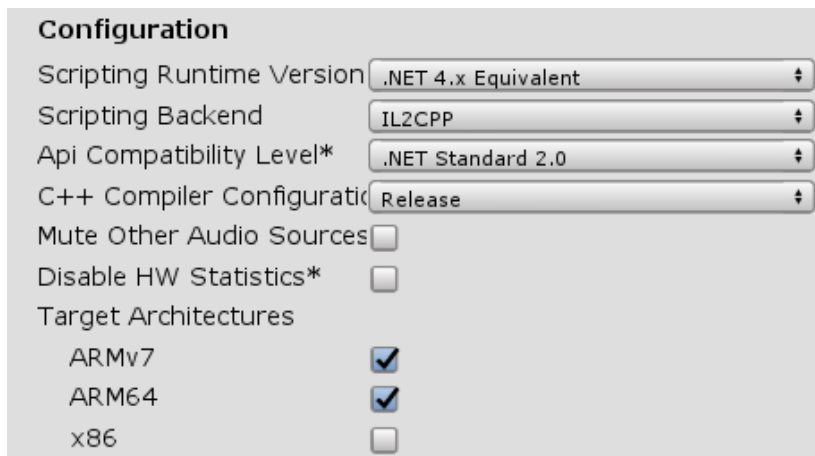
Refer video how to update SDK

<https://youtu.be/fP1moOOWhrY>

Click File/Build Settings : Choose Add Open Scenes, Android Platform -> Click Switch Platform and wait until the import process completes.



Go to Player Settings and look at the Configuration section:



- Scripting backend: Set to IL2CPP
- Uncheck x86

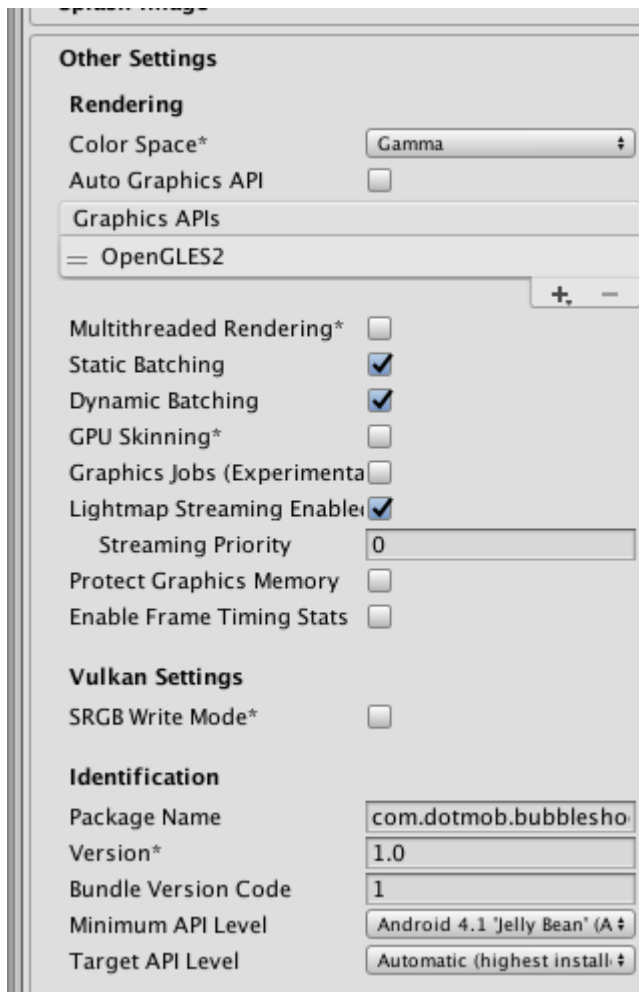
Building for Android sometimes get errors because of your environment. If you encounter any errors, please make sure that your building environment is set up correctly by creating new empty project and then build. If it failed to build, then you have to find a way to fix it.

