Documentation
Stack Ball

Technical Requirements

Unity version: Unity 2019.4.9f1 (LTS)
Target platforms: iOS, Android
Minimum iOS version: 10.0
Minimum Android version: API Level 29
Scripting Runtime Version: .NET 4.x Equivalent

Project Structure

Assets/Stack Ball/Content - folder with all project settings files and databases.
Assets/Stack Ball/Content/Settings - folder with all basic game settings.
Assets/Stack Ball/Content/Settings/Editor/Define Settings.asset - define manager.
Assets/Stack Ball/Content/Settings/Ads Settings.asset - advertising settings.
Assets/Stack Ball/Content/Settings/Audio Settings.asset - audio settings.
Assets/Stack Ball/Content/Settings/IAP Settings.asset - IAP settings.
Assets/Stack Ball/Content/Settings/Project Init Settings.asset - init settings.
Assets/Stack Ball/Content/Level Database.asset - levels database object.
Assets/Stack Ball/Game/ - game resources.
Assets/Stack Ball/Game/Scenes/ - scenes folder.
Assets/Stack Ball/Game/Audio/ - game audio files.
Assets/Stack Ball/Game/Sprites/icon.png - game icon.

How to start

1. Download and install recommended Unity version - Download
2. Create a new Unity project.
3. Import unitypackage to the project.
4. Add all scenes (from Scenes folder) in the right order to "Scenes In Build".
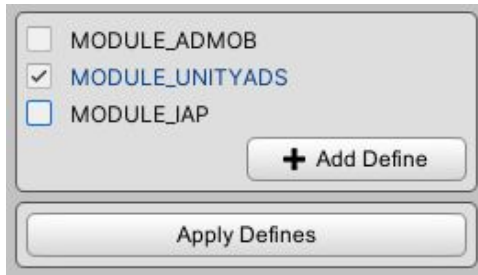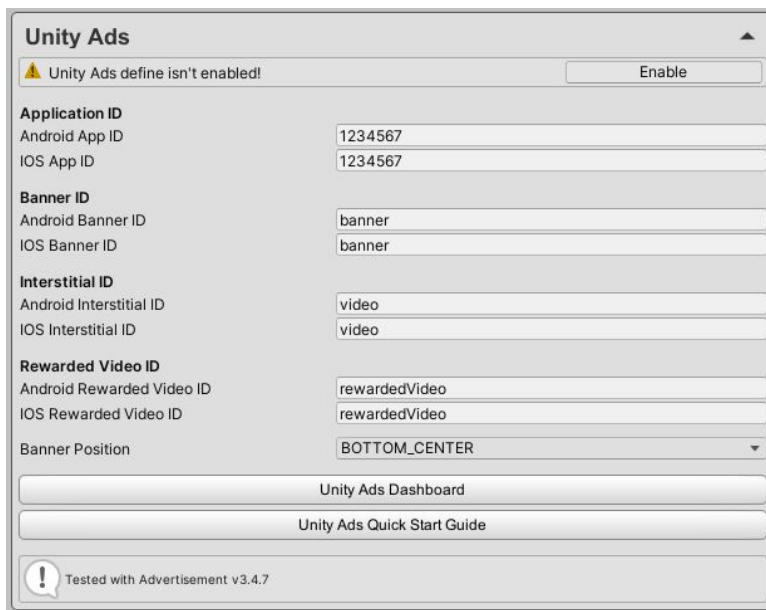5. Build the game.

Advertisement Setup

Unity Ads

1. Follow Unity Ads quick start guide to setup services.
2. Click "Tools - Editor - Define Manager" to select Define Manager asset.
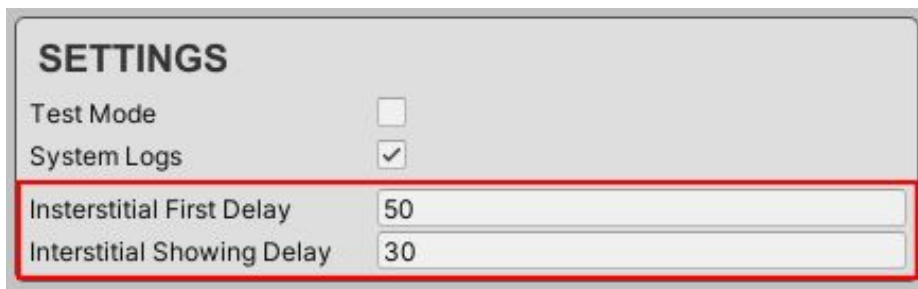3. Enable MODULE_UNITYADS and press Apply Defines.

