

Juice Pop Mania Documentation (v1.0)



Thank you anyone who boughts this package. Please feel free to ask me any question about **Juice Pop Mania**

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

Warning! We would recommended you to make a reskin for prevent problems with Google play. They don't like many the same games

1. Overview

Juice Pop Mania 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 **2020.3.24f1** or higher
- The template works best with the version used by our developers (Unity **2020.3.24f1**). 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) ?

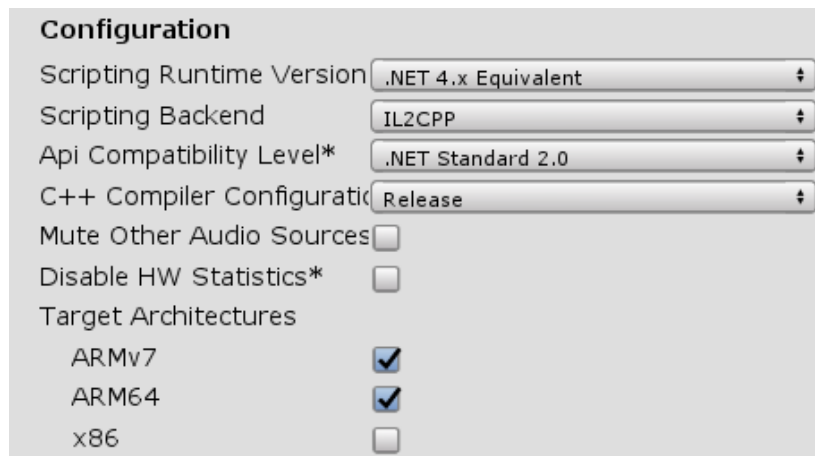
- Open Unity **2020.3.24f1** , click “Open project” → Choose “JuicePopMania_v1.0” folder → Wait until the import process completes.
- Double click on **Loading** in Assets/DM_Scenes folder → click Play button.

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

Refer tutorial :

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

- 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.

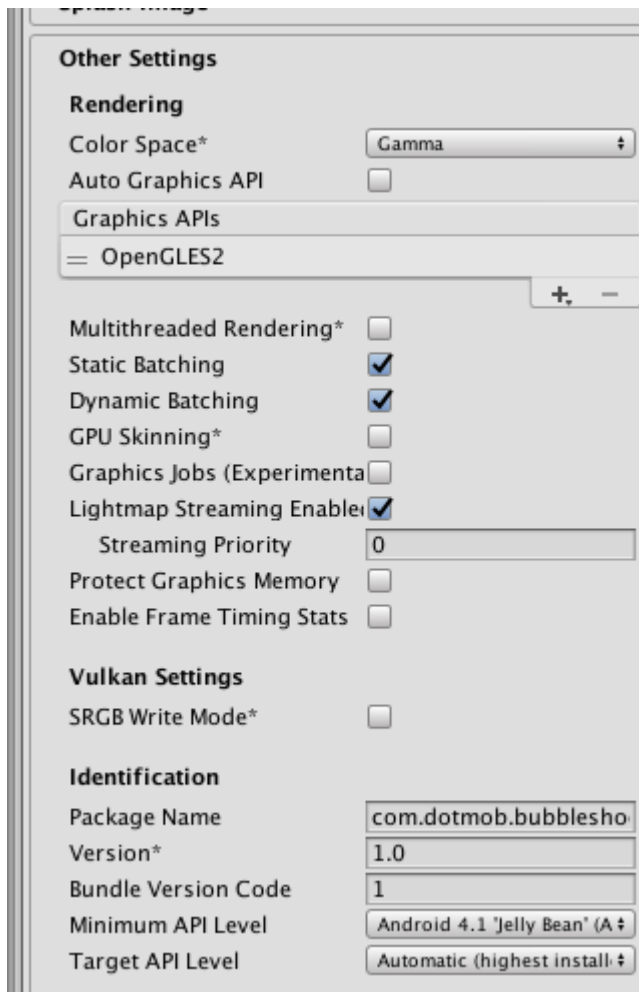
If you succeed to build an empty project and still encounter error when building my project, then:

