

Merge World (1.0)

1. Requirements

- Unity 2018.3.12f1 or newest.
- CocoaPods For IOS
- SDK Android
- Admob Account
- Firebase Account

2. How to reskin.

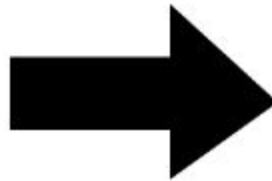
A, Reskin with Texture Packer (Pro Free 7 Days) [Link Download](#)

- **Advantage:** Easy to control, Optimize already.
- **How to do:**
 - + Download the texture packer and try to use with 7 days free or you can buy with pro version.
 - + Find **Assets/Sprites**, change the content of images with your images by open the old image with photoshop. Keep the size of image and remove the content of old image. Copy the new content into the old image and save. Keeping the name of the file. Do as the same action with other images in folder **Assets/Sprites**.

200x176



Assets 1

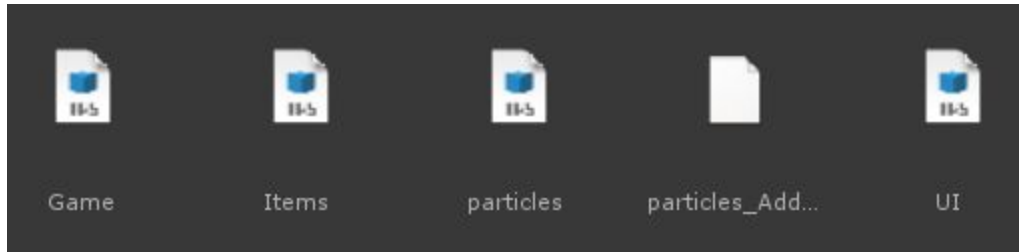


200x176



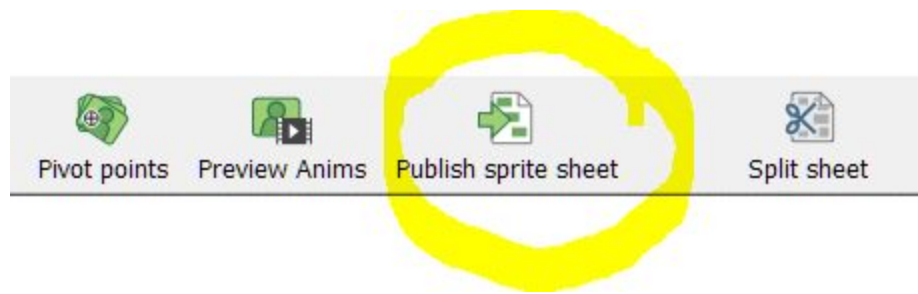
Assets 1

- + Find **Assets/Texture Packer/Projects** . Select the file and open with texture packer.



Make sure you can see your new image in the right Texture Packer Project. If not back to the first step and rework.

+ After checking completed. Press publish to change with the new pack and check Assets/Texture Packer/Pack to make sure your new image with new contents was here.

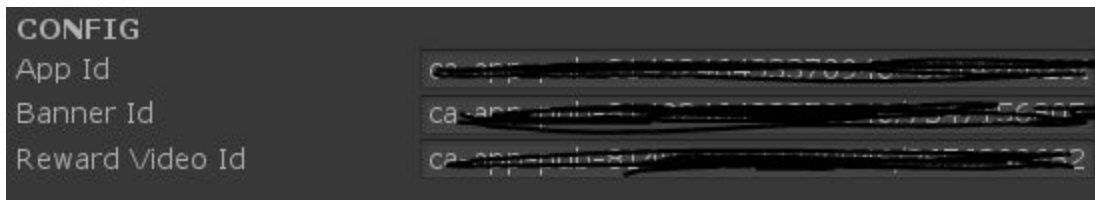


B, Reskin with your single image

- **Advantage:** Easy to reskin
- **DisAdvantage:** No optimize.
- **How to do:**
 - + Find **Assets/Sprites** and copy your new image into this folder or anywhere you want to save.
 - + Find Assets/Prefab/Data/Texture to replace your new cars.
 - + Find Assets/Prefab/Data/Boost to replace the icon of boost data.
 - + Find Assets/Prefab/Data/Currency to replace the icon of currency.
 - + Find Assets/Prefab/Data/Box to replace the icon of Gifts.
 - + Find Assets/Prefab/Data/Bonus to replace the icon of bonus in BonusCurrencyData
 - + Find Assets/Prefab/Data/Reward to replace the icon of reward
 - + Find Assets/Prefab/Data/WheelLucky to replace the reward of wheel lucky.
 - + Find Assets/Prefab/Data/Mission to replace the icon of mission in Mission Icon.
 - + Find Assets/Prefab/Fx to change the icon of Fx in Fx prefab.
 - + Find Scene-Dev and change image of UI.