If you succeed to build an empty project and still encounter error when building my project, then:

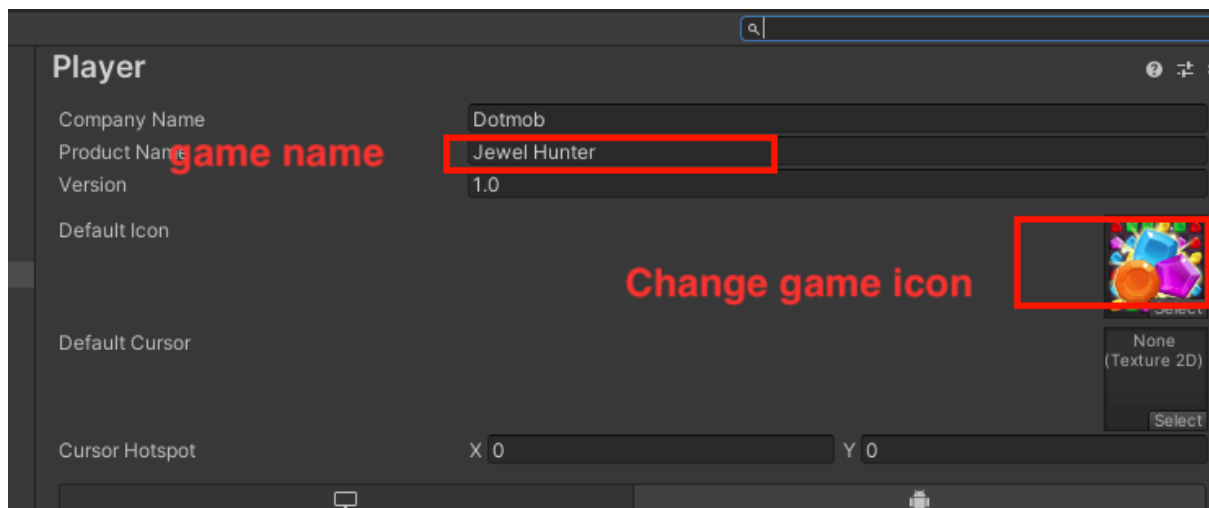
- Use the same Unity version with us (Unity **2021.3.28f1**)
- Feel free to contact us

5. How to change package name

Click File/Build Settings : Choose Player Settings . On the Inspector panel, click Other Settings. And edit your Package Name



- Change game name ,icon

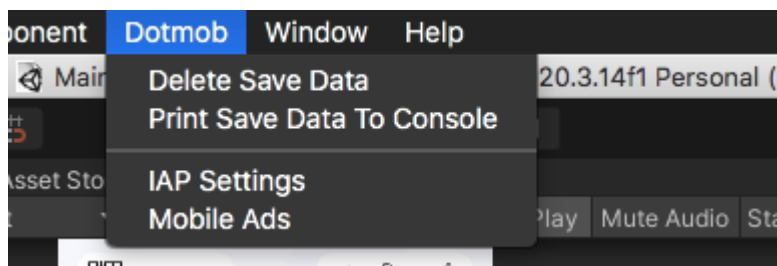


6. How to CONFIG(Admob, In-app purchase)

You are required to achieve this before doing anything else. This is where you can:

- Edit game settings (Admob, In-app purchase, ...)

To see the **CONFIG Mobile ads**, please click on the menu **Dotmob/Mobile Ads** → look at the Inspector at the right side



Change your Admob id and click **Save**

Mobile Ads - v.2.0.1

Advertisement Settings

Debug Mode ☐

Enable visual scripting support:

Playmaker ☐

Unity Visual Scripting ☐

Select the ad providers you want to enable for each platform:

Android Admob

[Download Admob SDK](#)

