SLOTS GAME
PDF Manual

INTRODUCTION

Thank you for purchasing Slots Game from us.
There are 1000+ development hours committed to this project.
It is being constantly improved and upgraded to reflect latest platform requirements.

PACKAGE SPECIFICATION

- Slots Game source-code v.3.3.1 (iOS & Google Play - Unity CrossPlatform project)
- PDF Manual & YouTube Video Tutorial links
- 3 Photoshop templates – PSD files
- ID Sheet – text document

REQUIREMENTS

- Unity 5.3.1
- Xcode 7.2.1
- Mac Yosemite (publishing to App Store & Google Play)
- Windows 7 (Google Play only)
- iPhone or iPad (iOS9 & higher)
- Android device (Ice Cream & higher)

FEATURES

- InApp Purchase plugin for iOS App Store & Google Play
- Chartboost Interstitial Ads, Reward Video, More Games feature
- Applovin Interstitial Ads, Reward Video
- Unity Interstitial Ads
- Game Center for iOS
- Leave Review PopUp for iOS App Store & Google Play
- Bonus Coins PopUp
- C# scripts

INSTRUCTIONS

Follow all 3 chapters to complete the code.
BLUE text in this manual represents value fields in the project.
GREEN text represents the path to each field.

HAVE FUN RESKINNING AND MONETISING!

CONTENT

Chapter 01

CODE SETTINGS

Chapter 02

GRAPHICS SETUP

Chapter 03

PUBLISHING

CONTACTS

Chapter 01

CODE SETTINGS

01.01 BASIC SETTINGS

• COMPLETE ID SHEET

• Open SLOTS GAME project in Unity 5.3.1

• GO TO FILE/ BUILD SETTINGS/ INSPECTOR/ PLAYER SETTINGS

  ○ enter Company Name
  ○ enter Product Name

• under OTHER SETTING
  ○ enter Bundle Identifier
  ○ enter Version
  ○ enter Build (iOS)
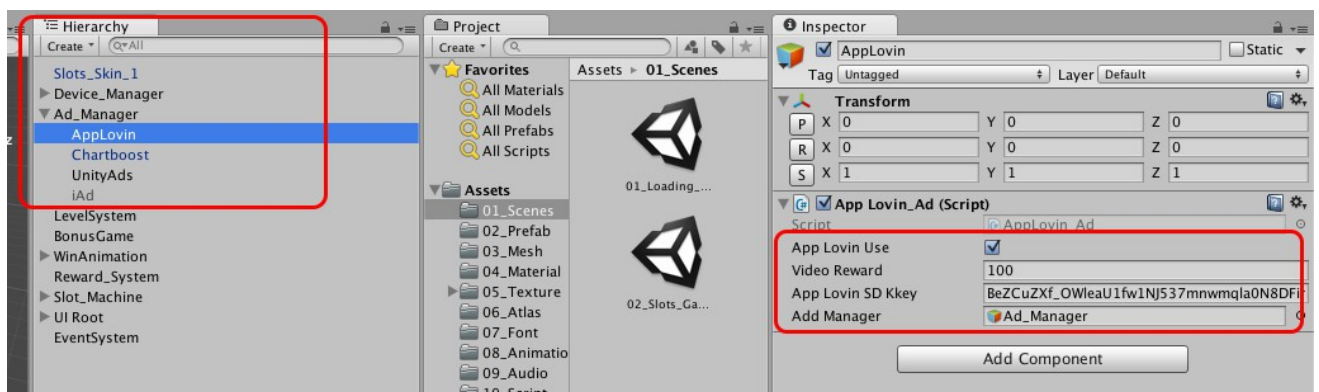 ○ enter Bundle Version Code (Android)

01.02 ADVERTISING SETTINGS

• Open SLOTS GAME Unity project scene
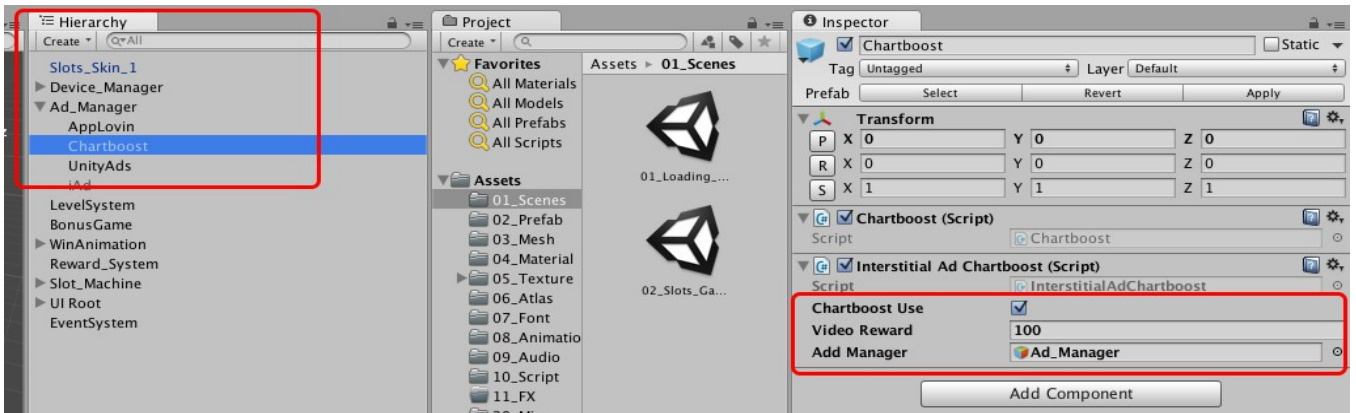 ○ 02_Slots_Game_Scene

APPLOVIN ADS

  ○ GO TO HIERARCHY/AD_MANAGER/APPLOVIN
    ▪ if you want to use Applovin check AppLovin Use
    ▪ enter AppLovin SDK Key (find in your ID SHEET)
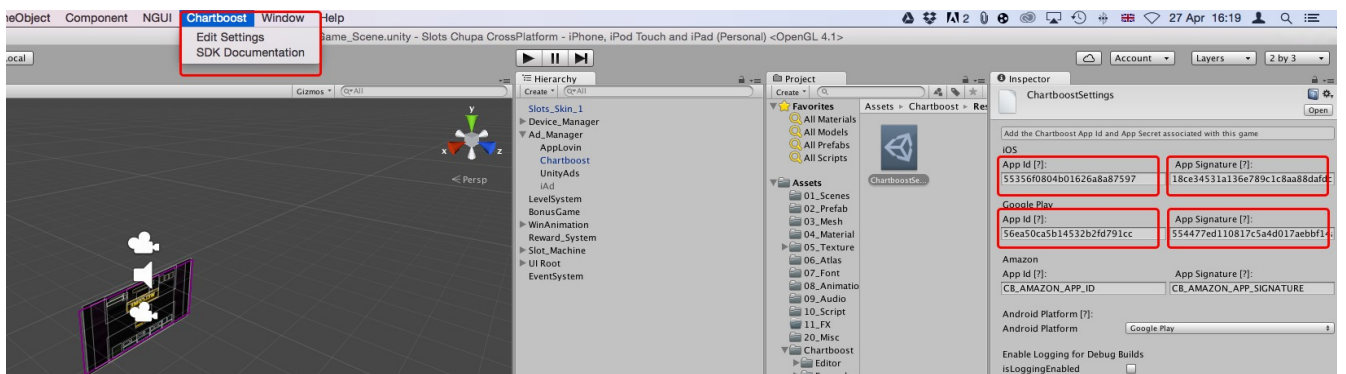   ▪ set # of coins for reward video Video Reward

CHARTBOOST ADS

○ GO TO HIERARCHY/AD_MANAGER/CHARTBOOST
  ▪ if you want to use Chartboost check Chartboost Use
 ▪ set # of coins for reward video Video Reward

○ GO TO CHARTBOOST/ EDIT SETTINGS
  ▪ enter Chartboost APP ID for iOS (find in your ID SHEET)
  ▪ enter Chartboost APP SIGNATURE for iOS (find in your ID SHEET)
  ▪ enter Chartboost APP ID for Google Play (find in your ID SHEET)
  ▪ enter Chartboost APP SIGNATURE for Google Play (find in your ID SHEET)