3. Ads Network

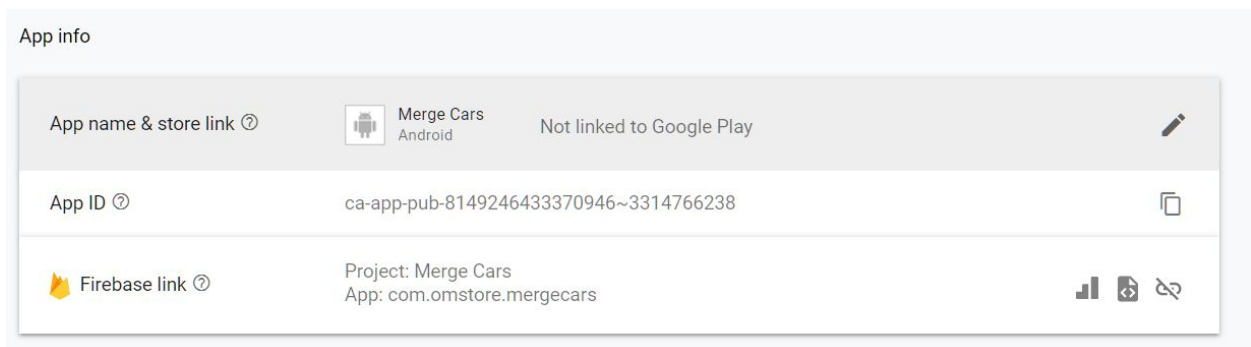
- **Advantage:** Easy to use
- **DisAdvantage:** Fill rate of ads is low. Sometime you can not see the ads.
- **How to do:**
 - + Connect apps.admob.com and create the new app with your account.
 - + Open Scene-Init Find **AdsManager** and change the Appld, Banner Id and reward Id with your Ids.



- + Find Assets/Plugins/Android/ Open AndroidManifest.xml and replace your App Id

```
<meta-data
    android:name="com.google.android.gms.ads.APPLICATION_ID"
    android:value="ca-app-pub-8149246433370946~3314766238"/>
```

- + When publishing your app is completed. Make sure link your app with admob in App Settings



- **Q&A: Why my game does not show the ads?**

- + 1: Test your game with Test Ads ID. You can find here <https://developers.google.com/admob/android/test-ads> . If you can see the ads so it means the code work fine so go to step 2.
- + 2: Check the ad unit in Admob App. Make sure your app was linked with google play store. Then check google play console, Find Store Presence/ Pricing & distribution make sure tick on Contains Ads

Contains ads *

Does your application have ads? Also, please check out our [Ads policy](#) to avoid common violations. If yes, users will be able to see the 'ads' label on your application in the Play Store. [Learn more](#)

- ☒ Yes, it has ads
☐ No, it has no ads

- **Q&A: Why Banner work but I Can not see reward video?**

It mean your ads unit work fine. But The fill rate of ads for Reward ads is too low so your game can not get reward video. So you can do with 3 ways

- + 1: Contact with Admob and send the problem with them.
- + 2: Use mediation to increase the fill rate. The app also support Unity Mediation, you only need Update the admob app on website and it will work fine. Document =>
<https://developers.google.com/admob/unity/mediation/unity>
- + 3: Use another Ads Network like Tapdaq or Ironsource (Recommend)
Tapdaq: Work Fast, Easy to control, Easy to load ads, Support Mediation, Full Report. Fee = 10% Impression.
IronSource: Work Super Fast, Easy to control, Advance Analytics, Support Mediation and Ironsource Ads, Full Report, No Fee. After Publish need contact with IronSource to make the app work.

P/S: when using another ad network please update the scripts Ads Manager.cs to make them work.

- **Q&A: Why I need use mediation?**

Increase your fill rate and help you earn more money.

4: Firebase Analytics

- Connect console.firebase.google.com and create the new project then create your new android app or ios app with your bundle id app.
- After create completed find Project Setting



- Download google-service.json for android app

Download the latest config file

[↓ google-services.json](#)

This file contains configuration details such as keys and identifiers, for the services you just enabled.

- Download GoogleService-info.plist for ios app

Download the latest config file

[↓ GoogleService-Info.plist](#)

This file contains configuration details such as keys and identifiers, for the services you just enabled.