Test Mode ☐

Test Device ID

App ID

Banner ID

MRec ID

Interstitial ID

Rewarded Video ID

Rewarded Interstitial ID

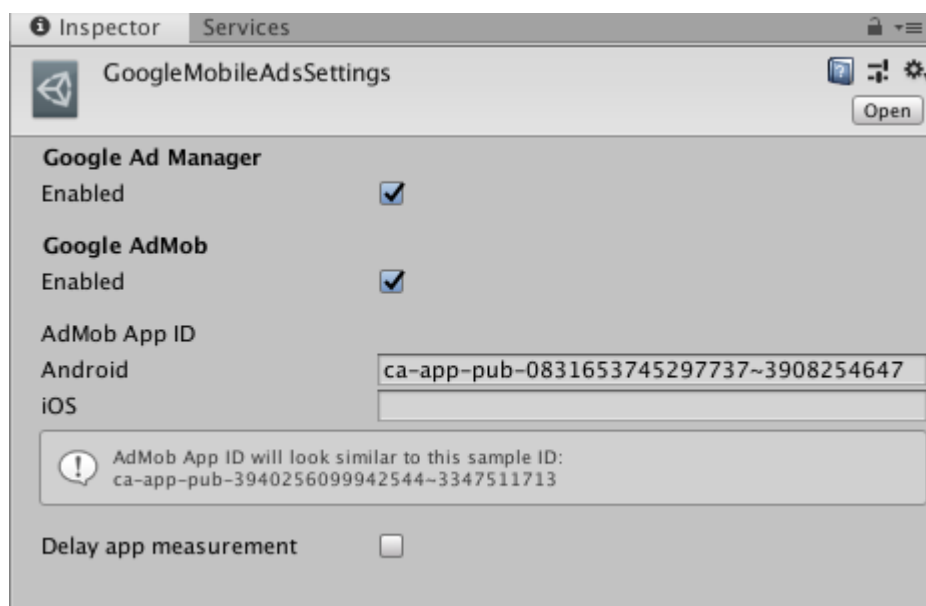
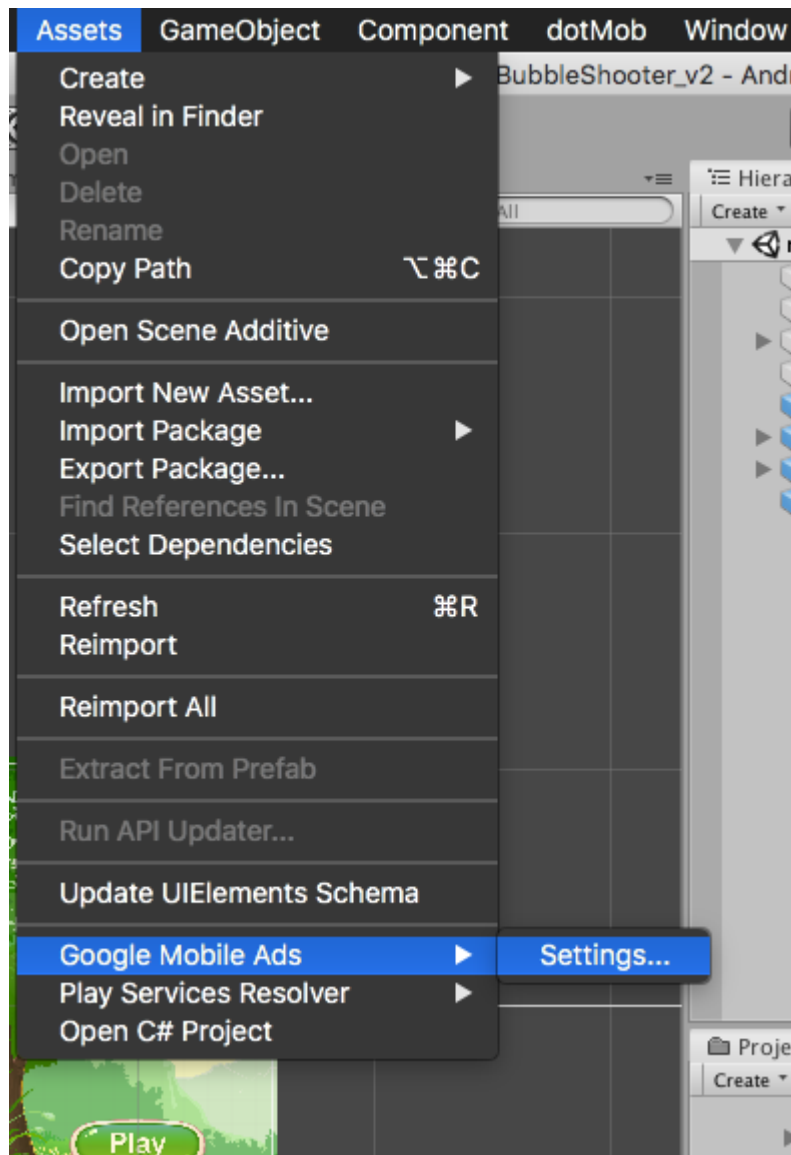
App Open ID

