Tiles Match Documentation
(v1.0)

Thank you anyone who boughts this package. Please feel free to ask me any question about **Tiles Match**

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

1. **Overview**
   Tile Match game template 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 , start to gain experience in promoting your game and earning money**.**

2. **Requirement**
- Unity **2020.3.14f1** or higher
- The template works best with the version used by our developers (Unity **2020.3.14f1**). 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 a project(Please contact us via email to get the decompression password) ?**

- Open Unity **2020.3.14f1** , click "Open project" → Choose "TileMatch_v1.0" folder → Wait until the import process completes.
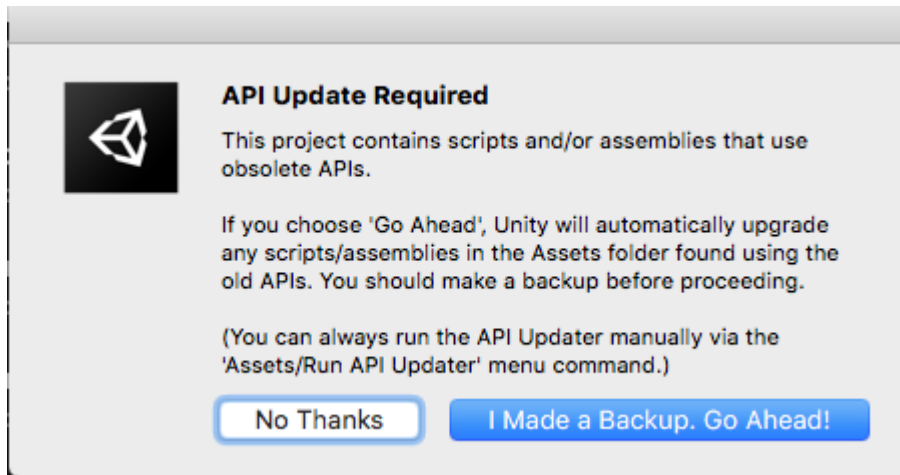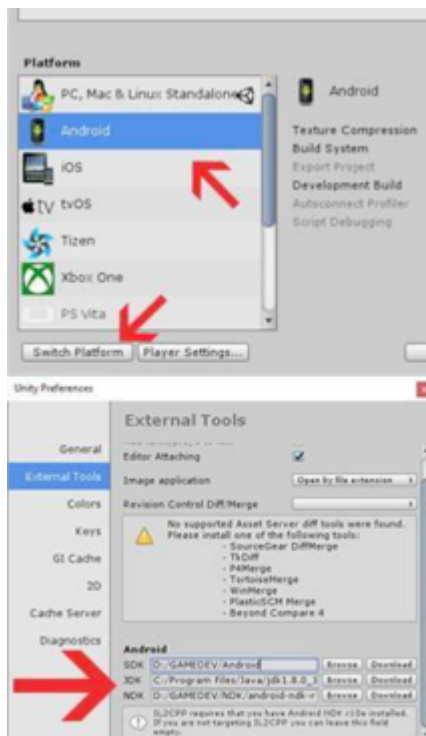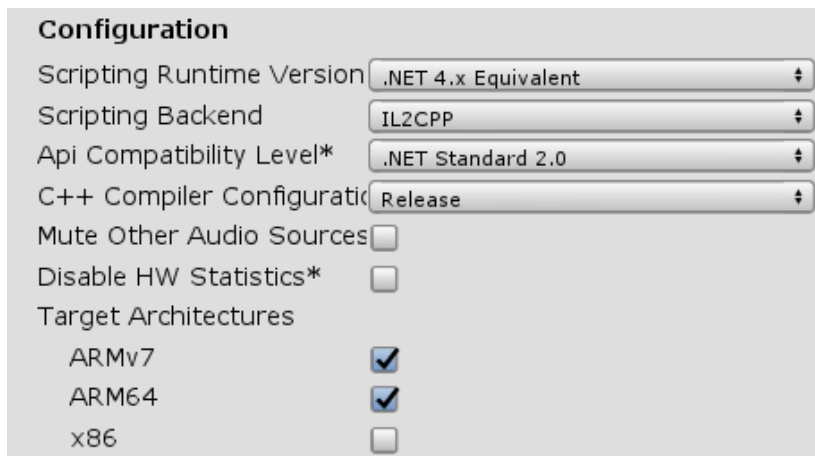
Click "I Made a Backup. Go Ahead!" If you see this message

- Double click on **Loading** in **Assets/TileMatch/Scenes** folder → click Play button.