- Then replace the old files in Assets/ Folder with your files
 - + Android: Assets/Plugins/Android/google-services.json
 - + IOS: Assets/Plugins/IOS/GoogleService-Info.plist
- After play the game 1 - 2 days depends on how you play game then comback the firebase site check Event




- If you can see some events like the picture below check the event detail

▶ completed_mission 1	1,470	+142.6%	185	+101.1%	<input checked="" type="checkbox"/>
▶ completed_tutorial 1	330	+39.2%	325	+38.3%	<input checked="" type="checkbox"/>
first_open	429	+30.8%	429	+30.8%	<input type="checkbox"/>
in_app_purchase	2	+100%	2	+100%	<input type="checkbox"/>
level_up	2,206	+81.7%	362	+57.4%	<input checked="" type="checkbox"/>
notification_dismiss	1	-	1	-	<input checked="" type="checkbox"/>
notification_open	1	-	1	-	<input checked="" type="checkbox"/>
notification_receive	2	-	1	-	<input checked="" type="checkbox"/>
os_update	2	-	2	-	<input checked="" type="checkbox"/>
screen_view	6,567	+108%	506	+52.4%	<input checked="" type="checkbox"/>
session_start	1,390	+83.1%	476	+48.8%	<input type="checkbox"/>
▶ share_fb 1	79	+125.7%	13	+225%	<input checked="" type="checkbox"/>
▶ touch_button 1	38,687	+3.9%	431	+43.7%	<input type="checkbox"/>

Example check Completed_mission

▶ completed_mission 1
1,470 +142.6%
185 +101.1%
☒


Edit parameter reporting

If you can see event detail like name or level add it into the parameter details


Set up parameter reporting for **completed_mission**

Customize this event's report by entering or selecting parameters you'd like to add to this report.

firebase_event_origin
firebase_screen_class
firebase_screen_id
name

4 Parameters

Parameter	Type	Unit of Measurement
name	Text	N/A

Global parameters registered
Text: 5
Number: 0


CANCEL

SAVE

Set up parameter reporting for **share_fb**

Customize this event's report by entering or selecting parameters you'd like to add to this report.

Q Enter parameter name

ADD

firebase_event_origin

firebase_screen_class

firebase_screen_id

level

4 Parameters

Parameter	Type	Unit of Measurement
level	Text	N/A

Global parameters registered Text: 5 Number: 0 ?

CANCEL SAVE

Name: Type Text

Level: Type Text

5: Remote Setting

- This game is using Unity Remote Setting to control local Notification and Notice new update for the game.
 - How to do:
 - + Check your unity project was linked with Unity Service.
- Window/General/Services. If not connect select your organization and create new project

SERVICES

Unity provides you a suite of integrated services for creating games, increasing productivity and managing your audience.

Create a Unity Project ID

A Unity Project ID enables services for your project.

