

# Documentation Stack Ball

**Warning! We would recommend you to make a reskin to prevent problems with Google Play and App Store (game can be banned).**

**Integration of side plugins is your own responsibility. We don't support modified projects (except reskin).**

**We are not engaged in additional customization of the project.**

**All rights of the source code belong reserved by Watermelon Games. After purchase you will have the right to use it to create your own games and publish it on stores. Resale of the source code is prohibited.**



# Technical Requirements

For correct work of the project, please observe all 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.

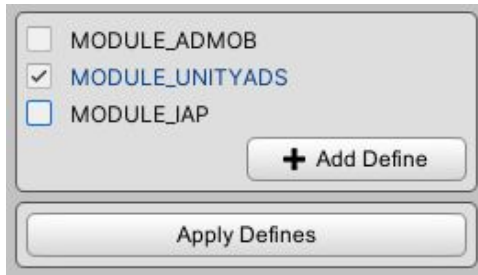


# Advertisement Setup

## Unity Ads

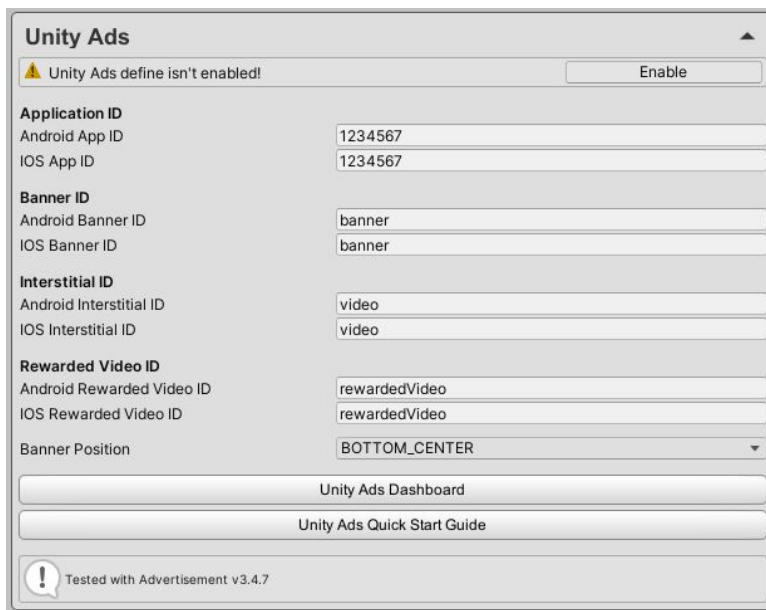
Unity Ads quick start guide - [link](#)

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.



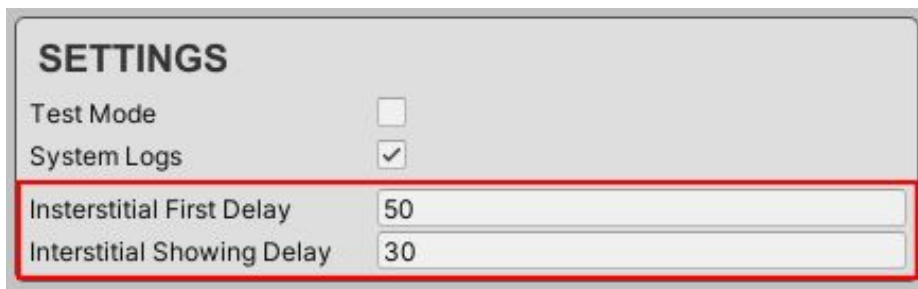
A screenshot of the Define Manager interface. It shows three modules: MODULE\_ADMOB (unchecked), MODULE\_UNITYADS (checked), and MODULE\_IAP (unchecked). Below the modules is a button labeled '+ Add Define'. At the bottom of the panel is a button labeled 'Apply Defines'.

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



A screenshot of the Unity Ads Setup Guide interface. At the top, it says 'Unity Ads' and 'Unity Ads define isn't enabled!' with an 'Enable' button. Below are sections for Application ID, Banner ID, Interstitial ID, and Rewarded Video ID, each with fields for Android and iOS. The Banner Position is set to 'BOTTOM\_CENTER'. At the bottom, there are buttons for 'Unity Ads Dashboard' and 'Unity Ads Quick Start Guide', and a note 'Tested with Advertisement v3.4.7'.