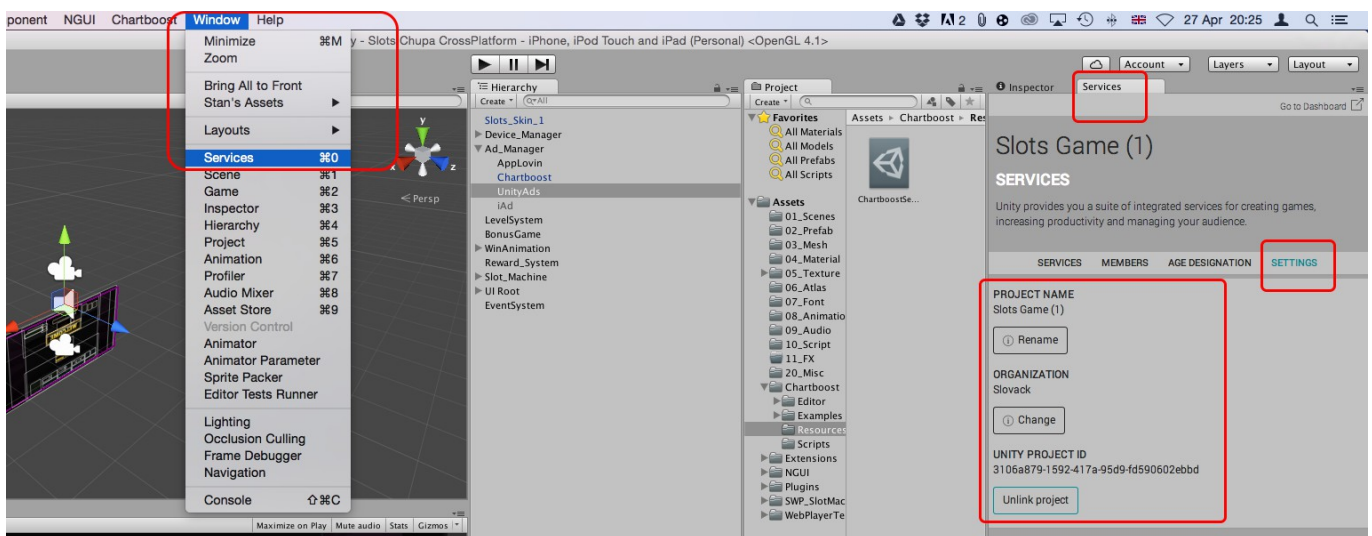**UNITY ADS**

- GO TO HIERARCHY/AD_MANAGER/UNITYADS
    - if you want to use Unity Ads check Unity Ads in Use
   - set # of coins for reward video Video Reward
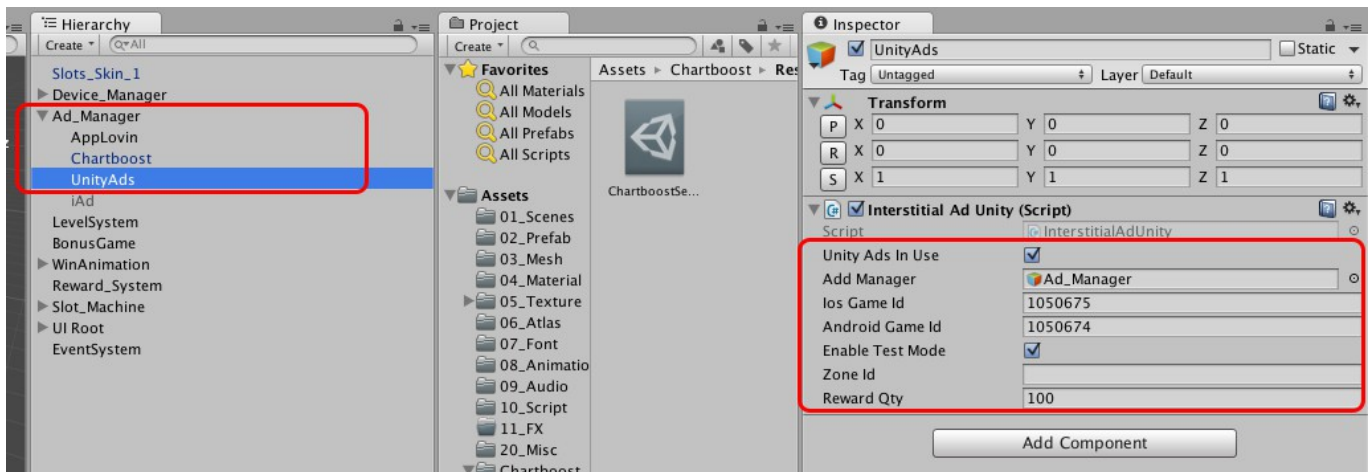
- GO TO WINDOW/ SERVICES / SETTINGS
    - enter PROJECT NAME (find in your ID SHEET)
    - enter ORGANIZATION (find in your ID SHEET)
    - enter UNITY PROJECT ID (find in your ID SHEET)

**ADVERTISMENT NETWORKS PRIORITY**

- GO TO HIERARCHY/AD_MANAGER
    - change priority for each network where high means network being first to be served
   - each priority state must be used only once
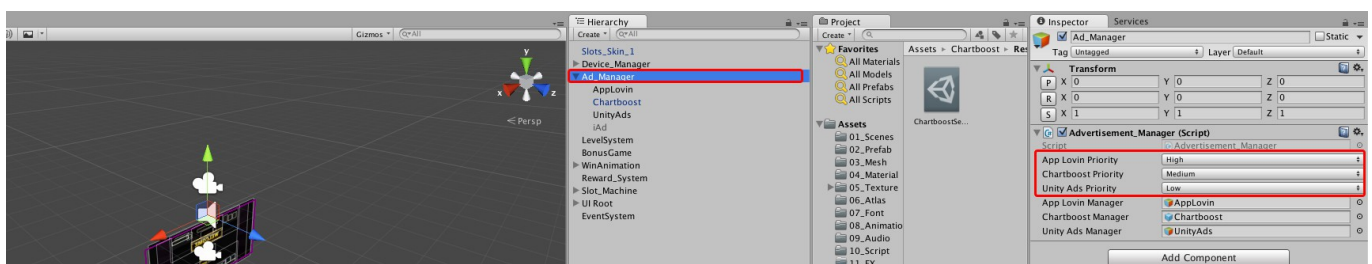
01.03   INAPP PURCHASES SETTINGS