Select organization

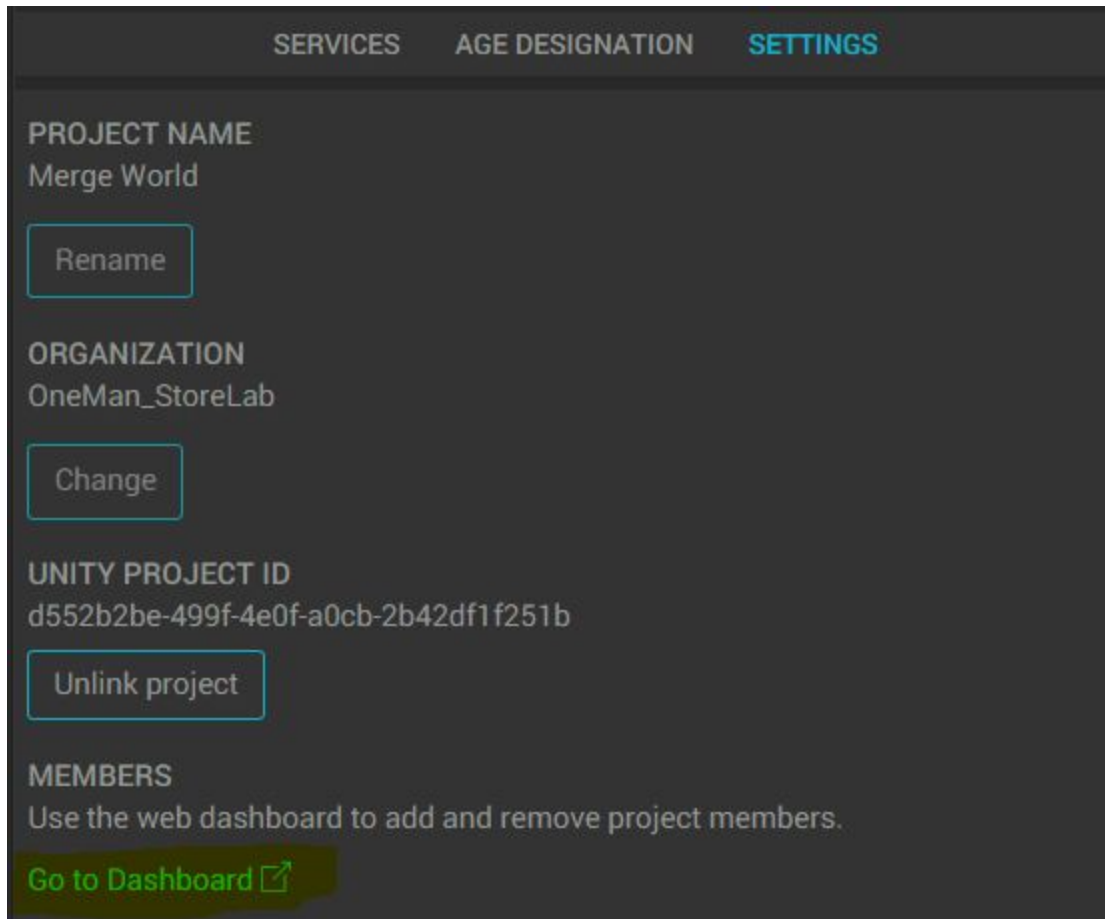


Create

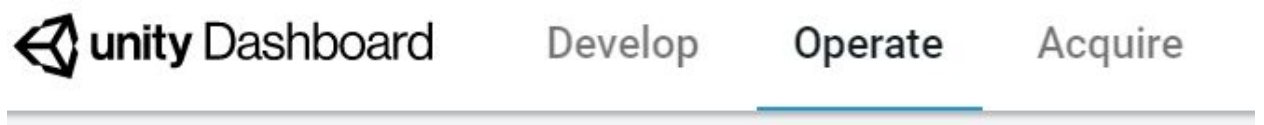
[I already have a Unity Project ID](#)

[I already have a Unity Ads game ID](#)

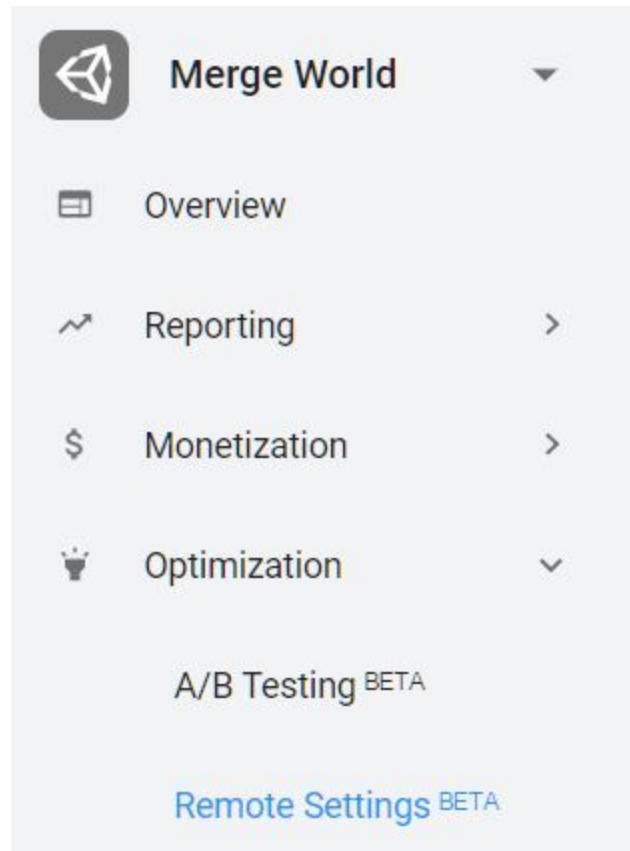
+ Select Go to Dashboard



+ Then select Operate/Projects/[Your Project]



+ Select Optimization/Remote Settings



+ Add the new key value like the picture below

Remote Settings

RELEASE ▼ Last Modified: 1:10 AM GMT+7, May 28, 2019 SYNC

[ADD NEW KEY-VALUE](#)

Key	Segment	Value
notification_time	All Current Users	36000
update_skip	All Current Users	true
update_version	All Current Users	2019052900

+ Then press Sync to publish your value

notification_time - INT - 36000

update_skip - BOOL - false or true

update_version - LONG - your value

6: Local Notification

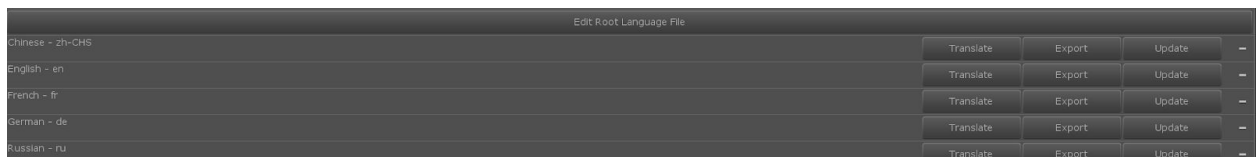
This game is using remote setting to control the time of local notification.