4. Open Advertising tab in Setup Guide. Put data from the site in the appropriate fields.

5. If you want to change the advertising frequency, set it on the Advertising tab.

Interstitial First Delay - delay in seconds between first interstitial appearings.
Interstitial Showing Delay - min delay in seconds between interstitial appearings.
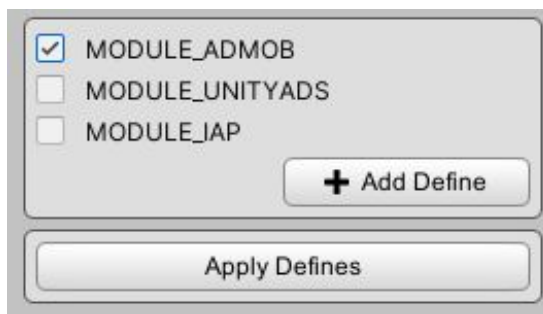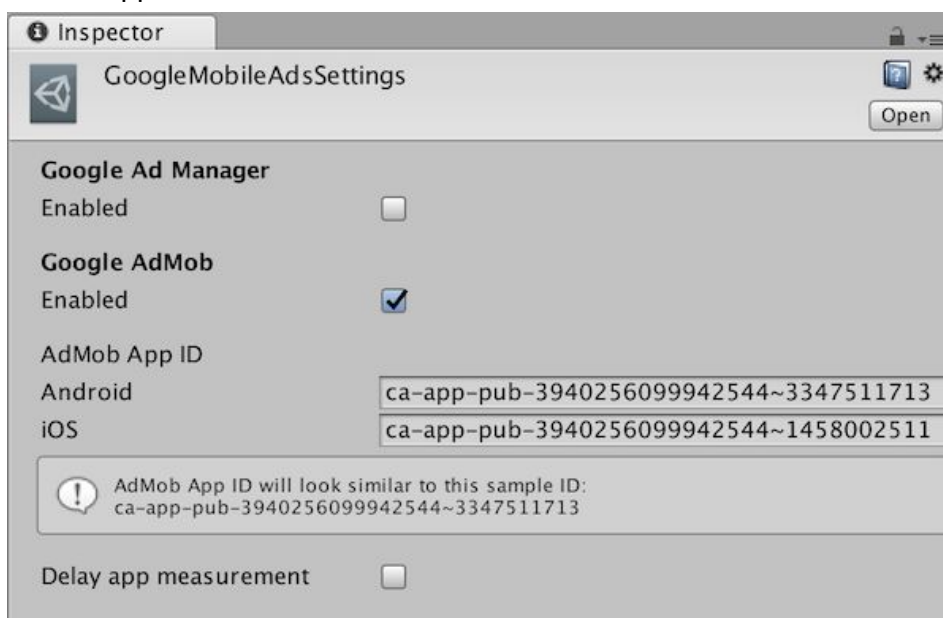
AdMob

1. Download the latest version of Google Mobile Ads Plugin - download

2. Click "Assets - Import Package - Custom Package" and select the downloaded file to import.
3. Click "Tools - Editor - Define Manager" to select Define Manager asset.
4. Enable MODULE_ADMOB and press Apply Defines.

5. Go to your Google Mobile Ads account - link
6. Set up an app in AdMob. Help
7. Select "Assets - Google Mobile Ads - Settings" from the menu. Enable AdMob by enabling checkbox under "Google AdMob" section. Then enter your Android and iOS AdMob app ID in each field.