Directed for children ☐

iOS None

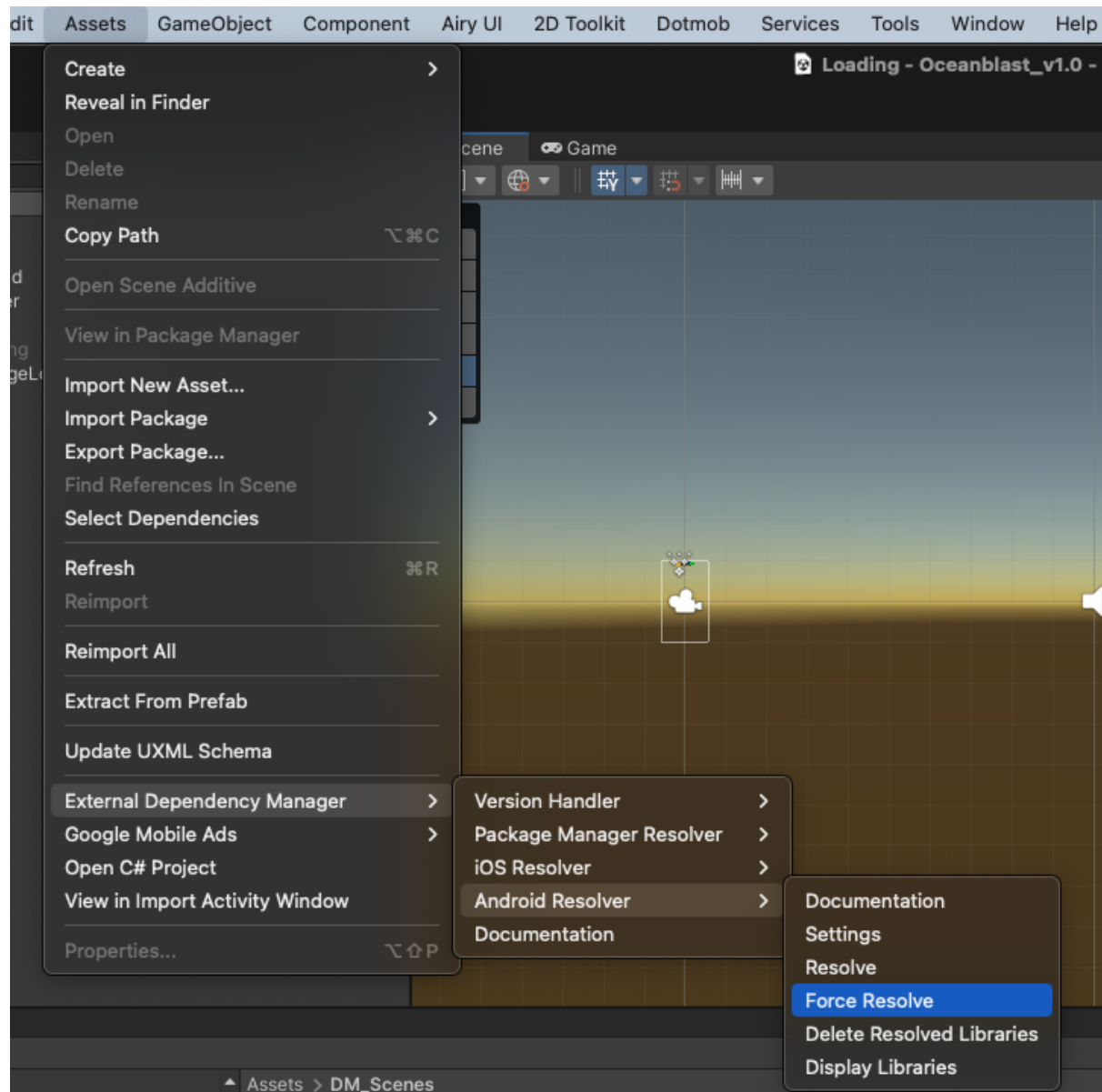
[Save](#)

- Click Menu Assets/Google Mobile Ads



Preparing for build

Before building make sure to Force Resolve your Android dependencies.