Example: notification_time - INT - 36000

- Notification_time is name of variables
- 36000 is time to notice with user (second)

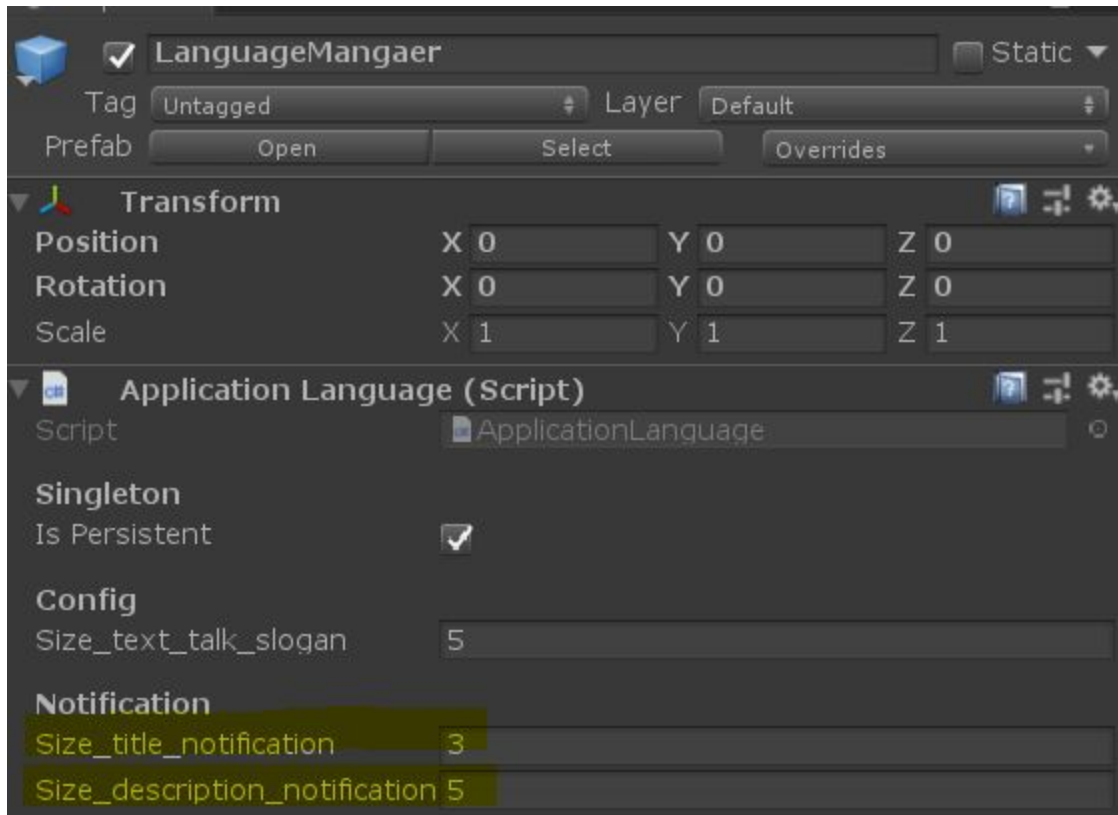
How it work: When player open the game, The game will load notification_time from unity remote and then when player exit the game, it will register the local notification with time = $36000 / 60s / 60m = 10$ hours. It means the notification will run in the next day when time is 10h AM. You can change the time notification by your selft like you want the notification time is 9h AM so it will be $60s * 60m * 9 = 32400$ and then update the time with Unity Remote Setting.

- **Q&A: Where I Can update the notification message?**
 - + Find Window/Smart Localization
 - + To create the new title and description of notification press Edit root Language File, Press + to create the new notification with default key



Edit Root Language File			
Chinese - zh-CN	Translate	Export	Update
English - en	Translate	Export	Update
French - fr	Translate	Export	Update
German - de	Translate	Export	Update
Russian - ru	Translate	Export	Update

Title: Text_title_notification_[ID] => Text_title_notification_1,
Text_title_notification_2 ,Text_title_notification_3 Text_title_notification_N
Description: Text_description_notification_[ID] =>
Text_description_notification_1, Text_description_notification_2,
Text_description_notification_3 ... Text_description_notification_N
+ Then update the size of notification in Application Language



If you have:

Text_title_notification_1, Text_title_notification_2 => size_title.. = 2

Text_title_notification_1, Text_title_notification_2, Text_title_notification_3 => size_title.. = 3

+ Then Update the content for each language by press Translate and copy the content with new key or old key

Chinese - zh-CN	Translate	Export	Update
English - en	Translate	Export	Update
French - fr	Translate	Export	Update
German - de	Translate	Export	Update
Russian - ru	Translate	Export	Update

7: Notice New Update

- When you have new update and you want notice to old player so just update your new version on Unity Remote Setting and The game will notice to player.

Example: Check Assets/Scripts/Version/Version.cs

There are two values:

```
public static class Version
{
    public static string version = "1.0";
    public static string bundleVersion = "2019052801";
}
```

Version: The version of current game.

bundleVersion: the version build of game.