8. Open Advertising tab in Setup Guide window. Put data from the site in the appropriate fields.

9. If you want to change the advertising frequency, set it on the Advertising tab.

Interstitial First Delay - delay in seconds between first interstitial appearings.
Interstitial Showing Delay - min delay in seconds between interstitial appearings.
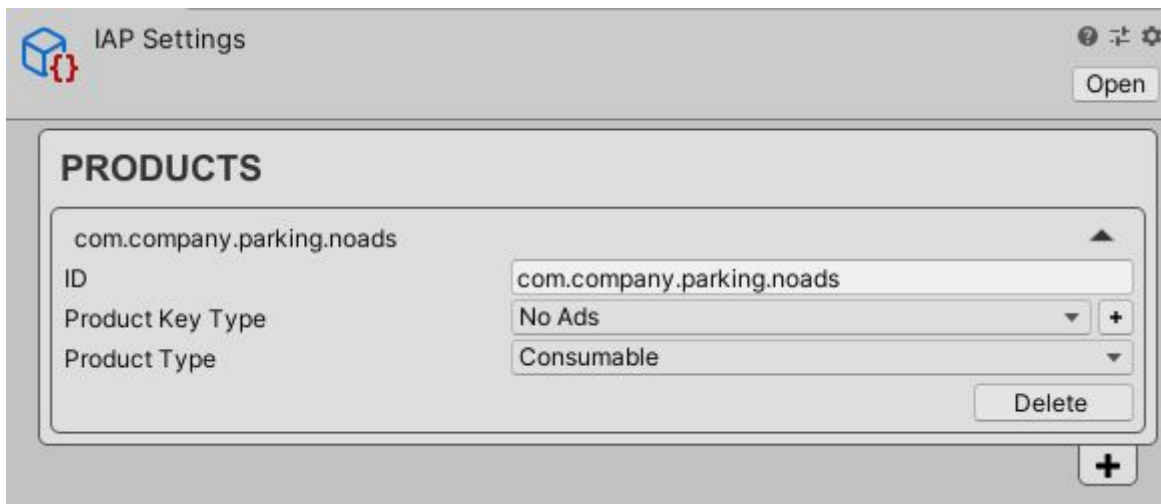
IAP Setup

Setting up Unity IAP integration guide - link

1. Follow the guide to import IAP package
2. Select Define Manager ("Tools - Editor - Define Manager")
3. Check "MODULE_IAP" and press on "Apply Defines" button
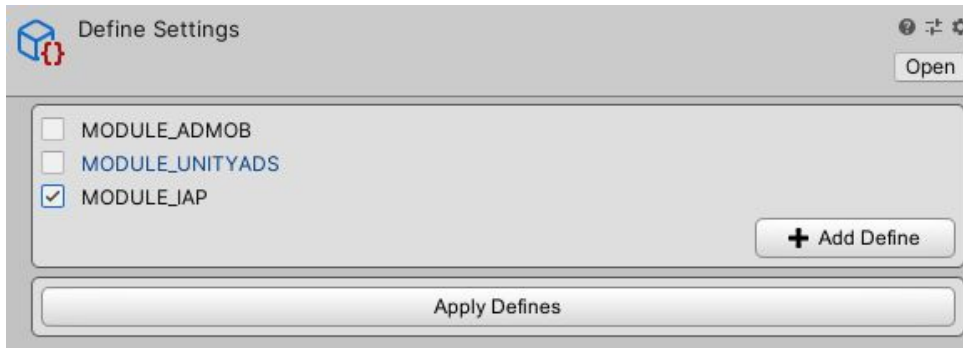
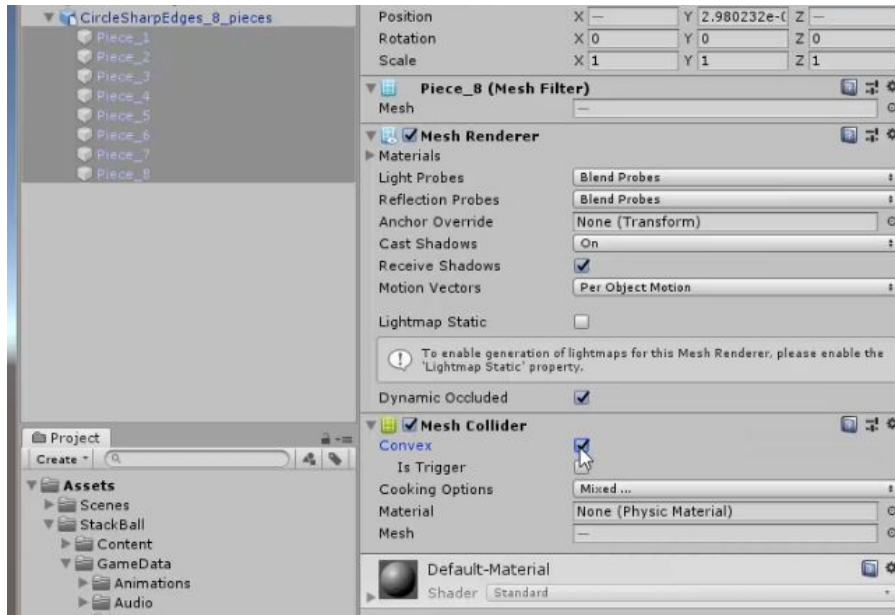4. Select "IAP Settings" asset in "Content/Settings" folder
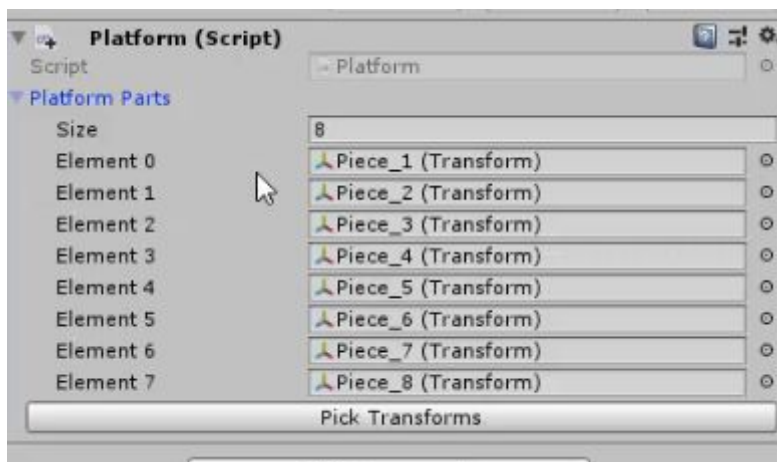