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



A screenshot of the SETTINGS interface. It shows 'Test Mode' (unchecked) and 'System Logs' (checked). Below these are two input fields: 'Interstitial First Delay' set to 50 and 'Interstitial Showing Delay' set to 30. These two fields are highlighted with a red rectangle.

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

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



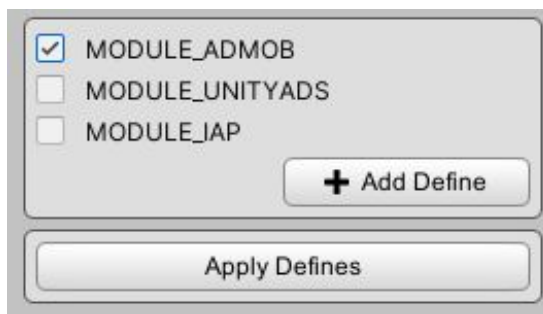
# AdMob

Google Mobile Ads Unity plugin integration guide - [link](#)

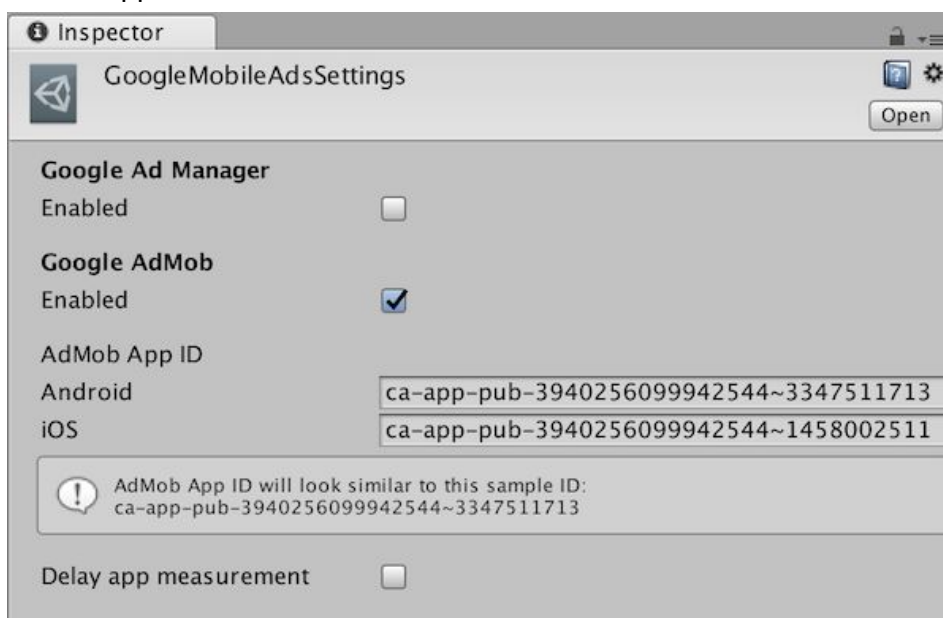
1. Download the latest version of Google Mobile Ads Plugin - [download](#)



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.

**AdMob**

⚠ AdMob define isn't enabled! [Enable](#)

**Banner ID**

Android Banner ID

IOS Banner ID

**Interstitial ID**

Android Interstitial ID

IOS Interstitial ID

**Rewarded Video ID**

Android Rewarded Video ID

IOS Rewarded Video ID

Banner Type

Banner Position

[Download AdMob plugin](#)

[AdMob Dashboard](#)

[AdMob Quick Start Guide](#)

! Tested with AdMob SDK v5.2.0

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

**SETTINGS**

Test Mode ☐

System Logs ☒

Interstitial First Delay

Interstitial Showing Delay

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

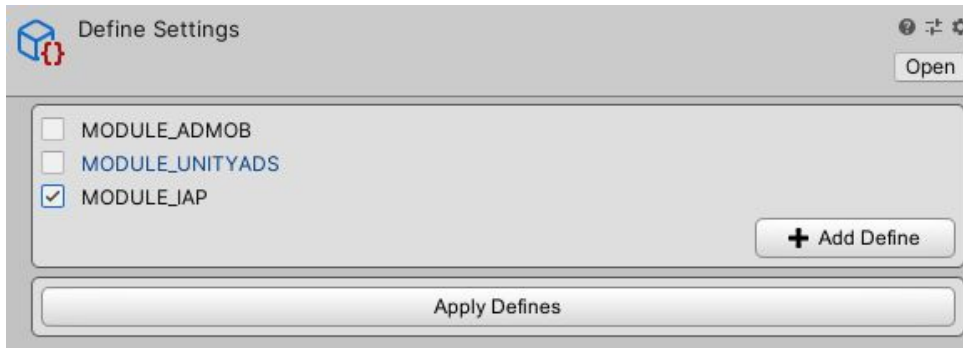
Interstitial Showing Delay - min delay in seconds between interstitial appearings.