Old version:

Version = 1.0, BundleVersion = 1001

New version:

Version = 1.1, BundleVersion = 2001

If you want to notice new update to player just add update_version value is 2000. Always make sure

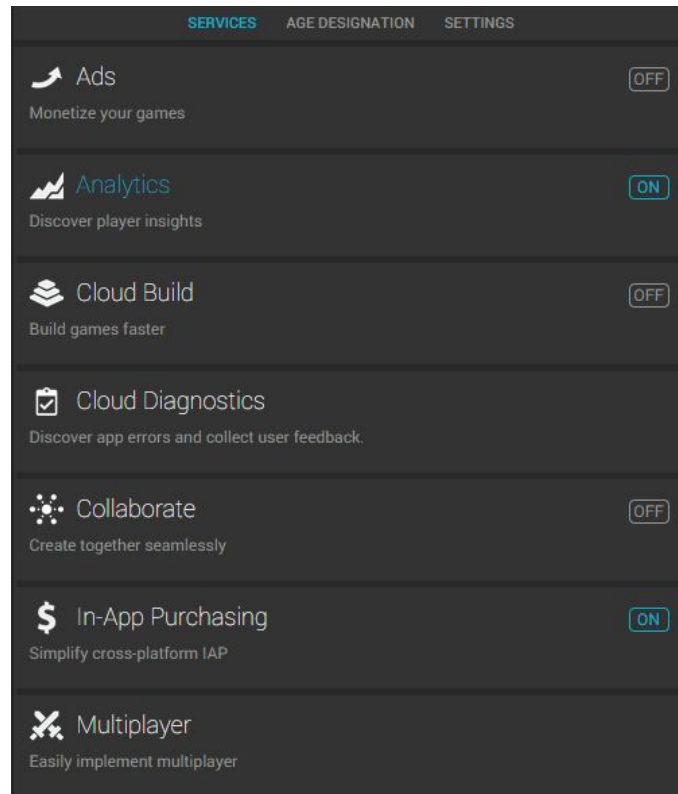
Old Bundle Version < Value Remote < New Bundle Version

Set update_skip = false if you want player can not play the game until update the new version

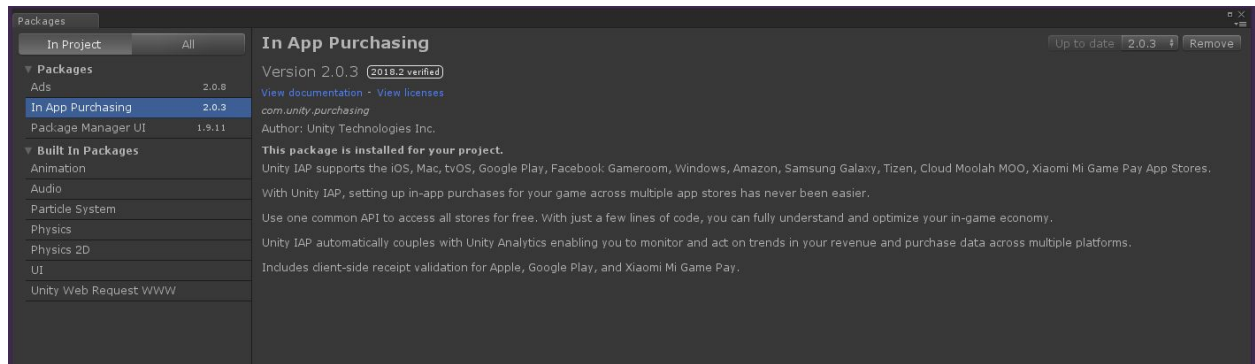
Set update_skip = true if you want player can play game without update

8. In-App Purchase

This game uses Unity IAP plugin. Before using it we need to enable the service of IAP.



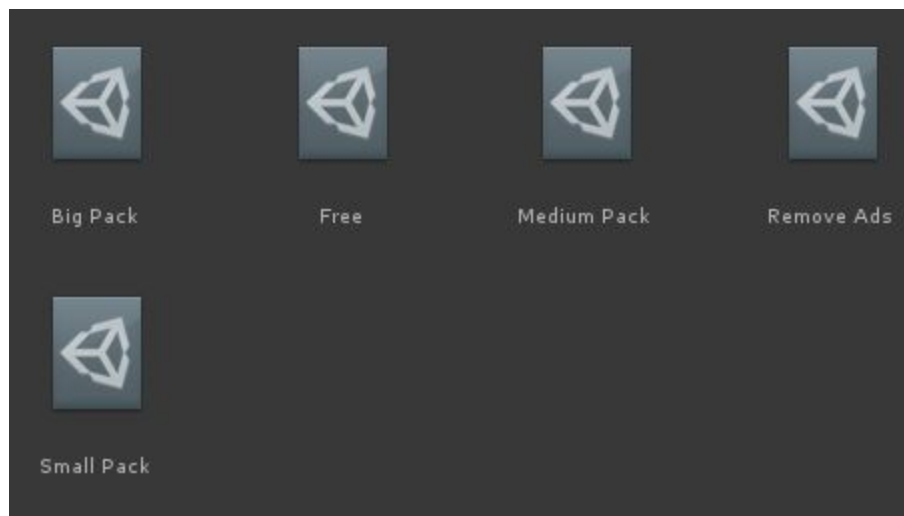
And also make sure In App Purchase Package enabled (Windows - Package Manager)