5. Change default ID with yours

How to add new platform

1. Drag and drop your model to the scene.
2. Select all platform elements and add "Mesh Collider" component.

3. Add "Platform" component to parent object.
4. Press "Pick Transforms" button on Platform component.

5. Create prefab using your object.
6. Select Assets/StackBall/Content/Level Database.asset
7. Choose "Platform Types" tab.
8. Set unique name for your platform, select your prefab and set elements amount.
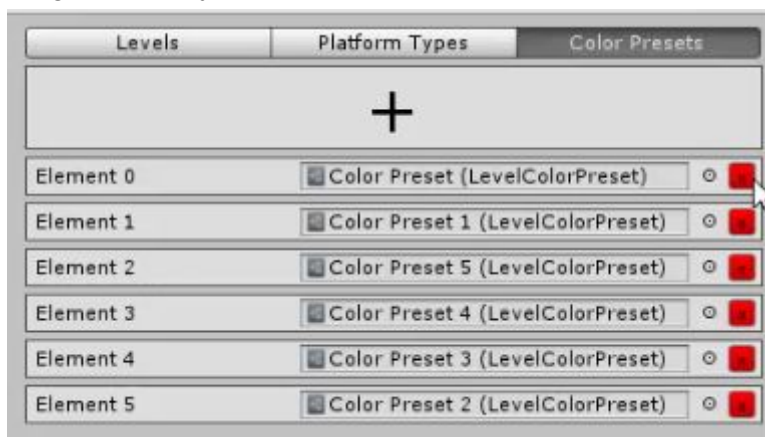9. Press "Add Platform".
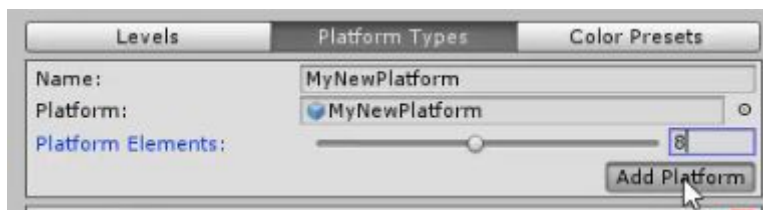
How to add new color preset