- Use the same Unity version with us (Unity **2020.3.24f1**)
- Feel free to contact us

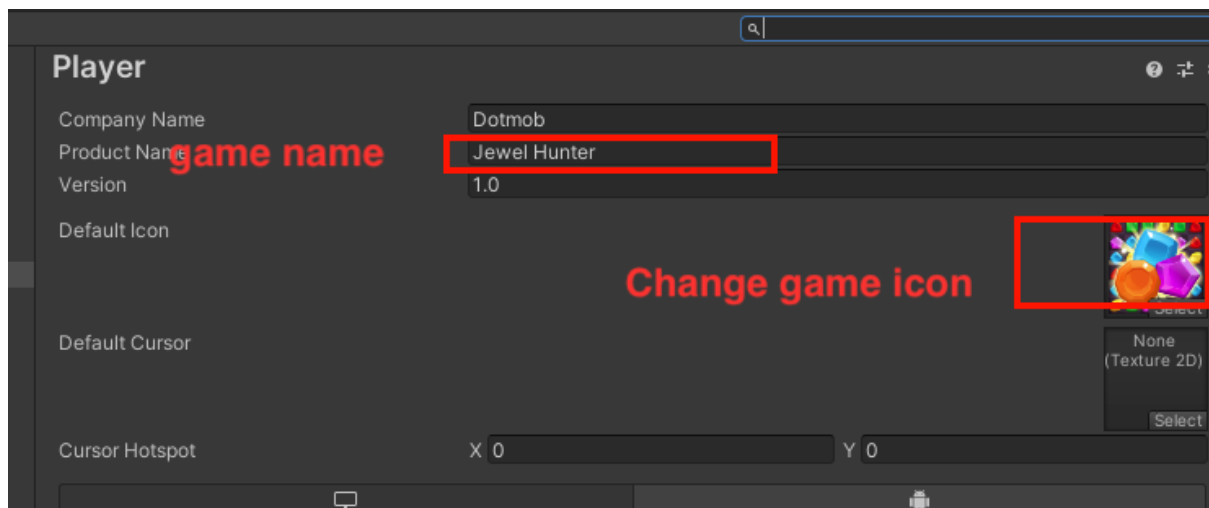
5. How to change package name, game name, icon