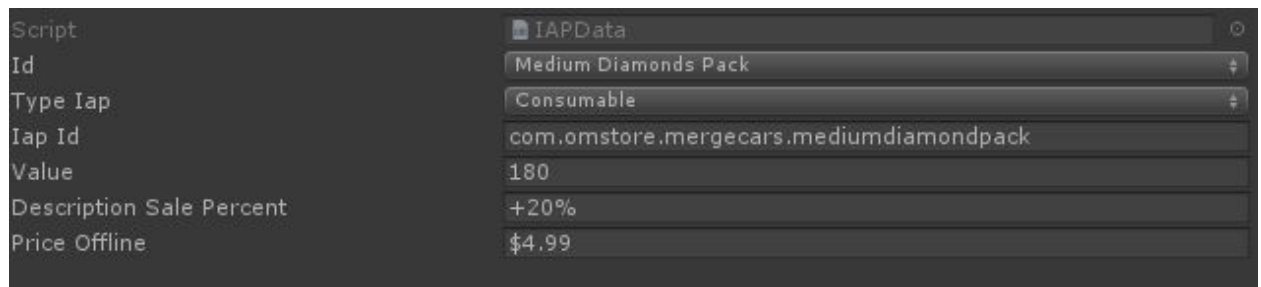
Find the
prefabs.

Assets ▸ Prefabs ▸ Data ▸ Iap

And change your lap Id with there



- Small pack, Big Pack, Medium Pack will use Iap Consumable
- Free Pack use the video ads fro add more diamonds.



Just change the Iap Id and done.

9: Update your Language

Select “Windows/Smart Localization”. Select your language you want to edit, press translate and change with your own language.

- There are some string with special symbols ,when you change with your own language please make sure don't remove the special symbols

For Example:

- + Original: Play the merge cars now {0} {1} ...
- + Your language: Play Now {0} {1} ...

Don't remove {0} or {1}.

The system is support 6 languages.

Edit Root Language File					
Chinese - zh-CHS	Translate	Export	Update	-	
English - en	Translate	Export	Update	-	
French - fr	Translate	Export	Update	-	
German - de	Translate	Export	Update	-	
Russian - ru	Translate	Export	Update	-	

Copy	Translate	Key	Comment	Override	Value
Copy Root	Translate	Text_description_add_second	Add another {0} seconds	-	Add another {0} seconds
Copy Root	Translate	Text_description_discount_sh	All sell {0}% off	-	All sell {0}% off
Copy Root	Translate	Text_description_earning_ea	{0}/sec	-	{0}/sec
Copy Root	Translate	Text_description_earning_shc	Car line earnings increase {0}	-	Car line earnings increase {0}%
Copy Root	Translate	Text_description_go_go	Go Go Go!	-	Go Go Go!

When you completed just press save build.

10: Update name of items

- Find Windows/Smart Localization press Translate of each language and update with your name of items with keys
Text_label_item_name_[N]

Translate	Text_label_item_name_1	2Expensive4U	-	2Expensive4U
Translate	Text_label_item_name_10	Ace of Pace	-	Ace of Pace
Translate	Text_label_item_name_11	Ace of Race	-	Ace of Race
Translate	Text_label_item_name_12	Aerocar	-	Aerocar
Translate	Text_label_item_name_13	Akane	-	Akane
Translate	Text_label_item_name_14	Atom Bomb	-	Atom Bomb
Translate	Text_label_item_name_15	Baba Yaga	-	Baba Yaga
Translate	Text_label_item_name_16	Big Boy	-	Big Boy
Translate	Text_label_item_name_17	Billie Jean	-	Billie Jean
Translate	Text_label_item_name_18	Blink	-	Blink
Translate	Text_label_item_name_19	Bombardier	-	Bombardier
Translate	Text_label_item_name_2	Burning Rubber	-	Burning Rubber
Translate	Text_label_item_name_20	Carzilla	-	Carzilla
Translate	Text_label_item_name_21	Corrupted Angel	-	Corrupted Angel
Translate	Text_label_item_name_22	Domino	-	Domino
Translate	Text_label_item_name_23	Dust Spitter	-	Dust Spitter
Translate	Text_label_item_name_24	Fast And Furious	-	Fast And Furious

11: Update RateMe and Link of game.