1. Open Assets/StackBall/Content/Color Presets/ folder.
2. Right click to open context menu.
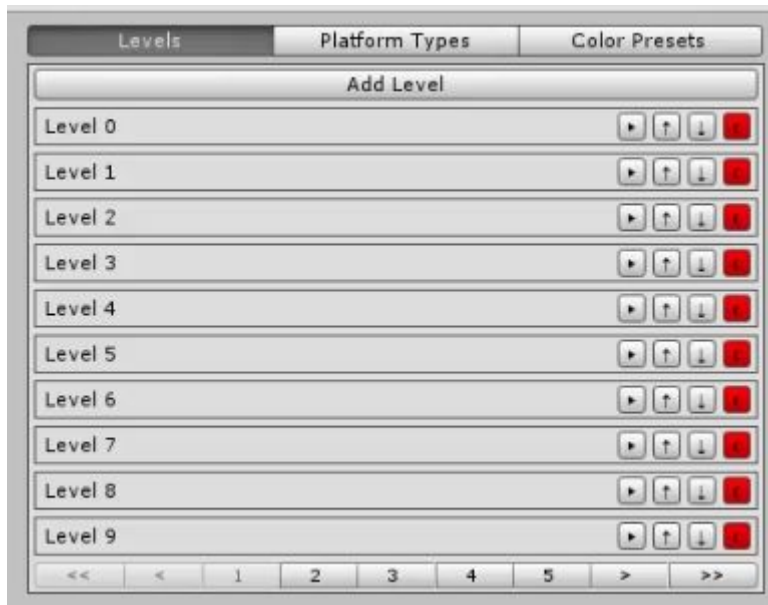3. Press "Create/Content/Color Preset" to create new preset.
4. Set your own colors.
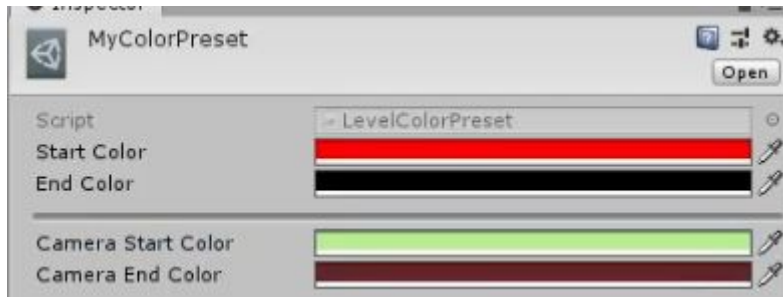
5. Select Assets/StackBall/Content/Level Database.asset
6. Choose "Color Presets" tab.
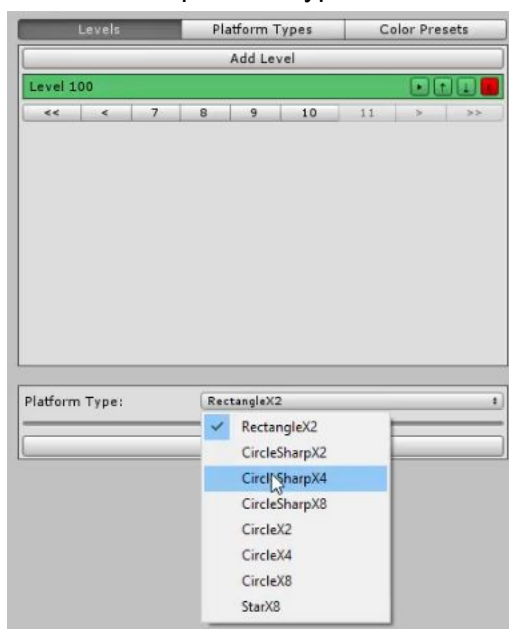7. Drag and drop your preset on "+" area or click on it and select your preset.
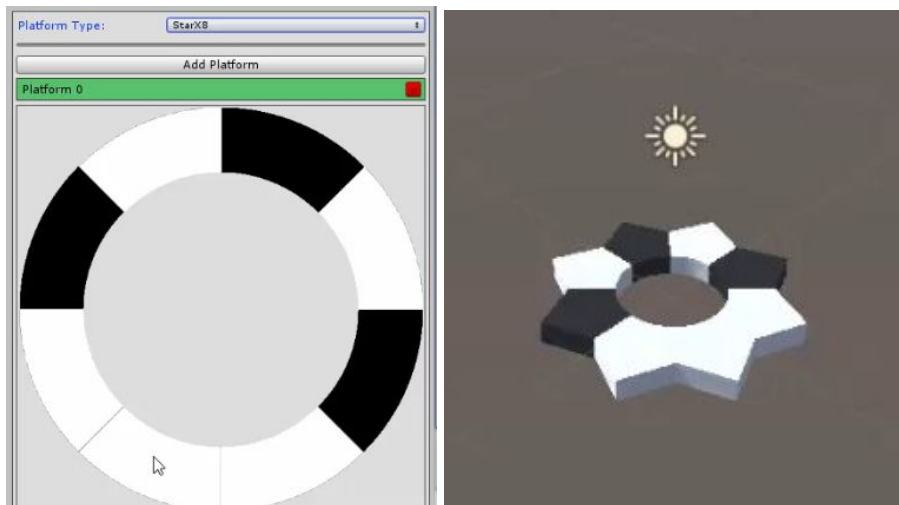
How to add new level

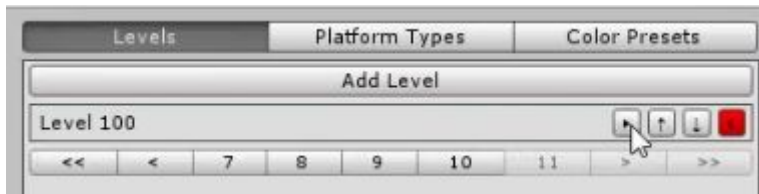1. Select <mark>Assets/StackBall/Content/Level Database.asset</mark>

2. Press "Add Level".
3. Select new level.
4. Choose level platform type.

5. Press "Add Platform" to create new platform.

6. Create your own patterns.
7. After you have created level. Press little play button to set this level as last played and test it in game.

8. Good luck!