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

- 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:

Configuration

Scripting Runtime Version	.NET 4.x Equivalent
Scripting Backend	IL2CPP
Api Compatibility Level*	.NET Standard 2.0
C++ Compiler Configuratio	Release
Mute Other Audio Sources	☐
Disable HW Statistics*	☐
Target Architectures	
ARMv7	☑
ARM64	☑
x86	☐

- 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 **2020.3.14f1**)
- Feel free to contact us

Refer tutorial :

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

5. **How to change package name**

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

.
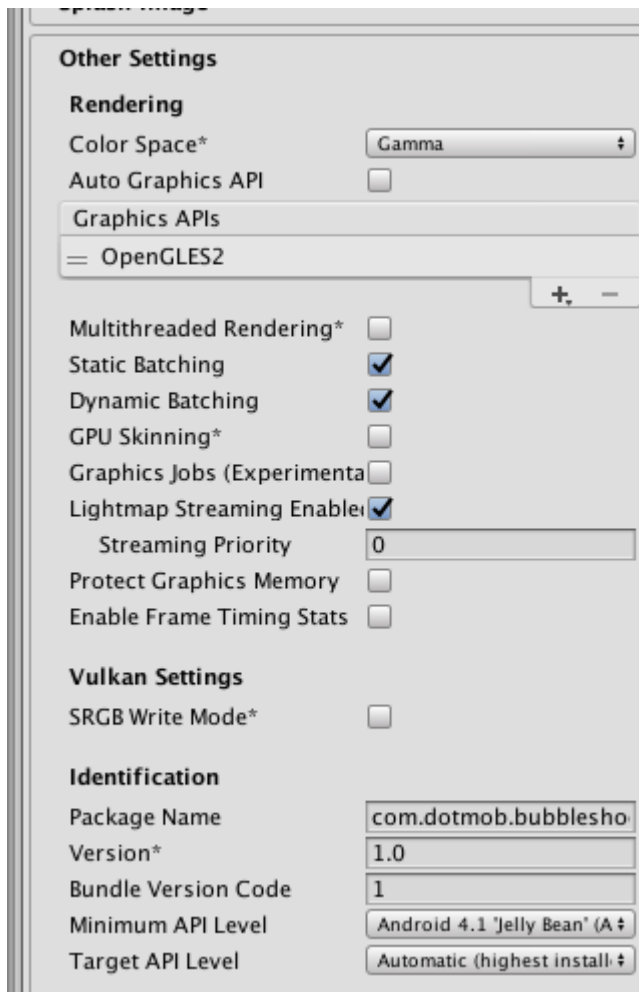
To see the **CONFIG Mobile ads**, please click on the menu **Dotmob/Mobile Ads** → look at the Inspector at the right side
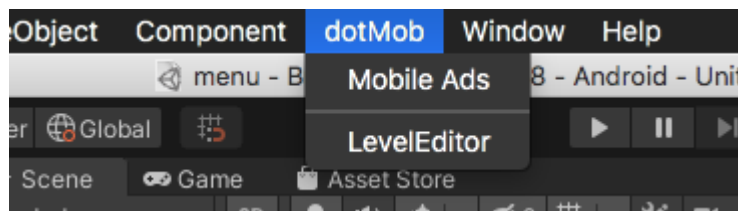
Change your Admob id and click **Save**