○   GO TO WINDOW/ STANS ASSETS/ ULTIMATE MOBILE/ EDIT SETTINGS
- select iOS SETTINGS
- enter Apple ID (find in your ID SHEET)
- select Android SETTINGS
- enter BASE 64 KEY (find in your ID SHEET)
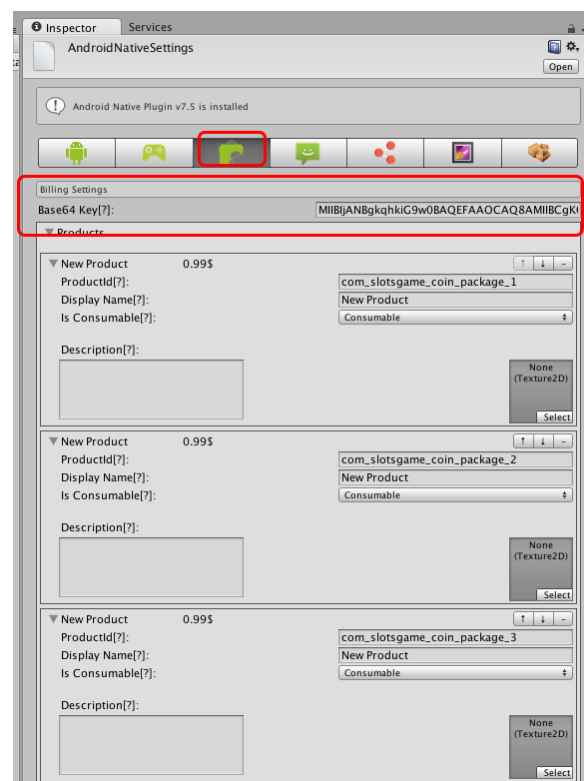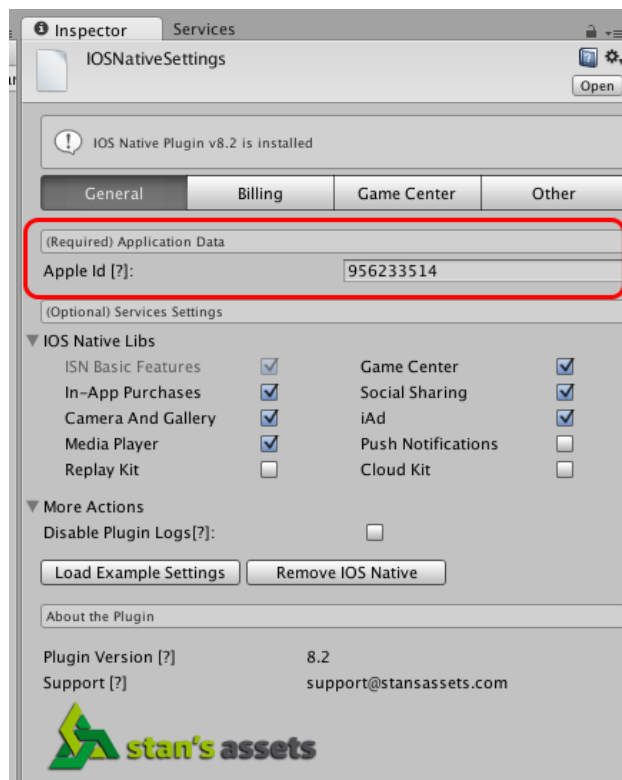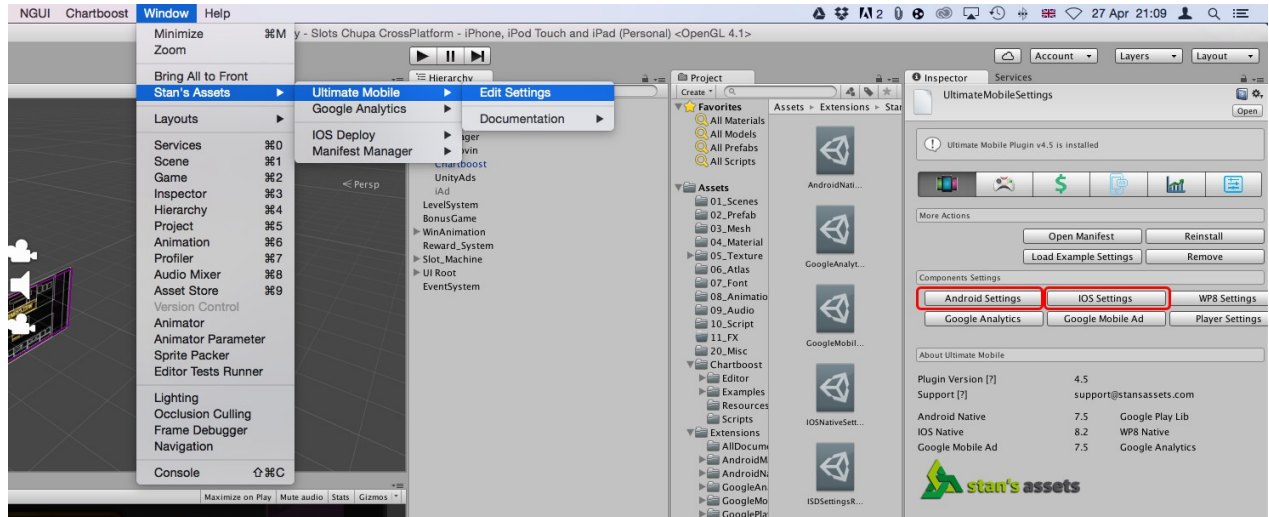
- ◦ GO TO HIERARCHY/ DEVICE MANAGER/ iOS MANAGER
  - ▪ enter LEADERBOARD ID (find in your ID SHEET)
  - ▪ double click on iOS_IAP_PAYMENT_MANAGER
  - ▪ replace ID's
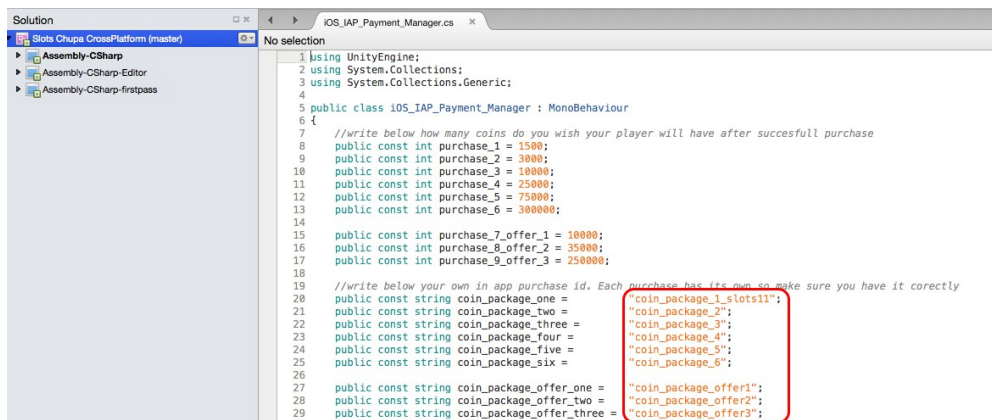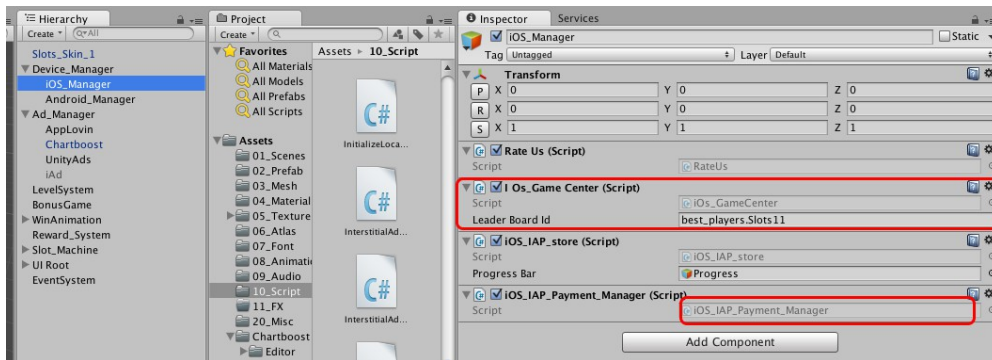
- ◦ GO TO HIERARCHY/ DEVICE MANAGER/ ANDROID MANAGER
  - ▪ enter RATE URL (find in your ID SHEET)
  - ▪ double click on ANDROID_PAYMENT_MANAGER
 - ▪ replace ID's
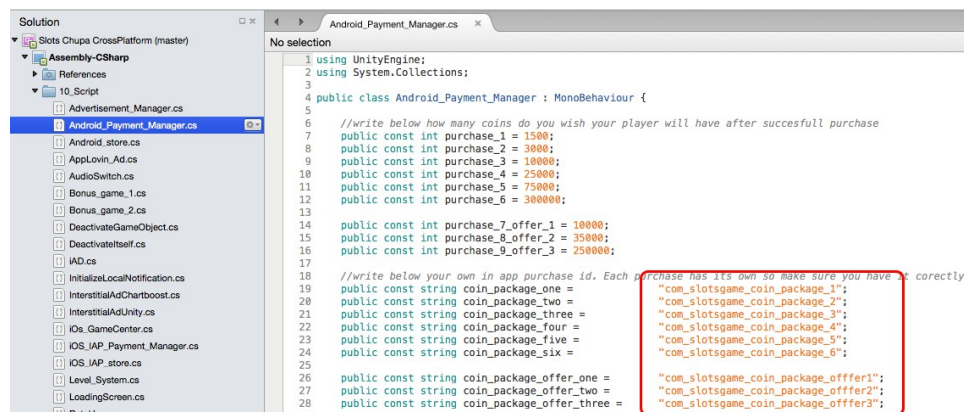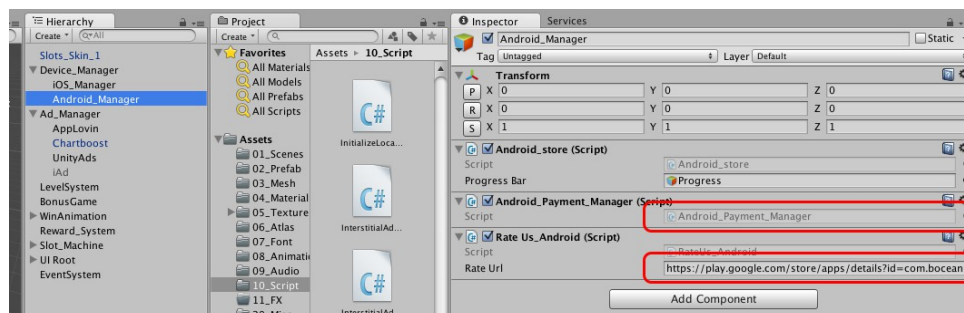
Chapter 02