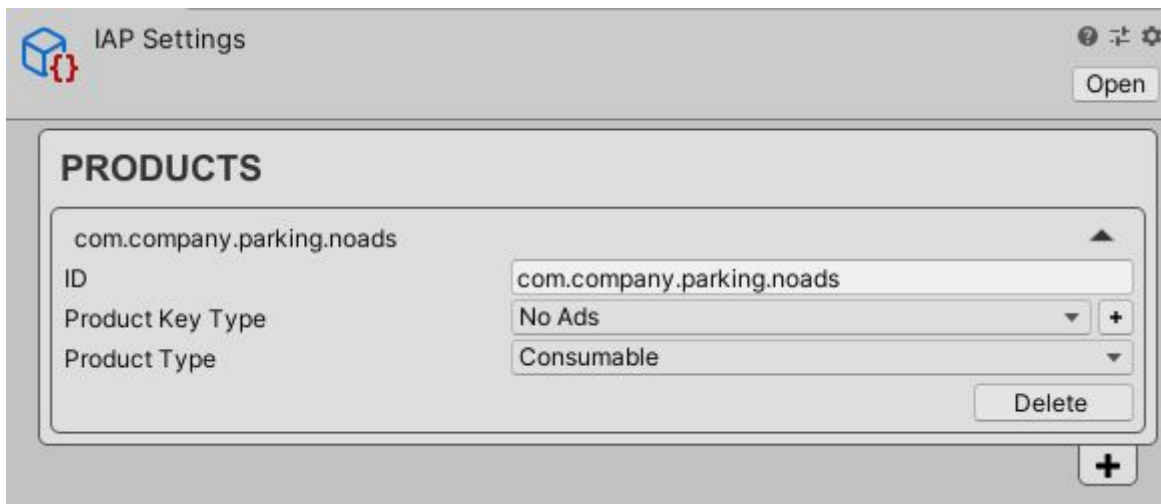
# IAP Setup

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



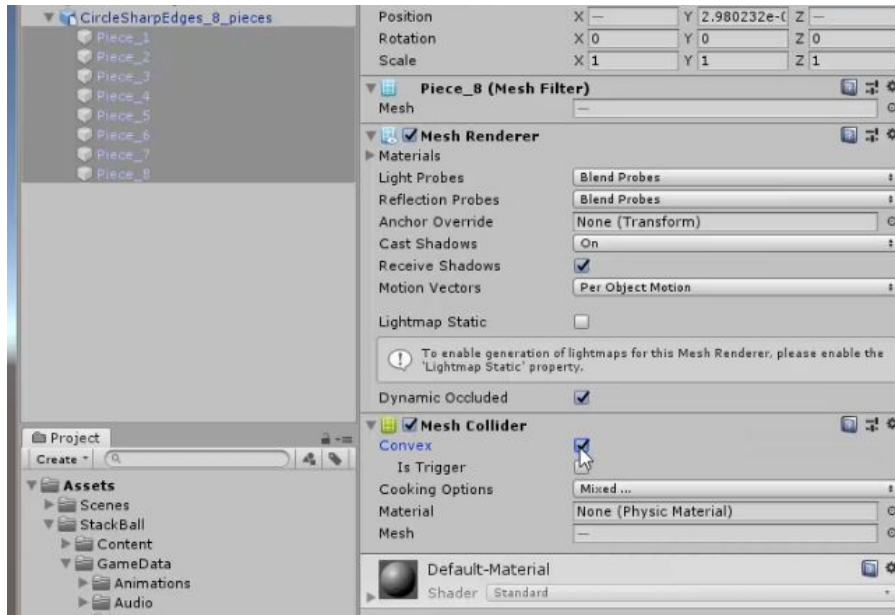
5. Change default ID with yours



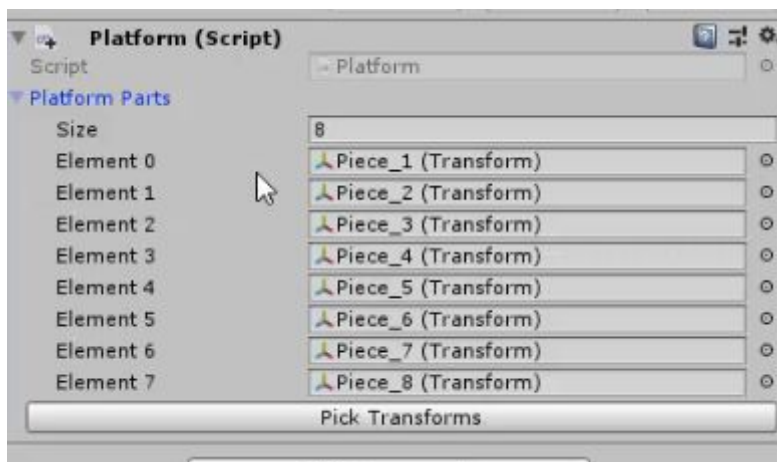


# How to add new platform

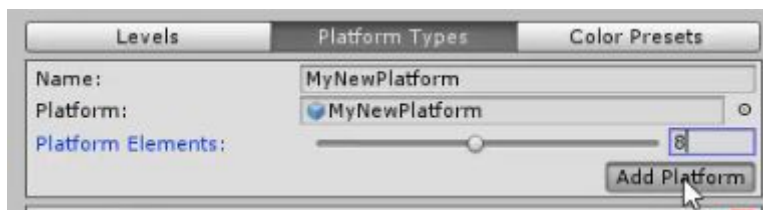
1. Drag and drop your model to the scene.
2. Select all platform elements and add “Mesh Collider” component.



