



Google AdMob & Mediation

Your task is to create a Unity application that integrates Google Admob SDK and a 3rd-party mediation. In the following document, you will find details of all the features you need to incorporate into your Unity application.

Before you start, here are some key elements to be aware of.

AD formats

- Banner Ads
- Interstitial Ads
- Rewarded Ads
- Rewarded Interstitial Ads
- Native Ads

For more details, please feel free to read the resource [here](#)

3rd Party Mediation

- Rewarded Ads from AdColony

Third-Party Setup

- You are required to set up [Admob](#) and [Adcolony](#) accounts.
- You are required to setup rewards for the ads. Only one reward type is sufficient.

Unity Application Design:

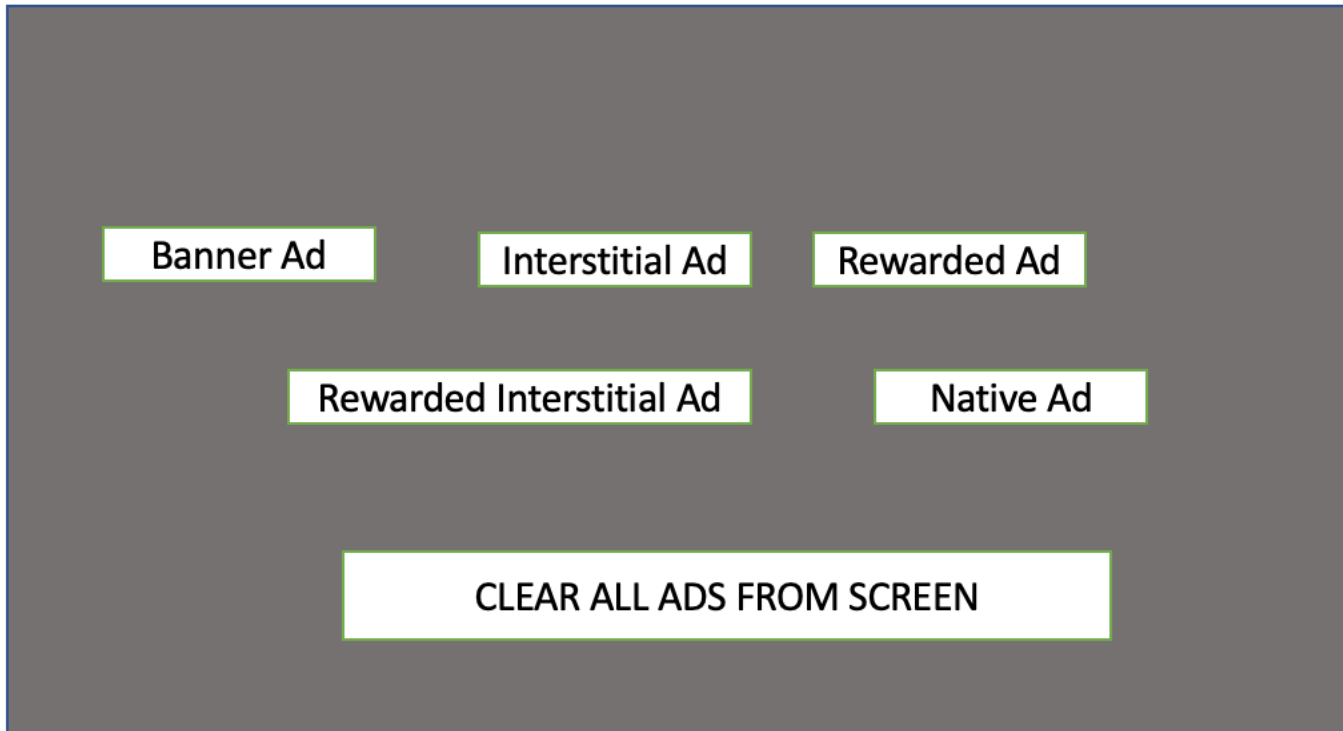
1. Create an application that can load any of the five ad formats based on the user's choice.
2. All the ad placements are placed in their correct locations on the mobile screen and can be closed based on user interactions.
3. Here is the expected behaviour for each of the ad's placement
 - Banner Ads
 - Bottom of the screen, and once displayed, refreshes the banner ads every 5 seconds automatically
 - Interstitial Ads
 - Full-screen placements
 - Rewarded Ads
 - Rewarded ads are served via two different sources, Admob and Adcolony
 - The chance of showing rewarded video from either of the networks is randomly distributed.
 - These are the ad placements that user has an option of interacting with for an in-app reward.
 - Rewarded Interstitial
 - Rewarded interstitials are the formats that allow you to offer rewards that appear automatically during natural app transitions

- Native Ads

- Ads that integrate seamlessly with your content. When clicking on the native ad button, you should open a unity popup which display a native ad inside it with a close button.

4. In all the ad delivery and user actions, please ensure the proper feedback is given to the end-user in case of a failure, reward delivery, or any user-caused actions that lead to consequences. You should open a popup in case of ad delivery failure or whenever a user get a reward or any meaningful information you want to show it to the player.

User Interface



- This is the landing screen of the app.
- Each button calls the right ad format which was explained in application design document.
- Clear all Ads button remove all the ads from the screen

Technical Specs

- Use the latest version of unity LTS to develop.
- You can either choose Landscape mode and you can lock the app on landscape mode.
- You are required to submit the code with the third party plugins inside the Asset folder.

Things to ignore

- UI setup should be minimal and functional, there is no need to make a polished UI
- You don't have to worry about the server validation for the rewarded ads.

Best of Luck