GRAPHICS SETUP

02.01 PREPARING GRAPHICS

- OPEN PHOTOSHOP TEMPLATE SlotsGame_Skin1.psd (Photoshop CC 2014)
- PLACE YOUR NEW GRAPHICS IN NEW LAYER (Place New Graphics HERE)
- TURN OFF LAYER Default Graphics
- TURN OFF LAYER Background
- GO TO FILE/ SAVE FOR WEB
- CLICK SAVE
- SELECT SLICES - ALL USER SLICES
- CHOSE DESTINATION WHERE IMAGES WILL BE SAVED
- CLICK SAVE
- REPEAT SAME STEPS WITH SlotsGame_Skin2.psd & SlotsGame_Skin3.psd
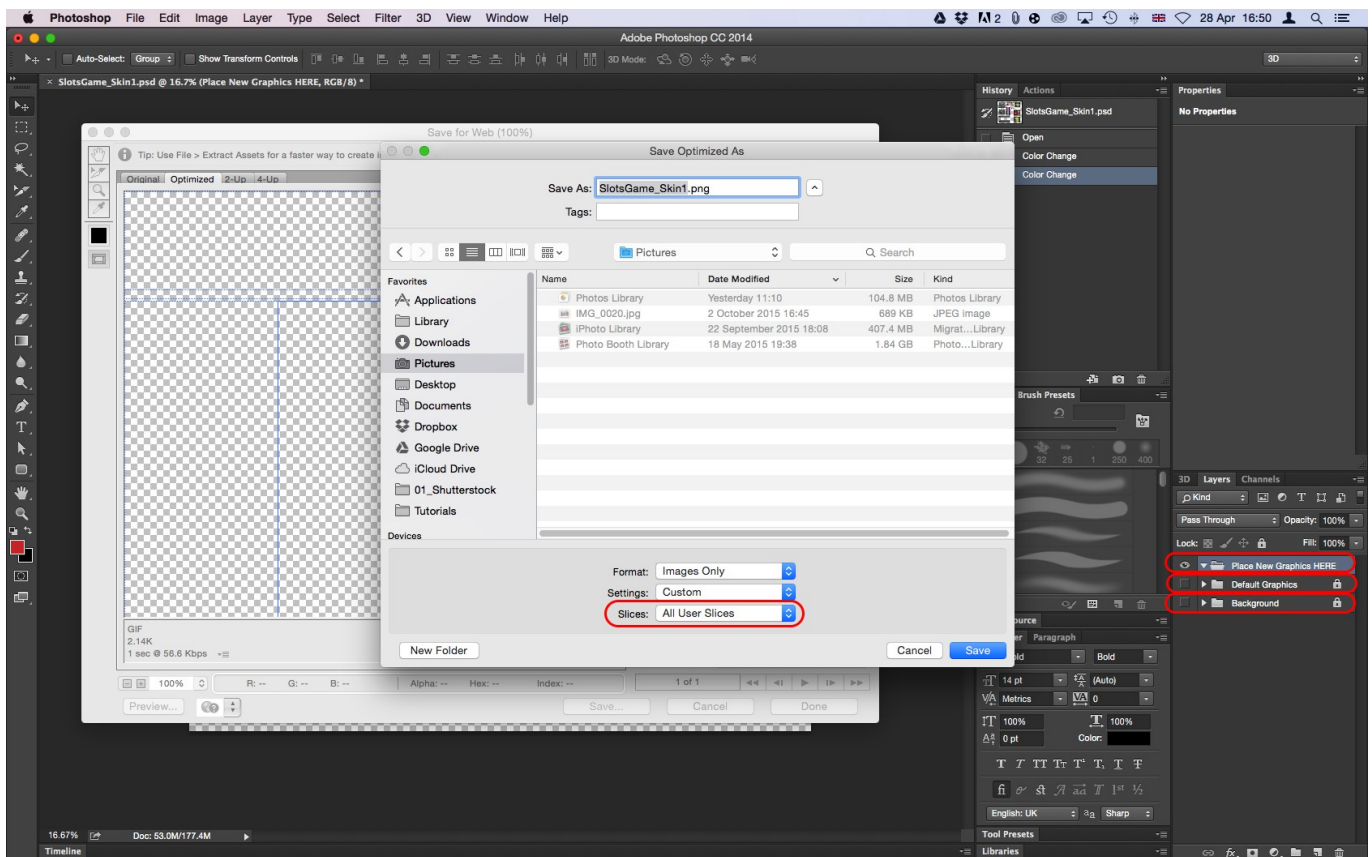
02.02   IMPORTING GRAPHICS

- ○ GO TO DESTINATION WHERE YOU SAVED YOUR IMAGES
- ○ FIND & OPEN FOLDER SlotsGame_Skin1
- ○ DRAG & DROP ALL IMAGES TO UNITY PROJECT / 05_TEXTURE/ NEW_SPRITES
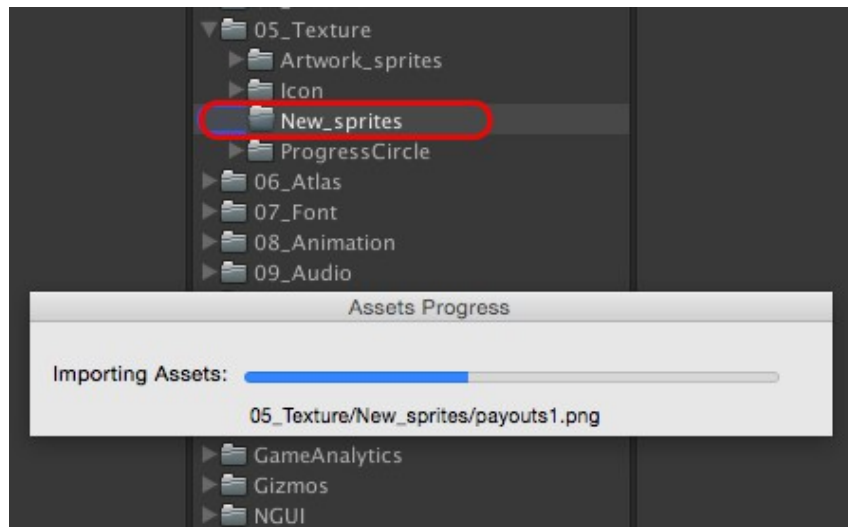
02.03   UPDATING ATLAS / REPLACING GRAPHICS

