Word Chef Documentation
(v3.0)

1. Overview

Word Chef is a new type of the classic word search puzzle game. In this game, you are the chef, your duty is to find the right formulas to make great disks (Swipe to connect letters and build a valid word). It comes with 6 difficulties ranging from Beginner to Expert and there are 540 levels in total.

This game helps you reduce the time to build a similar game. We are working hard to make more levels and update them in the next versions.

2. Requirement

- Unity 2018.3.14 or above.
- The template works best with the version used by our developers (Unity 2018.3.14). 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. Features

Game:
- 540 levels with 6 difficulties
- Source code is clean and professional.
- Easy to build on multiple platforms.

Plugin:
- Admob integrated (banner, interstitial, rewarded video)
- In-app purchase integrated (Android, IOS, Windows Phone, Windows Store, Amazon, Mac)
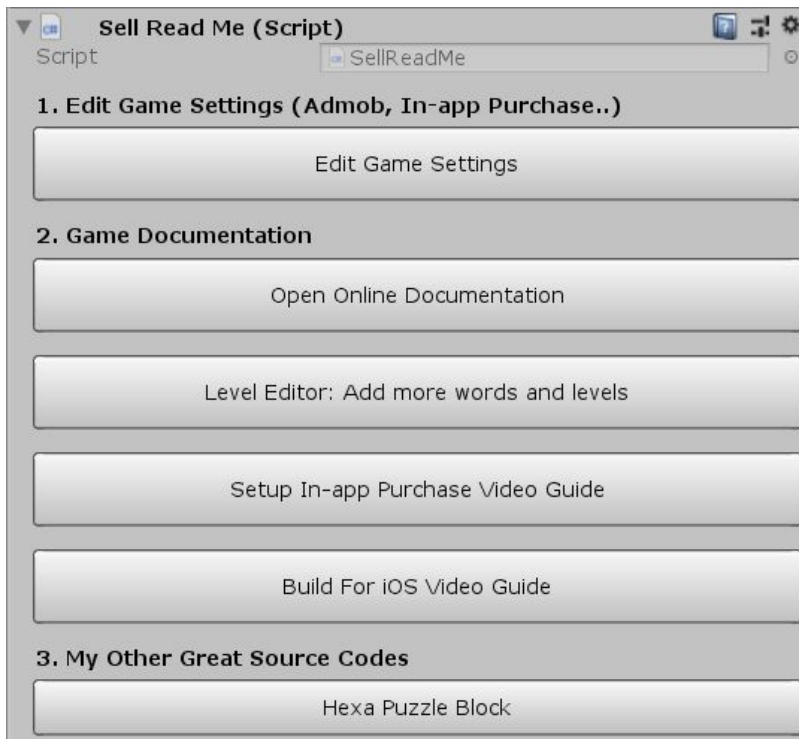
4. Import project and Play

- Open Unity 2018.3.14 or higher, click "Open project" → Choose "WordChef_v3.0" folder → Wait until the import process completes.
- Double click on Home scene in Assets/WordChef/_Scenes folder → click Play button.

5. Read me (IMPORTANT)

You are required to achieve this before doing anything else. This is where you can:
- Edit game settings (Admob, In-app purchase, …)
- Open online documentation (useful to get the latest information such as bug fixes, ..)
- See our other fantastic templates.

To see the README, please double click on the Home scene in Assets/WordChef/_Scenes folder → Select Read_MEEEE object in Hierarchy tab → look at the Inspector at the right side.

Click on the "Edit Game Settings" button to change Admob id, package name id, in-app id …