- **Change Package name**

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

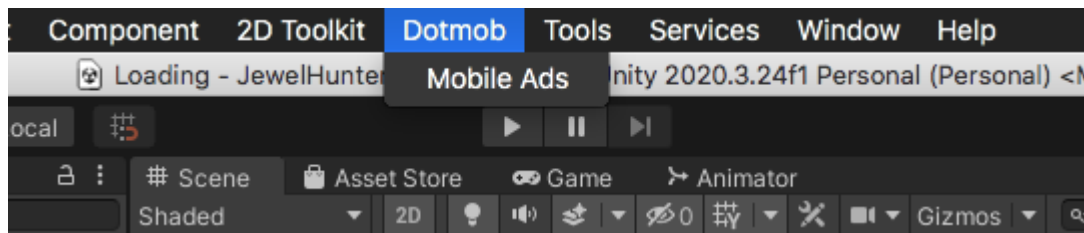


- Change game name ,icon

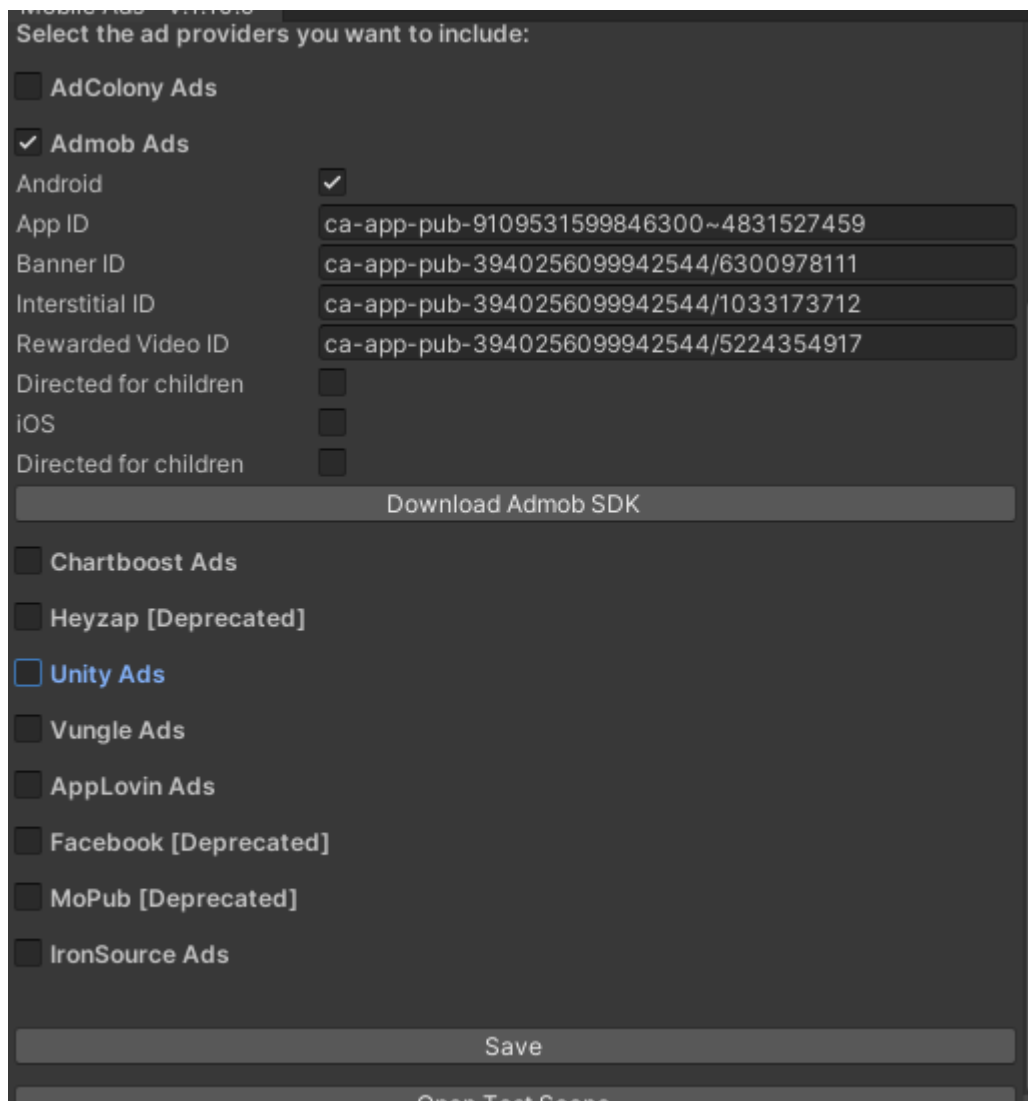