Note : You can check admob works in 2 ways:

- Use your admob id (authenticated account) and add test devices:

<https://support.google.com/admob/answer/9691433>

- Use Google's admob test ID: <https://developers.google.com/admob/android/test-ads>

Alternatively, you can check including the required Google Play dependencies in your Unity project. Ensure the required AAR and JAR files are located in the Assets / Plugins / Android directory. You can perform dependency resolution by selecting

Assets -> external dependency manager -> Android Resolver -> Force Resolve in the Unity editor

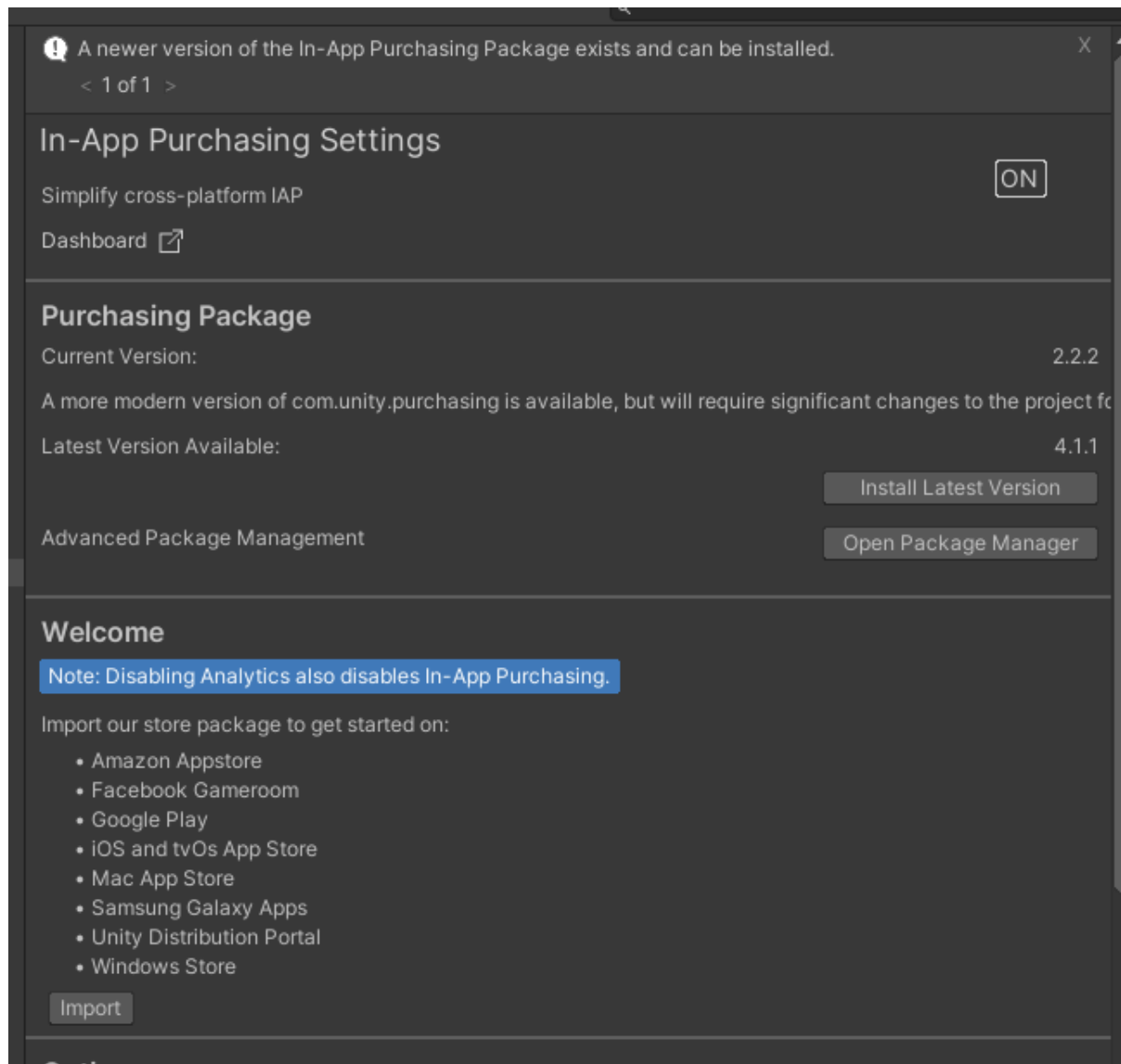
7. IAP

<https://youtu.be/3qHv4XLHzeE>

IAP is setup using the IAP Settings window which can be opened by selecting the menu item **Dotmob -> IAP Settings** (Or clicking the button on the IAPManagers inspector).

Enable IAP

To enable IAP first you need to import the Unity plugin from the Services window. Open the Services window and turn on IAP then click the Install **the latest version button**