- ○ OPEN ATLAS MAKER WINDOW NGUI/ OPEN/ ATLAS MAKER
- ○ SELECT ATLAS Slots_Skin_1
- ○ SELECT IMPORTED SPRITES FROM FOLDER New_sprites
- ○ CLICK ON Update BUTTON IN ATLAS MAKER
- ○ REMOVE IMAGES FROM New_sprites FOLDER
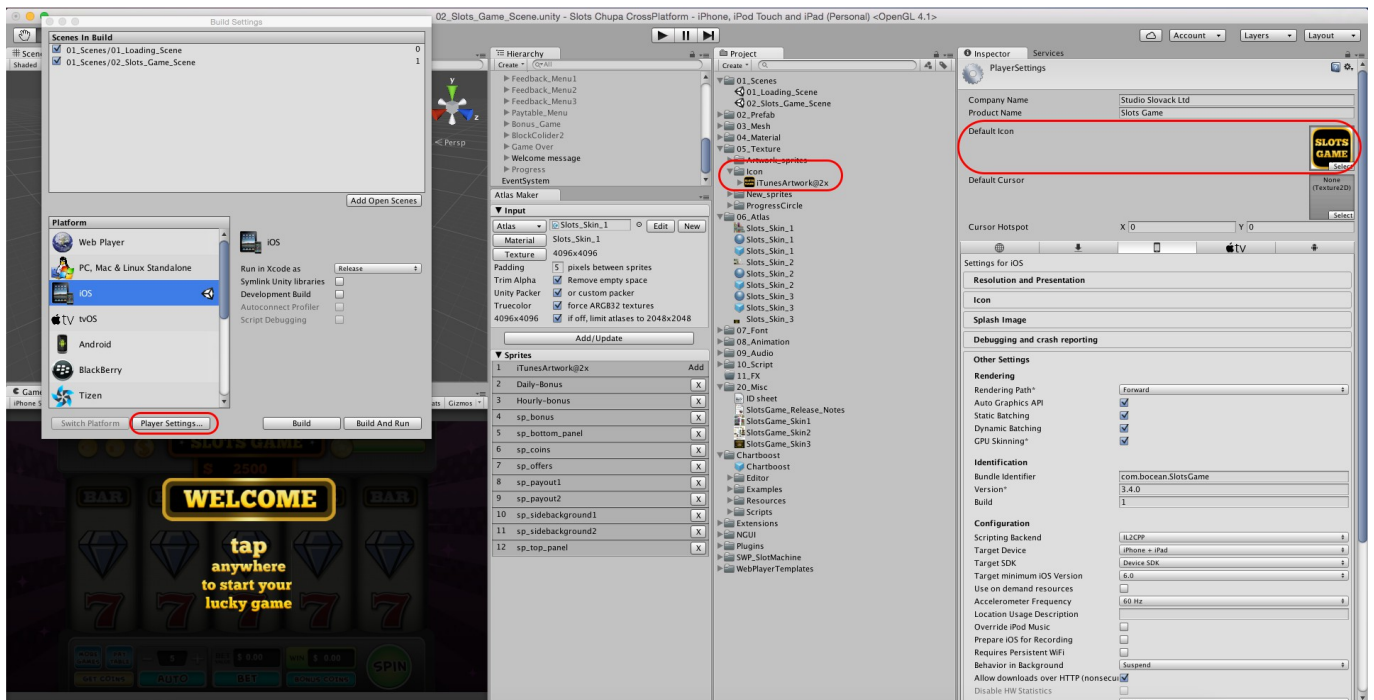- ○ REPEAT STEPS 02.02 & 02.03 FOR IMAGES FROM SKIN2 & SKIN3 FOLDER
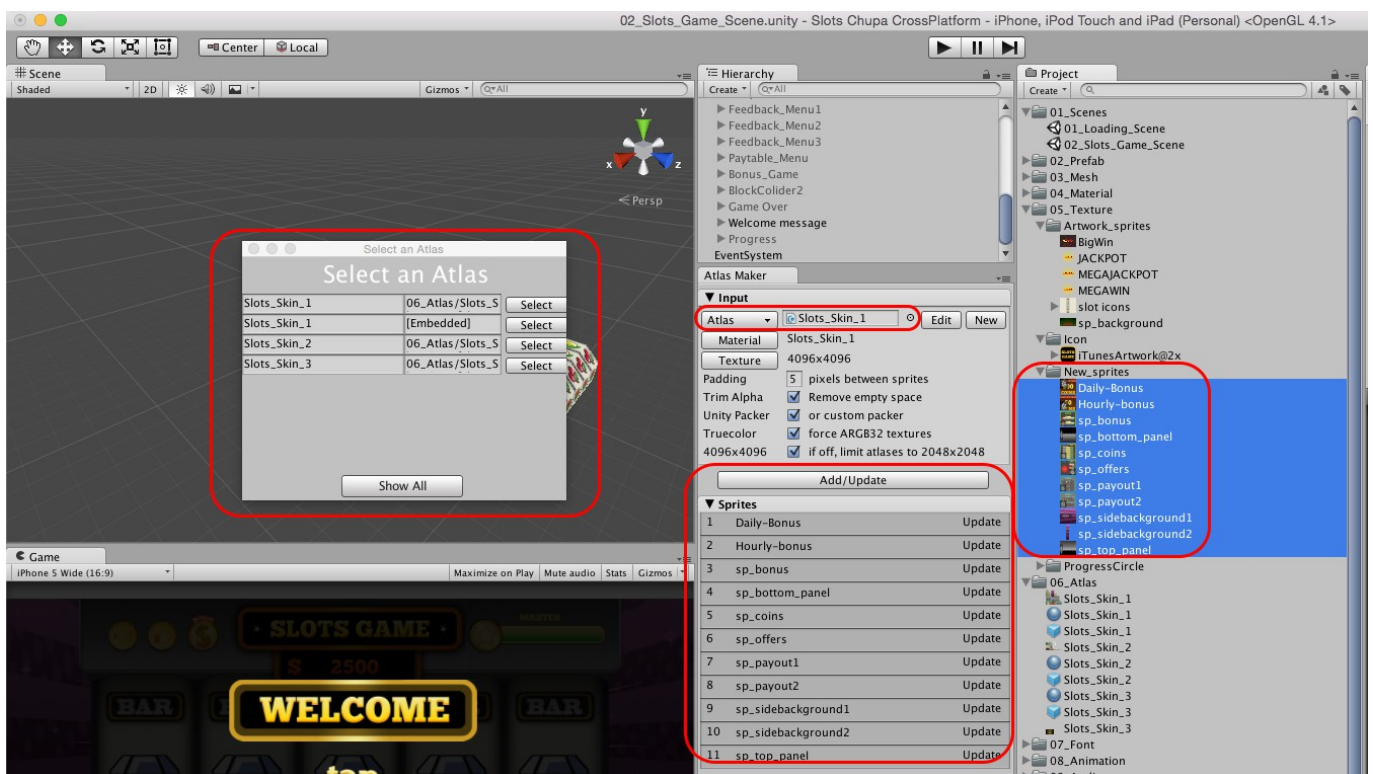
02.04   UPDATING ICON

- DRAG & DROP ICON IMAGE TO UNITY PROJECT / 05_TEXTURE/ ICON
- CHANGE TEXTURE TYPE TO Sprite
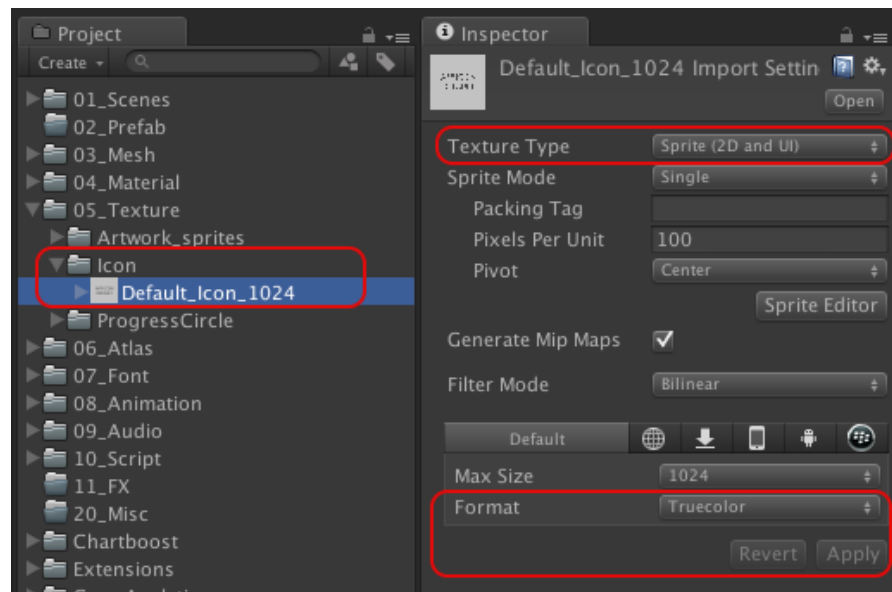
- GO TO FILE/ PLAYER SETTINGS
- SELECT DEFAULT ICON FROM Icon FOLDER

02.05 UPDATING REELS IMAGES

IF YOU HAVE PHOTOSHOP
- GO TO / PROJECT/ 05_TEXTURE/ ARTWORK_SPRITES / REELS / PSD
- DOUBLE CLICK ON Slots icons TO LAUNCH FILE IN PHOTOSHOP
- PLACE YOUR NEW GRAPHICS IN NEW LAYER
- CENTER IMAGES ON RIGHT PLACE
- TURN OFF LAYER Default_graphics
- GO TO FILE/ SAVE
- CLICK SAVE