- Click Menu Assets/Google Mobile Ads
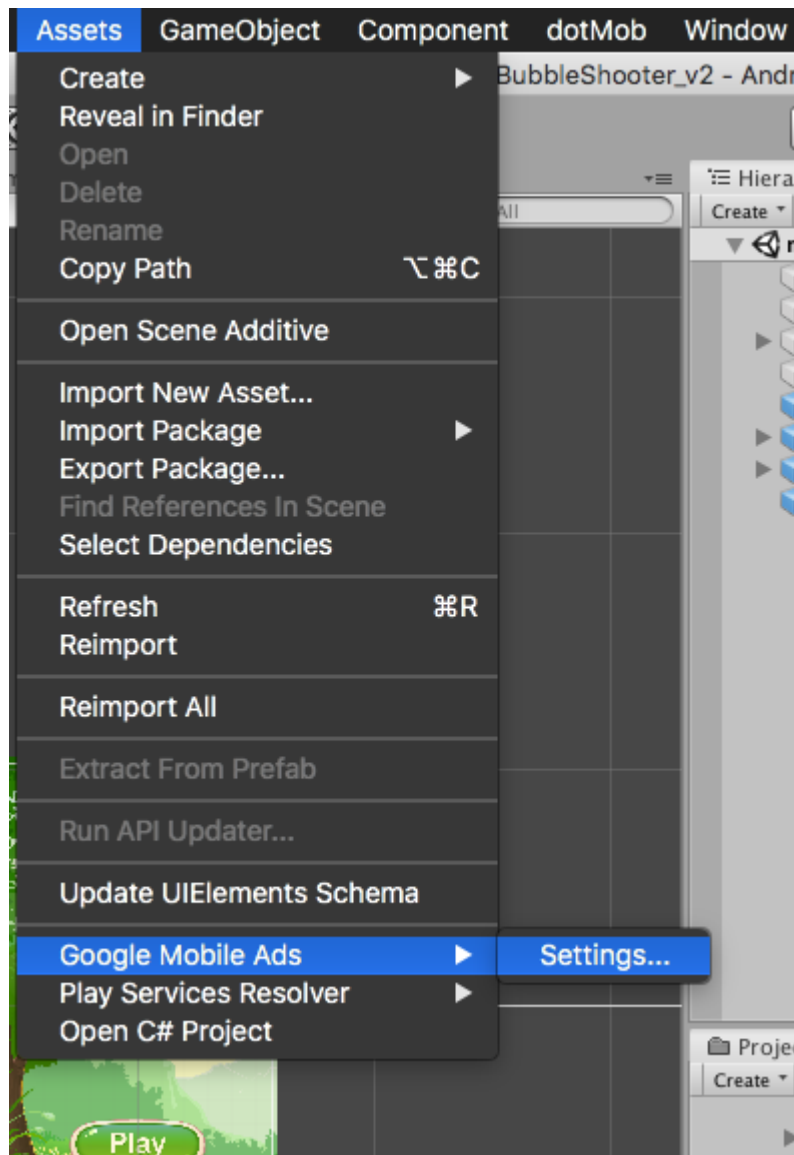
Change your Admob App ID