- Find SettingsManager in Scene-Dev change your fanpage link



- Find GameConfig.cs to update your copyright contents

```
// ===== The label of version ===== //
public static string VersionLabel = "v{0} Merge World © OMan 2019";
```

- Find ApplicationManager.cs to update the store links

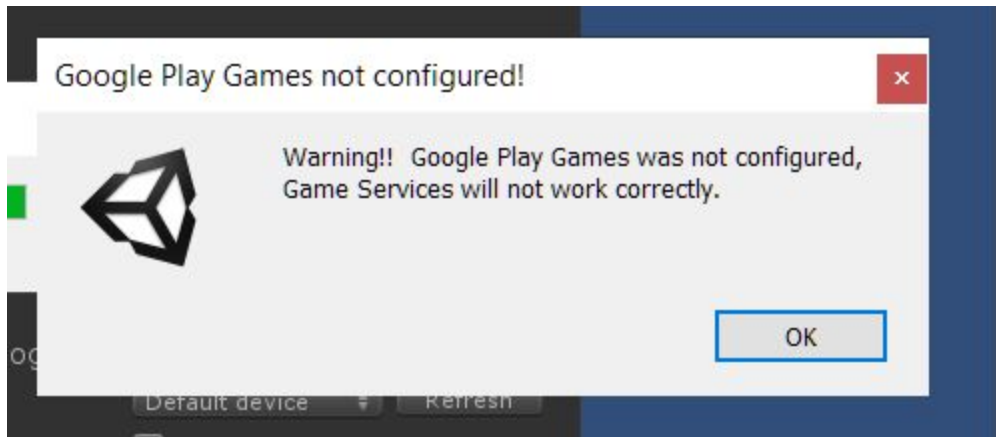
```
public void OpenUrlStore ()
{
    #if UNITY_ANDROID

        // Remote this when you update the url store
        Application.OpenURL ("https://www.sellmyapp.com/author/onemanstore");

        //Application.OpenURL ("market://details?id=com.omstore.mergecars");
    #elif UNITY_IOS
        Application.OpenURL ("itms-apps://itunes.apple.com/app/id[YourID]");
    #endif
}
```

12: Build Android

- Build normal with Gradle After completed if you see the notice like picture below just ignore your build is completed.



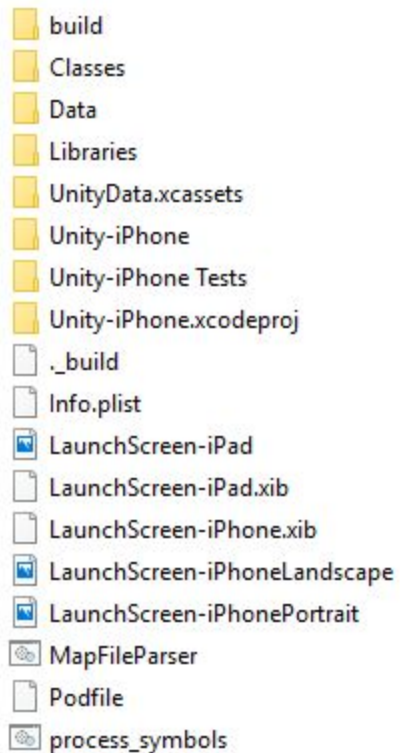
13: Build IOS

- After Export to Xcode please run ("**pod update**" or "**pod install**") in the terminal at the export folder (where you can see the file **podfile**). (if you don't have cocoapods please install this)

```
# Xcode 7 + 8  
$ sudo gem install cocoapods
```

Or try install cocoapods with [Brew](#).

- Open the terminal from this folder. Where you can see the Podfile. (**Do not open the podfile**).



- Insert “pod install” or “pod update” like the picture bellow.

```
$ pod install
```

After that if you can see something like this, it means your work is correct.

```
Analyzing dependencies
Downloading dependencies
Installing Firebase 3.3.0 (was 3.3.0)
Using FirebaseAnalytics (3.2.1)
Using FirebaseInstanceID (1.0.7)
Installing Google-Mobile-Ads-SDK 7.9.1 (was 7.8.1)
Using GoogleInterchangeUtilities (1.2.1)
Using GoogleSymbolUtilities (1.1.1)
Using GoogleUtilities (1.3.1)
Generating Pods project
Integrating client project
Sending stats
Pod installation complete! There are 2 dependencies from the Podfile and 7 total
pods installed.
```

If don't please do the step 1 again.

2. Make sure you had set Enable Modules (C and Objective-C) to yes in Build Settings of Xcode.

1. If you are running Unity 4 you need to make the following changes:

IOS	ANDROID
Modify the following build settings within the Xcode project exported by Unity:	
<ul style="list-style-type: none">• Set Enable Modules (C and Objective-C) to Yes in Build Settings.• Add \$(inherited) to Other Linker Flags in Build Settings.	

2. Import the Google Mobile Ads SDK into your project.

IOS	ANDROID
<ul style="list-style-type: none">a. Navigate to File > Build Settings, select the iOS platform, and choose Build to export an Xcode project and a corresponding CocoaPods xcworkspace.b. Open up the exported xcworkspace and navigate to Product > Run in Xcode to run your project. <p>You've just imported the plugin for iOS!</p>	

- Please make sure you installed cocoapods and run pod install before Build. If not the build can not complete.