6. How to CONFIG(Admob)

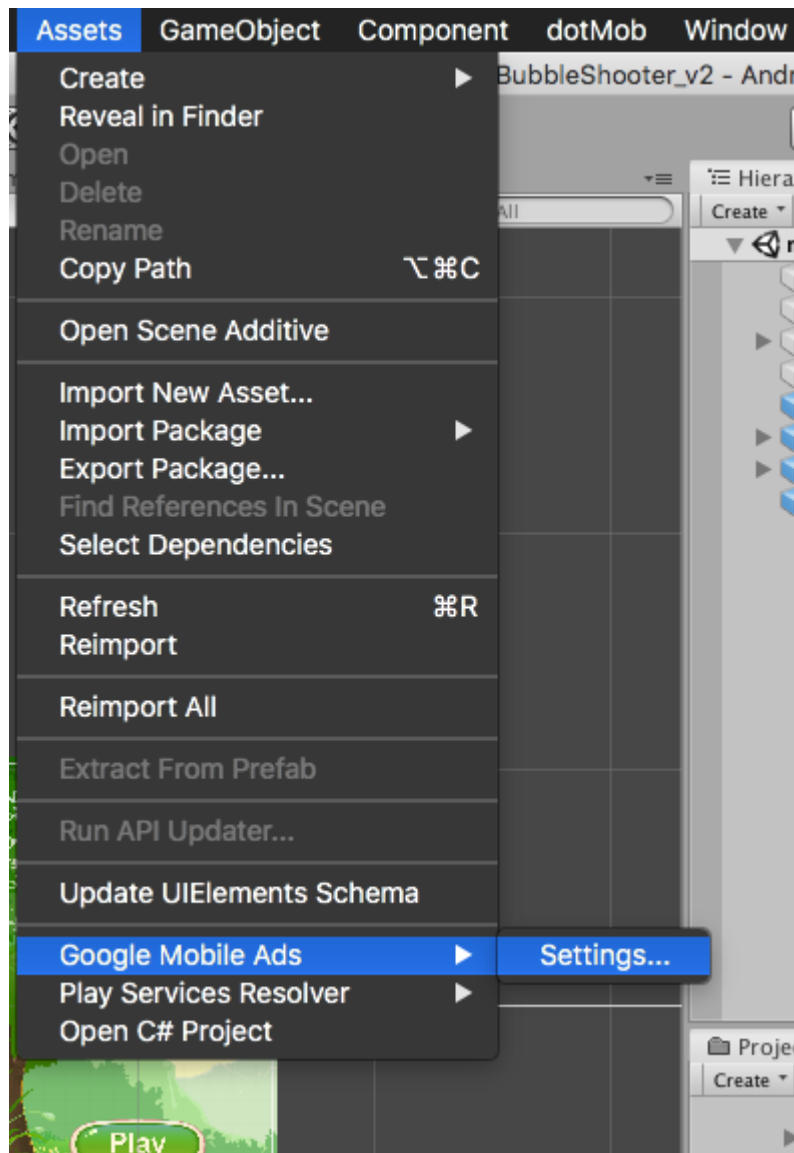
To see the **CONFIG Mobile ads**, please click on the menu **Dotmob/Mobile Ads** → look at the Inspector at the right side