Once it has finished importing you can open the IAP Settings window and click the Enable IAP button which will enable the code in the project

8. Level Editor Tool

<https://youtu.be/3bXr357DA48>

To open the window, select the menu item Dotmob/LevelEditor

Level Editor @dotmobstudio

General

Word File

words

Batch Mode

☒

Board Type

Grid

Preferred Board Ratio:

Width: 1

Height: 1

Max Boards To Generate:

20000

Batch Level Creation

Letters In Level:

3

Number Of Levels

1

Min Words Per Level

0

Max Words Per Level

0

Min Word Length

0

Max Word Length

0

Length Pick Type

Random

Rank Pick Type

Random

Choose Bonus Word

☐

Every # of Levels

1

Include First Level

☐

Min Bonus Word Length

0

Max Bonus Word Length

0

Re-Use Words

☐

Load Words From Folder

None (Object)

Min Re-Use Word Length

0

Max Re-Use Word Length

0

Export

Output Folder

DEMO

Filename Prefix

Overwrite Existing Files

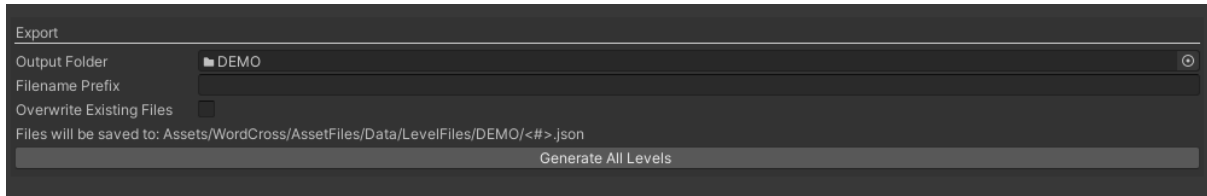
☐

Files will be saved to: Assets/WordCross/AssetFiles/Data/LevelFiles/DEMO/<#>.json