https://youtu.be/cxcl67pgvso
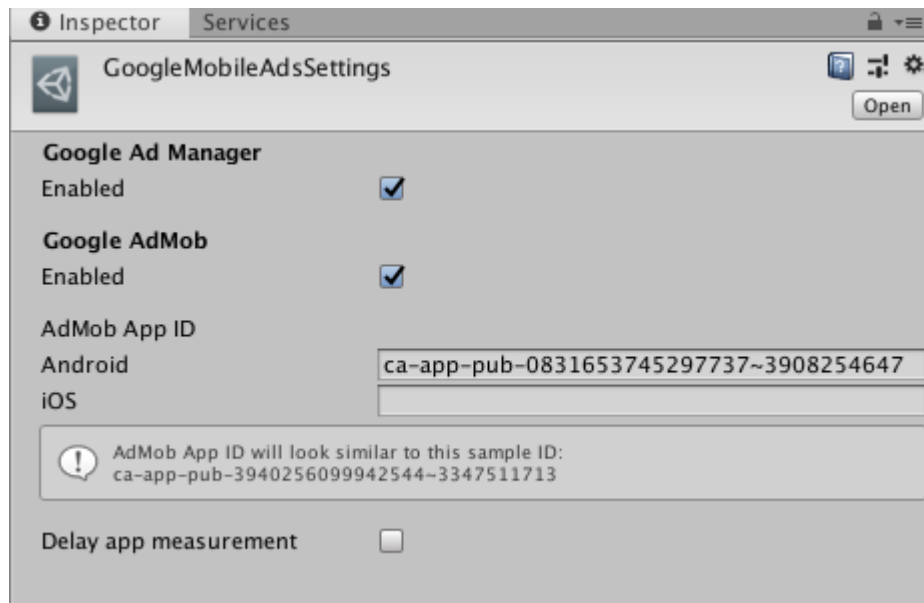
- Open Window → General → Services in Unity
- Click on "New link" → select organization → click "Create"
- Click In-App Purchasing → Click "Continue"
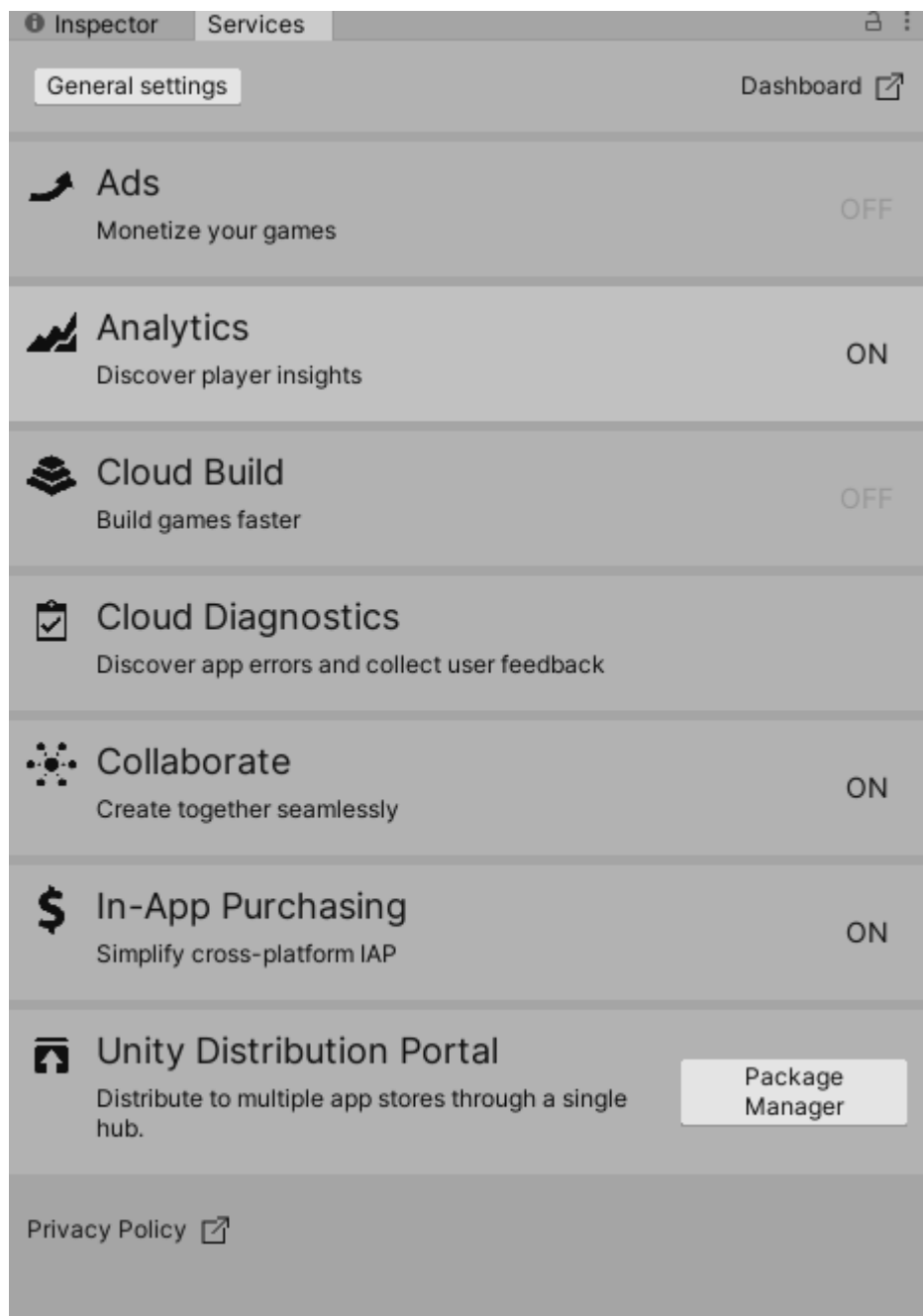
You can find the product ID in the **Config.cs** . script .

```
541          #region IAP
542
543          public enum IAP_ID
544          {
545              tilematch_starter_pack,
546              piggy_bank,
547              removead,
548              removead_and_combo10,
549              combo_10,
550              undo_10,
551              suggest_10,
552              shuffle_10,
553              coin_1000,
554              growth_bundle,
555              deluxe_bundle,
556              premium_bundle,
557              coin_2000,
558              coin_5000,
559              tile_special_offer,
560          }
561
```