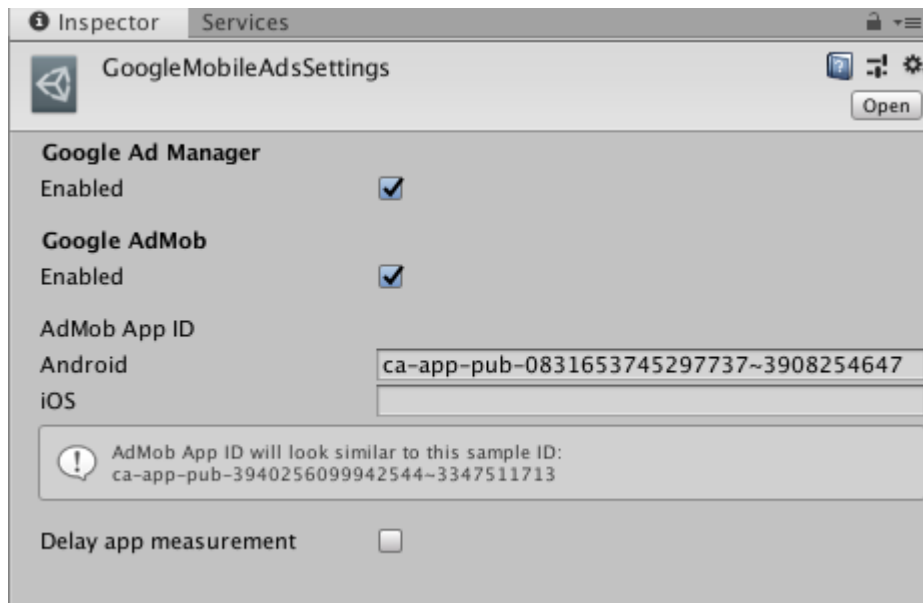
Change your Admob id and click **Save**



- Click Menu Assets/Google Mobile Ads



Change your Admob App ID



7. How to reskin

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

Almost all sounds are located in the folder Assets/DM_Sounds. You need just replace your sound in this folders, keep the same name, same format

8. How to change YOUR_ONESIGNAL_APP_ID (Notification)

Replace "YOUR_ONESIGNAL_APP_ID" with your OneSignal app id in **SceneFirstLoad.cs**

```

1  /*
2   * Created on 2023
3   *
4   * Copyright (c) 2023 dotmobstudio
5   * Support : dotmobstudio@gmail.com
6   */
7  using UnityEngine;
8  using OneSignalSDK;
9  public class SceneFirstLoad : SceneClass
10 {
11     private void Start()
12     {
13         // Replace 'YOUR_ONESIGNAL_APP_ID' with your OneSignal App ID from app.onesignal.com
14         OneSignal.Default.Initialize("YOUR_ONESIGNAL_APP_ID");
15     }
16 }

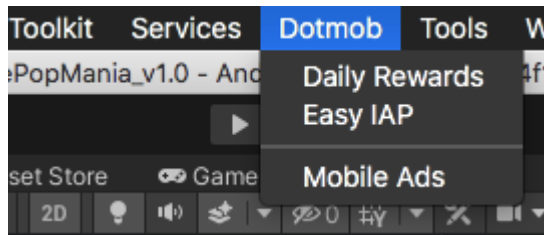
```