IF YOU DON'T HAVE PHOTOSHOP
- GO TO PROJECT/ 05_TEXTURE/ ARTWORK_SPRITES / REELS / TEXTURE
- COPY Slots icons AND EDIT IN YOUR IMAGE EDITING SOFTWARE
- IMPORT NEW IMAGE TO UNITY PROJECT
- GO TO PROJECT/ 04_MATERIAL AND SELECT reel_texture
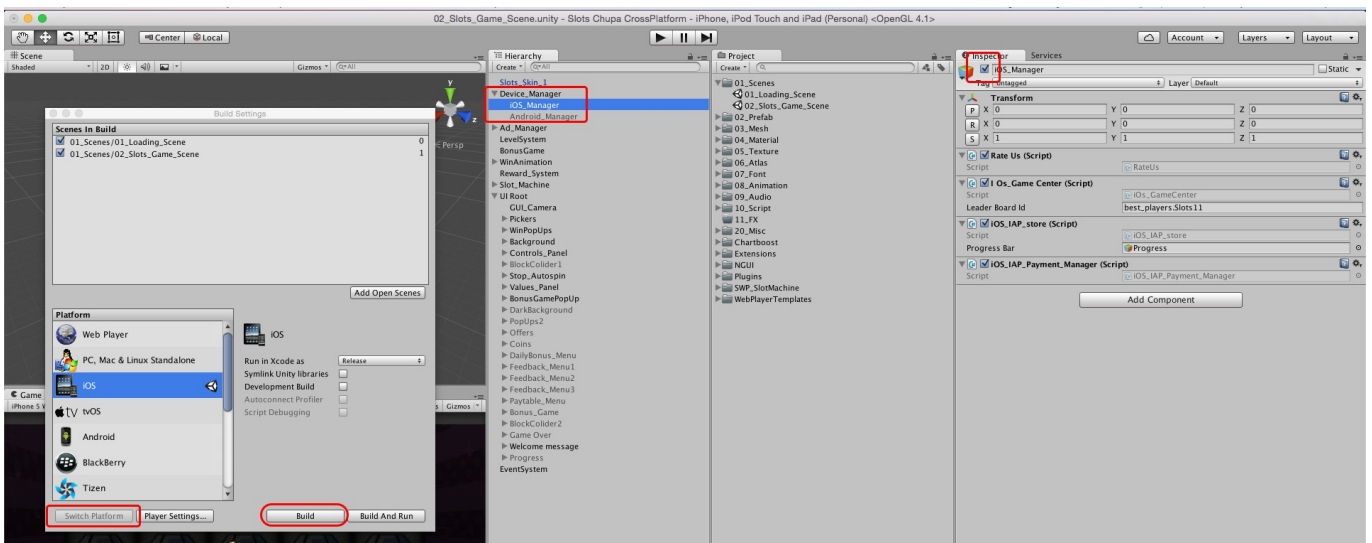- SELECT YOUR NEW TEXTURE IN INSPECTOR
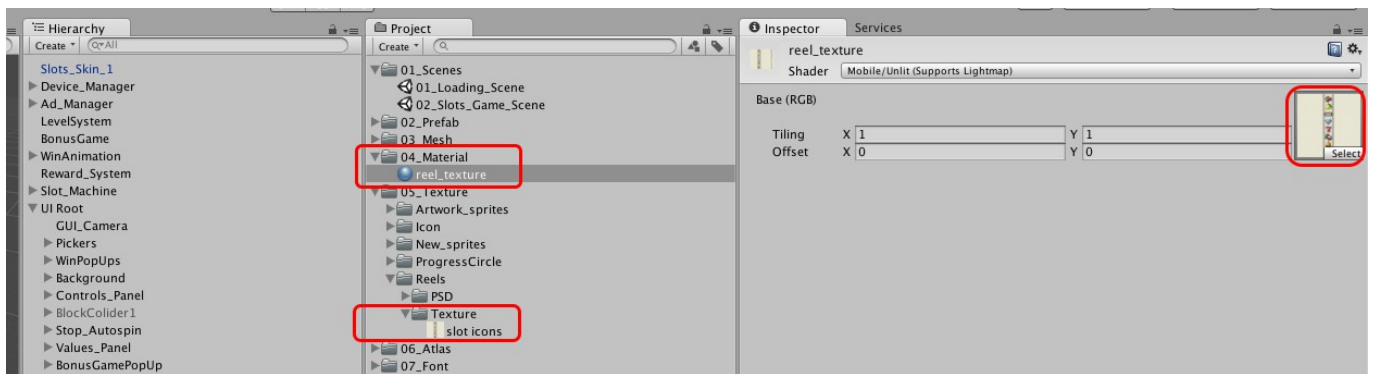
Chapter 03

# <u>PUBLISHING</u>

<u>03.01 PUBLISHING TO iOS APP STORE</u>

- GO TO HIERARCHY/ DEVICE_MANAGER
- TURN ON iOS_Manager (CHECK)
- TURN OFF Android_Manager (UNCHECK)
- GO TO FILE/ BUILD SETTINGS
- SELECT iOS PLATFORM
- CLICK SWITCH PLATFORM
- CLICK BUILD
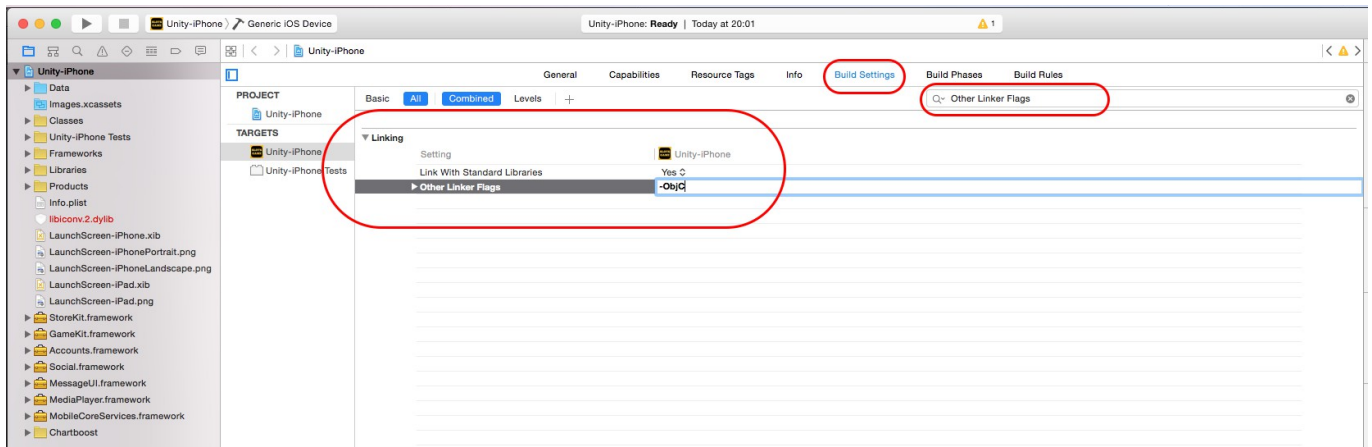