6. Set up in-app purchase
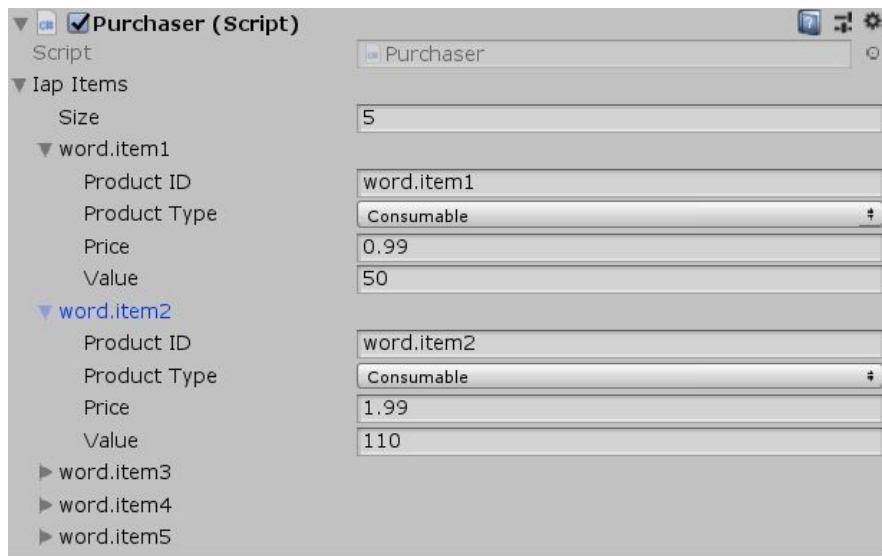
- Open Window → General → Services in Unity
- Click on "New link" → select organization → click "Create"
- Click In-App Purchasing → Click "Continue"
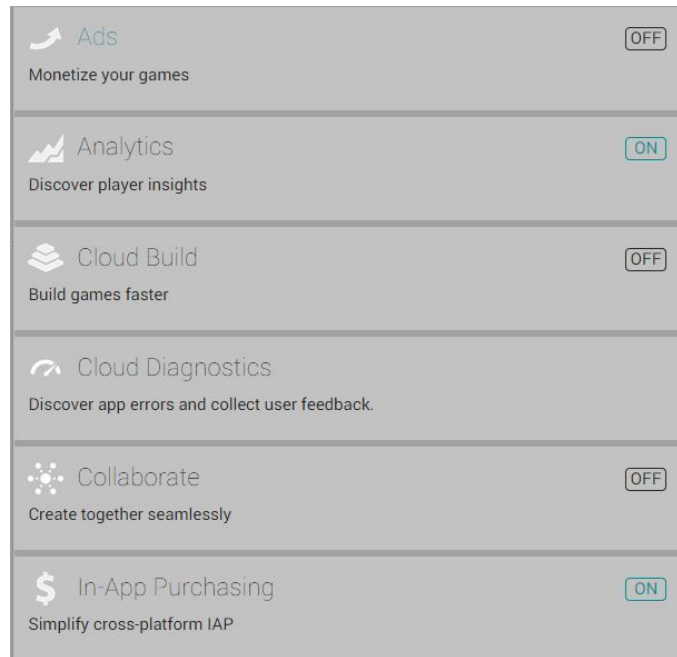
- Click on "Edit Game Setting" (in READ_MEEE) to see the Purchaser settings:

- 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.

7. **Level Editor: How to make more worlds and levels:**
   https://drive.google.com/open?id=1TDEgmtm2jUJho9LBVThRWiahJlDopFDhYis5nCgECMk

8. **Why does rewarded video ad keep saying "Ad is not available at the moment" ??**

If your game is not published, only banner and interstitial ad work. Admob check your package name and if it is not live in the store, your rewarded video ad will not work.

So here are 2 ways to see the rewarded video work:
- Publish your game, or
- Temporarily change your package name to a certain live package name (for example: com.king.candycrushsaga). It will work for sure.
- Sometimes you need to wait a few hours or a few days after publishing to see the rewarded video works. (We don't know why Admob does this)

9. **Use this for testing**
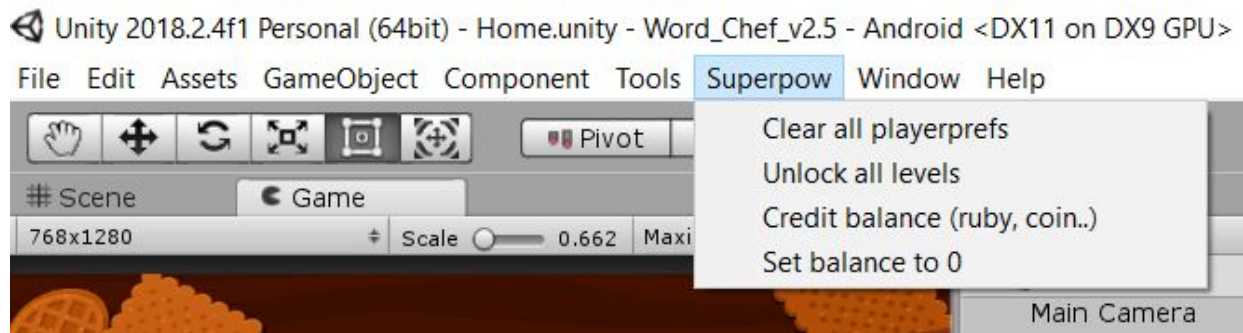
10. **Support right-to-left languages**

You just need to go to Game Settings → check "Is Word Right To Left".

11. **Contact us**

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

Skype: phuongdong0702 (use this if you want to get the fastest response)

Email: phuongdong0702@gmail.com