How to get OneSignal APP ID

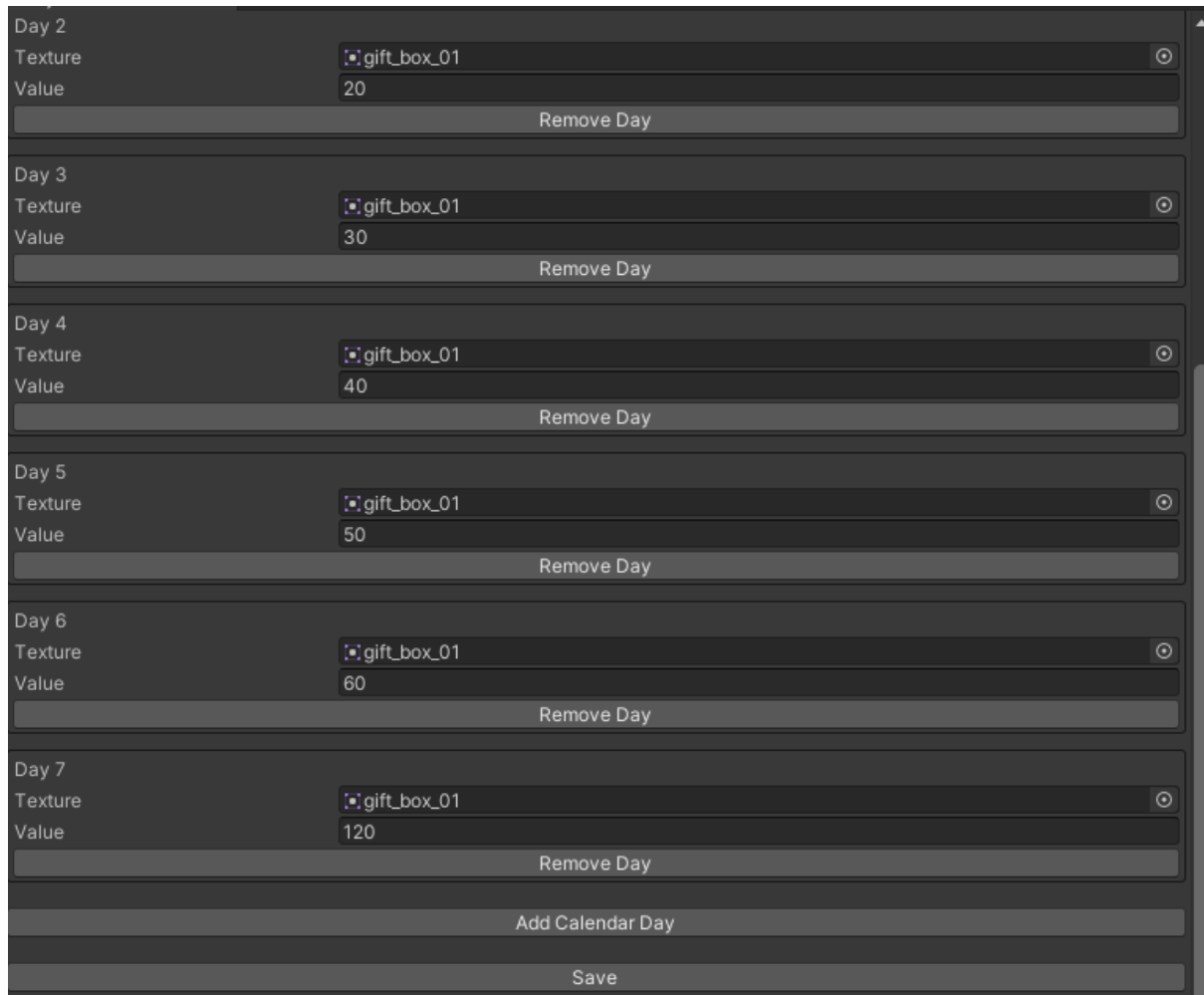
<https://www.youtube.com/watch?v=I6yrKAhMs3U>

9. How to change Daily Reward value

Click menu Dotmob/Daily Rewards

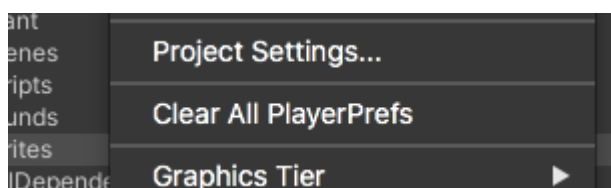


Change value and click SAVE



10. How to Reset Game

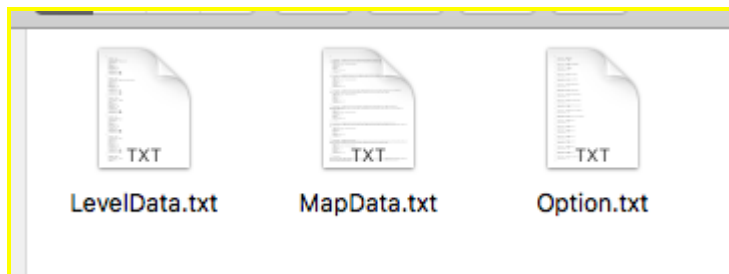
Click menu Edit/Clear All PlayerPrefs to reset game