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

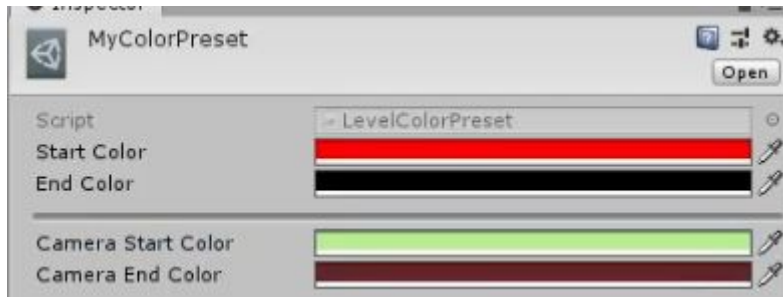


5. Create prefab using your object.
6. Select **Assets/StackBall/Content/Level Database.asset**
7. Choose “Platform Types” tab.
8. Set unique name for your platform, select your prefab and set elements amount.
9. Press “Add Platform”.

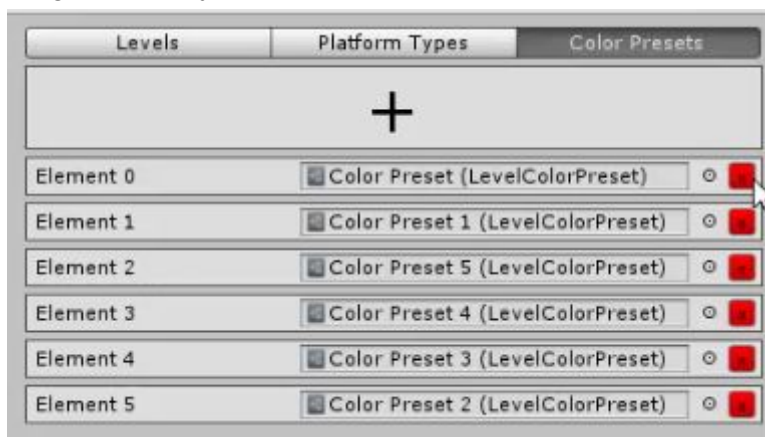


# How to add new color preset

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.