- OPEN YOUR BUILD PROJECT IN XCODE (USE Xcode 7.2.1)
- CHANGE TEAM & CLICK ON FIX ISSUES
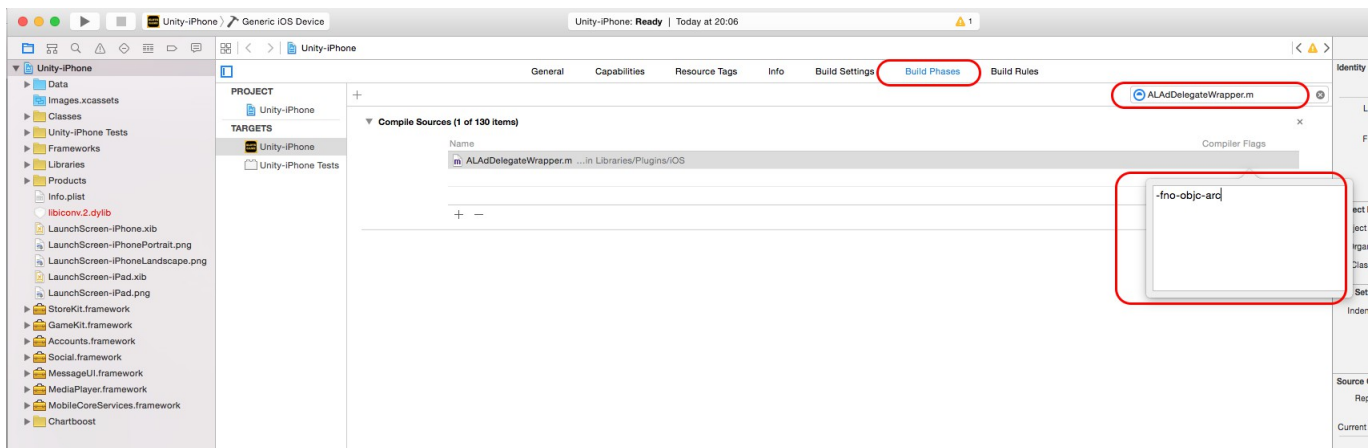- ADD FOLLOWING FRAMEWORKS BY CLICKING ON + SIGN
  - CoreData.framework
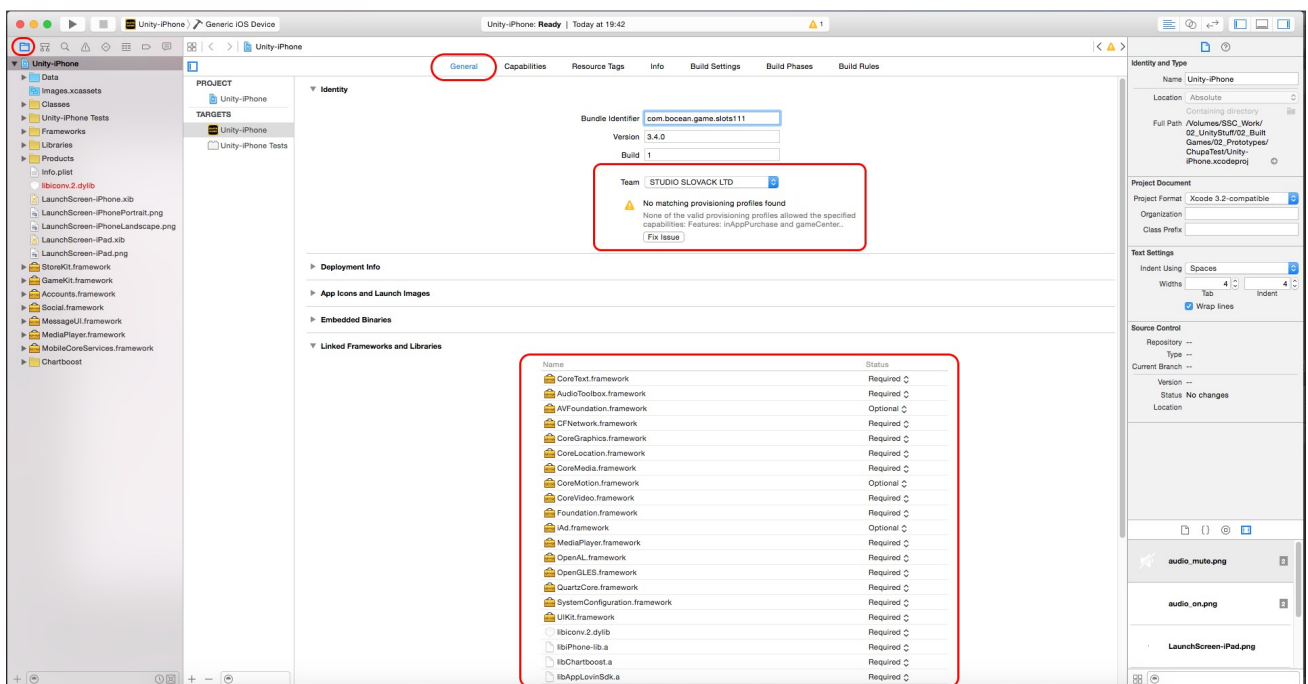
- GO TO BUILD SETTINGS & SEARCH FOR BITCODE
- CHANGE ENABLE BITCODE TO NO
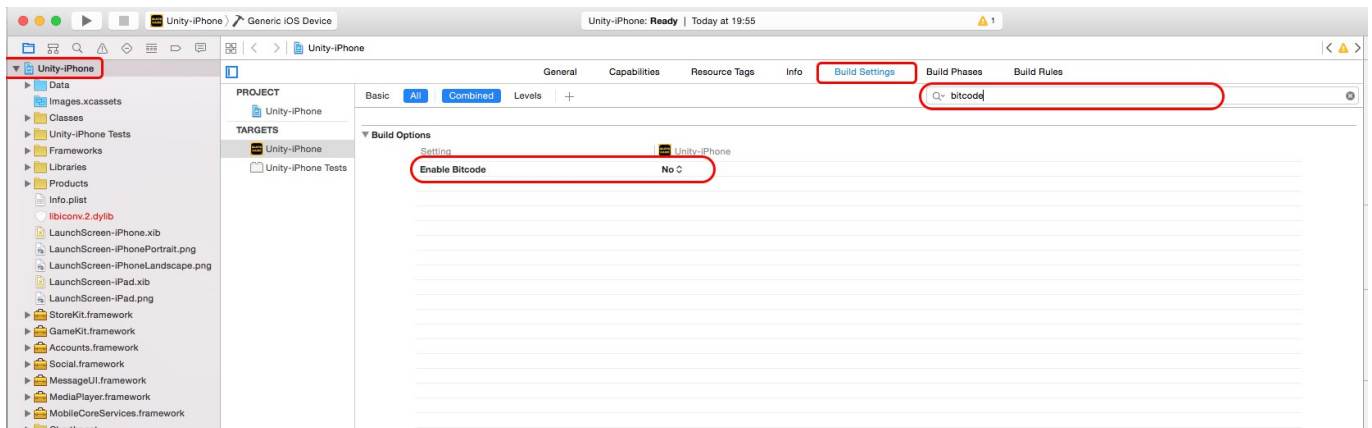
- GO TO BUILD SETTINGS & SEARCH FOR Other Linker Flags
- CHANGE VALUE TO -ObjC

- GO TO BUILD PHASES & SEARCH FOR:
  - ALAdDelegateWrapper.m
  - ALInterstitialCache.m
  - ALManagedLoadDelegate.m
  - AppLovinUnity.mm
- CHANGE VALUE TO -fno-objc-arc