11. How to update level (If updates are available)

Open folder **JuicePopMania_v1.x/Assets/Resources/dotmob_data_decrypt**

Replace 3 files **LevelData.txt**, **MapData.txt**, **Option.txt**



12. How to setup IAP (in-app purchases)

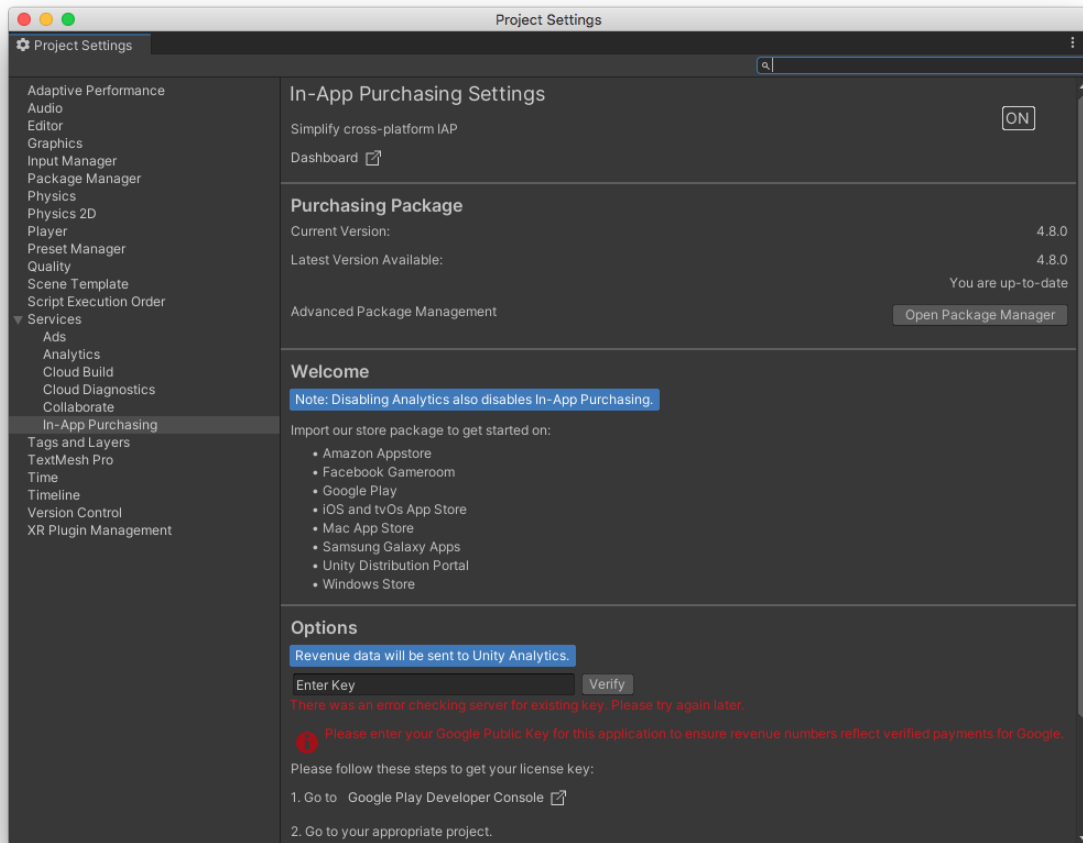
IAP is setup using the IAP Settings window which can be opened by selecting the menu item **Dotmob -> Easy IAP**

Coin2	
Product Name:	Coin2
Product Type:	Consumable
Reward Value:	100
Google Play ID:	com.juicepop.coin100
Remove Product	
Coin3	
Product Name:	Coin3
Product Type:	Consumable
Reward Value:	175
Google Play ID:	com.juicepop.coin175
Remove Product	
Coin4	
Product Name:	Coin4
Product Type:	Consumable
Reward Value:	250
Google Play ID:	com.juicepop.coin250
Remove Product	
Coin5	
Product Name:	Coin5
Product Type:	Consumable
Reward Value:	500
Google Play ID:	com.juicepop.coin500
Remove Product	
Removeads	
Product Name:	Removeads
Product Type:	Non Consumable
Reward Value:	0
Google Play ID:	com.juicepop.removeads
Remove Product	
Add new product	
Save	

Change your **Google Play ID** and click **SAVE**

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:



- 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 on your device (Android, iPhone ..) after you publish the game.

13 .Contact us

If you have any questions, do not hesitate to contact me via

Email: dotmobstudio@gmail.com