- The price of each product ID will map according to the price you configure on Google Play or AppStore

- When you register in-app products on stores (Google Play, iTunes), make sure that the product ids are identical in both places (the stores and Unity).
- In-app purchase only works in your device (Android, iPhone ..) **after** you publish the game.
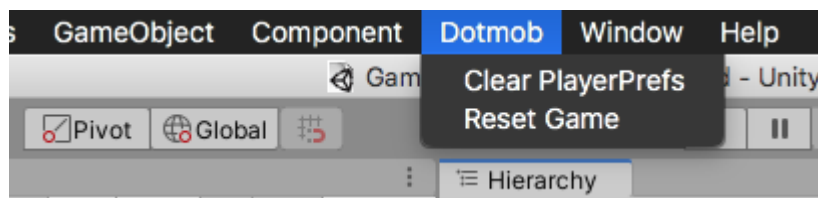
8. **How to reskin**

Almost all graphics located in the folder Assets/Textures/. You need just replace your art in this folders, keep the same name, same size in PNG format

Note : Choose Texture Type : Sprite(2D and UI)
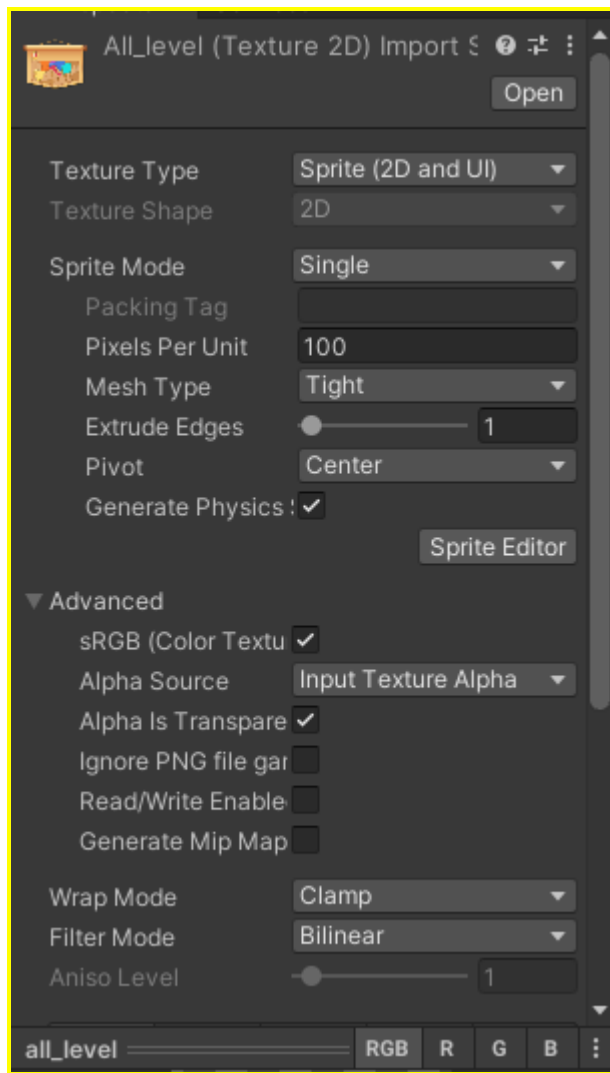
Click menu Dotmob/Clear Playfrefs to reset game

Refer video to build android 12 :
https://youtu.be/RyQsHr2C-MQ

10. Contact us

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