Generate All Levels

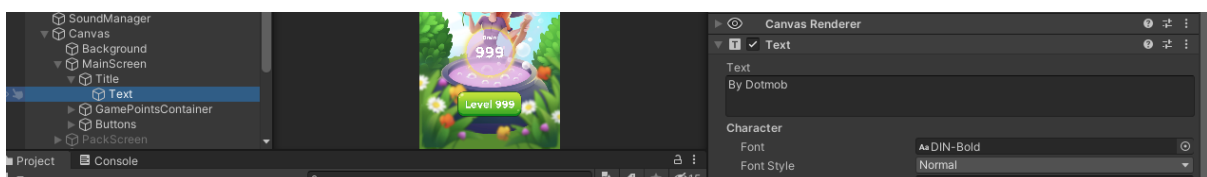
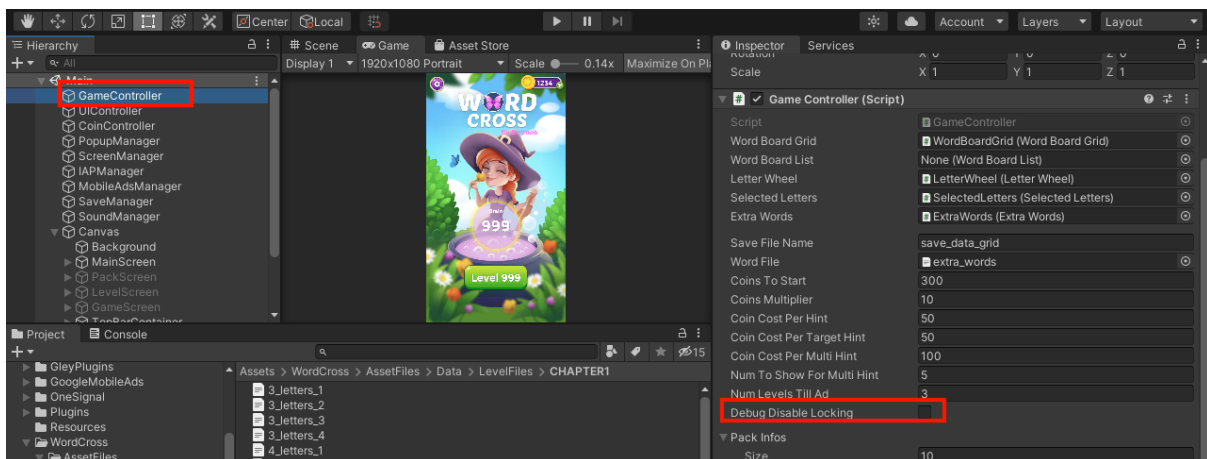
| | |
|------------------------|--|
| Word File | The file that contains all the words in the game. This is the game's dictionary and should contain all possible words, each on a newline. |
| Batch Mode | Enables batch generation mode. Batch mode is used to created multiple randomly generated levels. |
| Preferred Board Ratio | The ratio (rows by columns) that the grid should attempt to match. This is used to generate grids that best match the ratio to be displayed in. (Example 1x1 would create mostly squared grids where as 1x2 would created more portrait looking grids) |
| Max Boards To Generate | The way the grid is generate is by generating a bunch of random boards then picking the best one based on the Preferred Board Ratio. This is the maximum number of boards that the algorithm will generate before terminating. |
| Letters In Level | Sets the number of letters for each level. This is the number of letters that will appear |

| | |
|------------------|--|
| | in the letter circle in the game. |
| Number Of Levels | The number of levels to generate. |
| Length Pick Type | <p>Determines the behavior when choosing words for a level.</p> <ul style="list-style-type: none"> - Random means length is not taking into consideration when choosing a letter. - Longest First mean the longest possible word will be chosen first. - Shortest First means the shortest possible word will be chosen first. - Distributed Longest First means the longest word will be chosen first, followed by the second longest, then the third, etc - Distributed Shortest First is the opposite of Distributed Longest First meaning the shortest word is chosen first then the second shortest, all the way to the longest word at which point it wraps back to the shortest. |
| Rank Pick Type | <p>Determines the behavior when choosing words for a level. First Length Pick Type is used to get a list of words by length to choose from then Rank Pick Type is used to choose which word from that list is chosen.</p> <ul style="list-style-type: none"> - Random means a random word is chosen form the list. - Most Common First means the word with the least Rank value (Appears first in the word file) will be chosen. - Least Common First means the word with the highest Rank value (Appears last in the word file) will be chosen. |



This section is used to export the level when all the desired words have been added. To set the **Output Folder** simply drag a folder from the Project window in Unity into the field. If a **Filename** has not been set the the id of the level will be used.

9. How to debug disable level Locking, Remove Dotmob text



10. Contact us

If you have any questions, do not hesitate to contact me via
Email: dotmobstudio@gmail.com