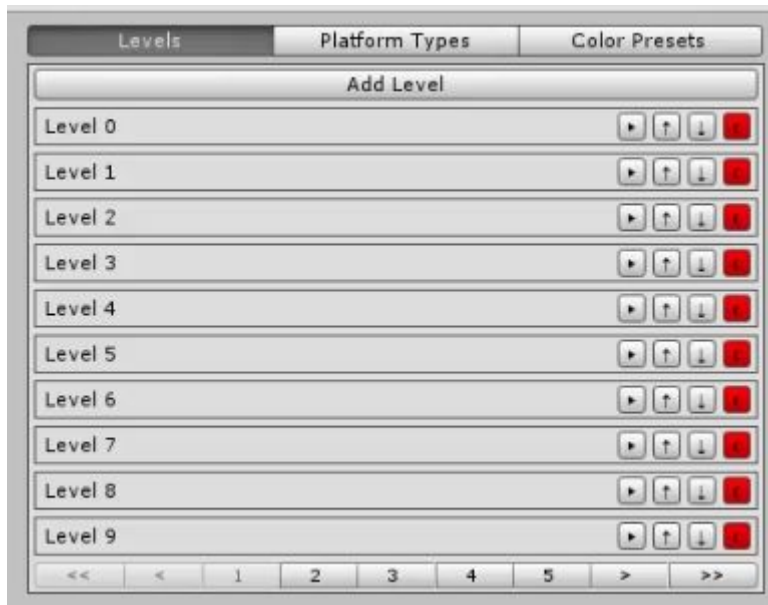


5. Select **Assets/StackBall/Content/Level Database.asset**
6. Choose "Color Presets" tab.
7. Drag and drop your preset on "+" area or click on it and select your preset.

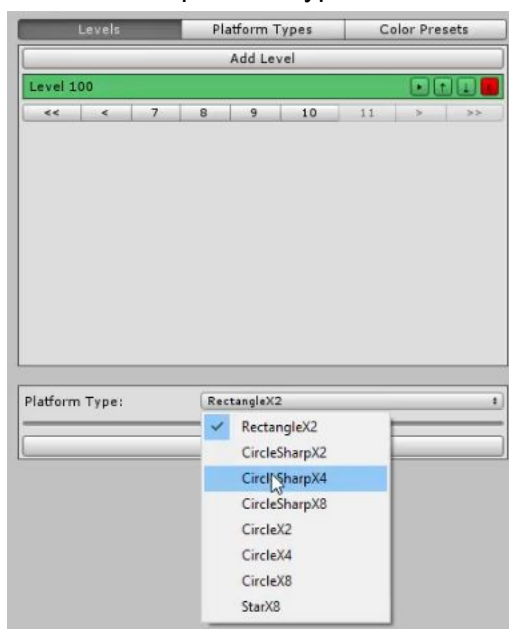


# How to add new level

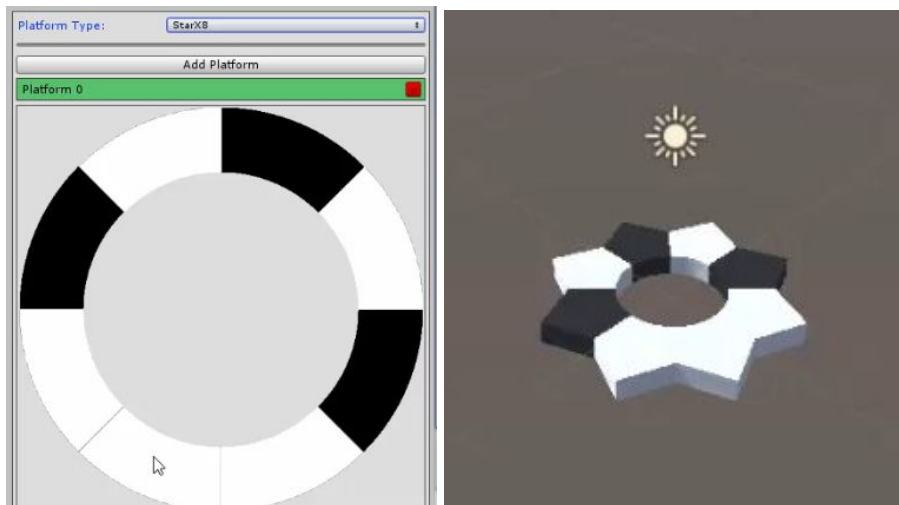
1. Select **Assets/StackBall/Content/Level Database.asset**



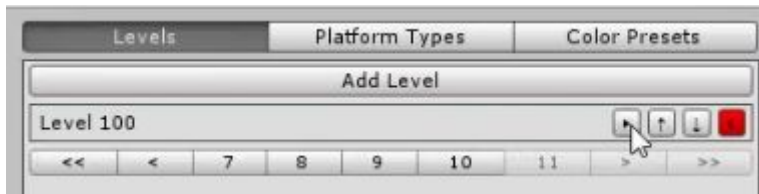
2. Press "Add Level".
3. Select new level.
4. Choose level platform type.



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!