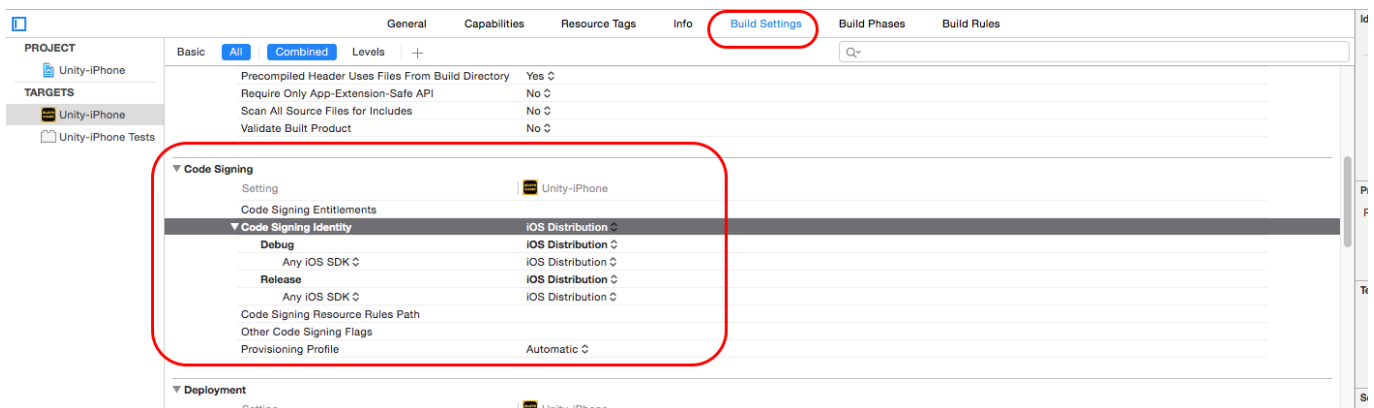## TO TEST AND RUN GAME

◦ GO TO PRODUCT SELECT CLEAN
◦ CONNECT YOUR DEVICE (iPhone or iPad) TO YOUR MAC
◦ CHANGE DEVICE FROM Generic iOS Device TO "YOUR DEVICE" (Mike iPhone)
◦ CLICK ON PLAY BUTTON TO RUN GAME ON DEVICE
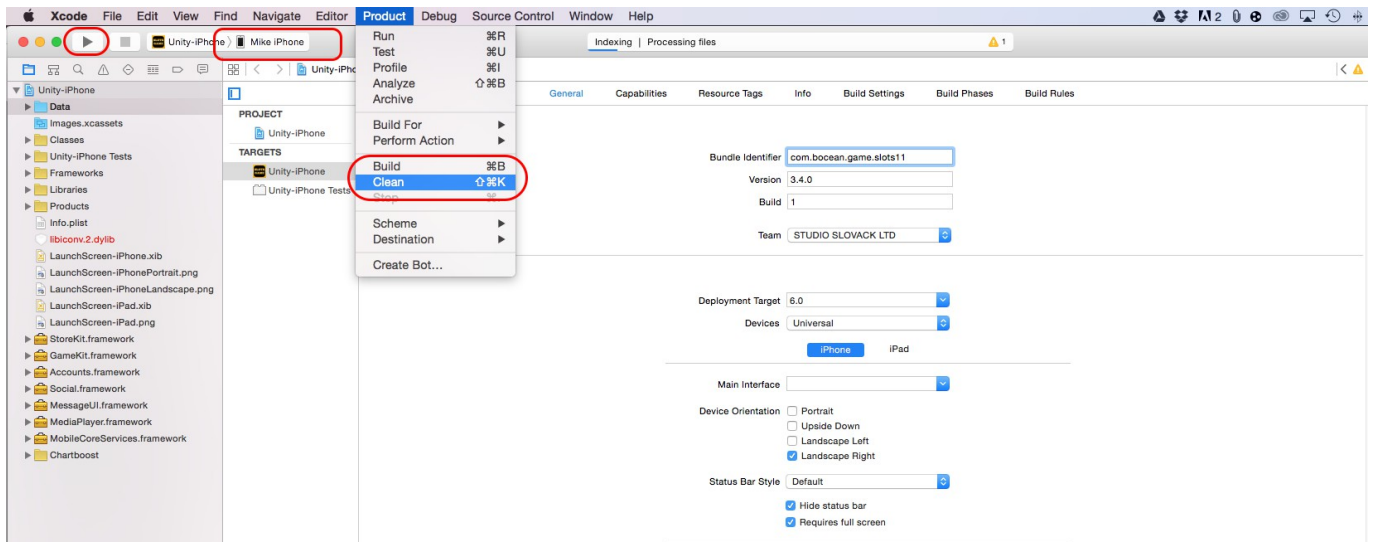
TO PUBLISH GAME

◦ GO TO BUILD SETTINGS
◦ CHANGE CODE SIGNING IDENTITY TO iOS DISTRIBUTION
◦ GO TO PRODUCT SELECT ARCHIVE

03.02 PUBLISHING TO GOOGLE PLAY

- ◦ GO TO HIERARCHY/ DEVICE_MANAGER
- ◦ TURN ON Android_Manager (CHECK)
- ◦ TURN OFF iOS_Manager (UNCHECK)
- ◦ GO TO PROJECT/ PLUGINS/ ANDROID
- ◦ DOUBLE CLICK AndroidManifest
- ◦ IN LINE 10 REPLACE "8487000" WITH "@integer/google_play_services_version"
- ◦ SAVE THE MANIFEST
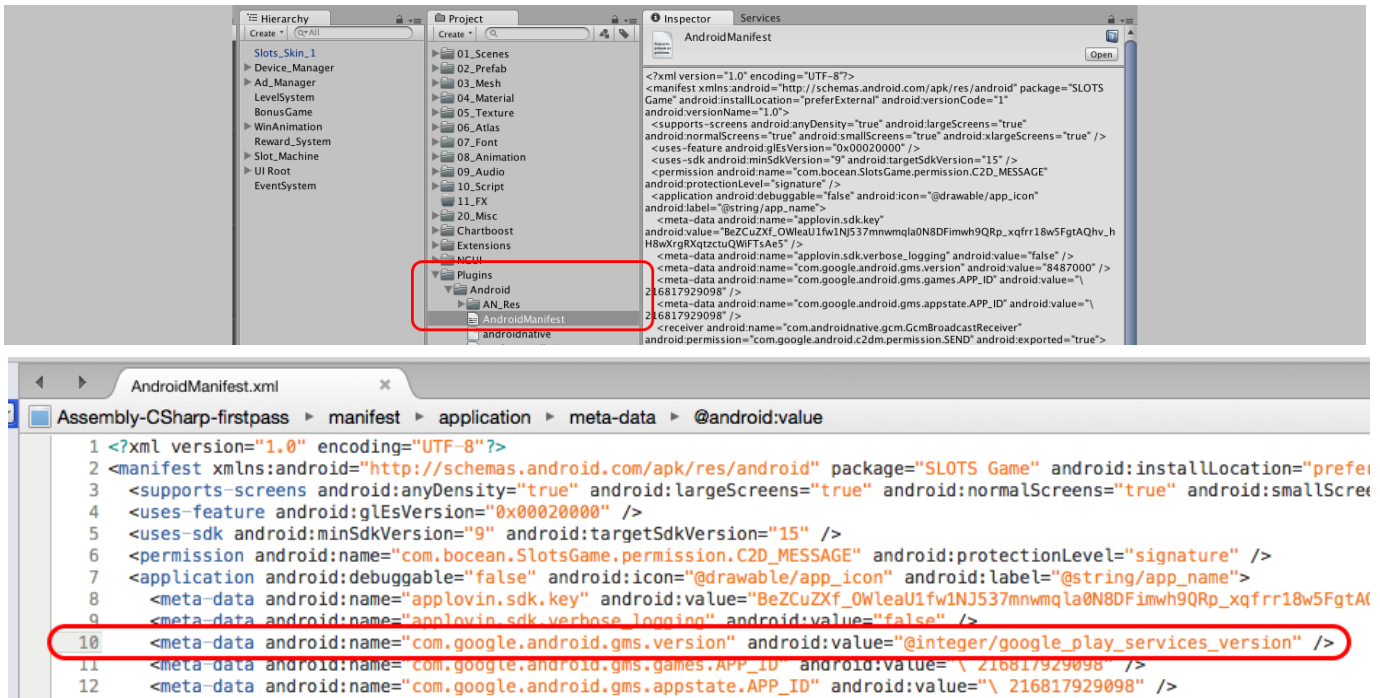
- ◦ GO TO FILE/ BUILD SETTINGS
- ◦ SELECT PLAYER SETTINGS/INSPECTOR/ PUBLISHING SETTINGS
- ◦ CREATE NEW KEYSTORE
- ◦ GO TO FILE/ BUILD SETTINGS
- ◦ SELECT Android PLATFORM
- ◦ CLICK SWITCH PLATFORM
- ◦ CLICK BUILD
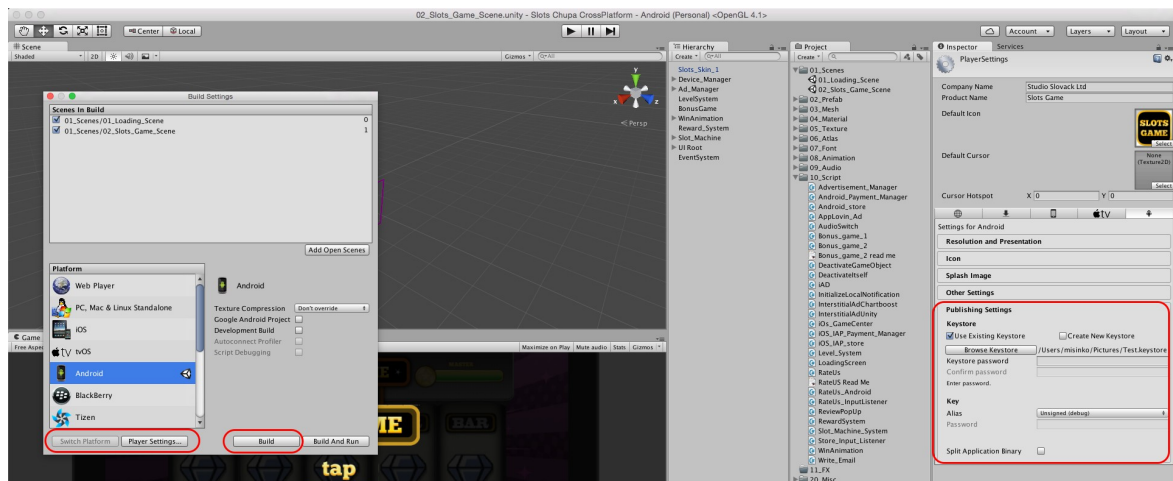
!!! IMPORTANT BACKUP KEYSTORE FOR FUTURE UPDATES IMPORTANT !!!

THAT'S IT!

Thank you for taking the time to learn about this project.

We update this manual as often as the source-code itself.

If you find a bug or something important missing in the manual don't be shy.

Let us know. We can fix it for you!

We are happy to provide help if you run into a problem via contacts below.

REGARDS,

TEAM SLOVACK

<u>**CONTACTS**</u>

General SUPPORT

email: support@slovack.com
(please include subject line: ChuppaSlotsGame – "your purchase ID")

PERSONAL SUPPORT

email: sscmike@slovack.com

(please include subject line: ChuppaSlotsGame – "your purchase ID")

twitter: @devs2devs

fiverr gigs: www.fiverr.com/sscmike

web: www.slovack.com