

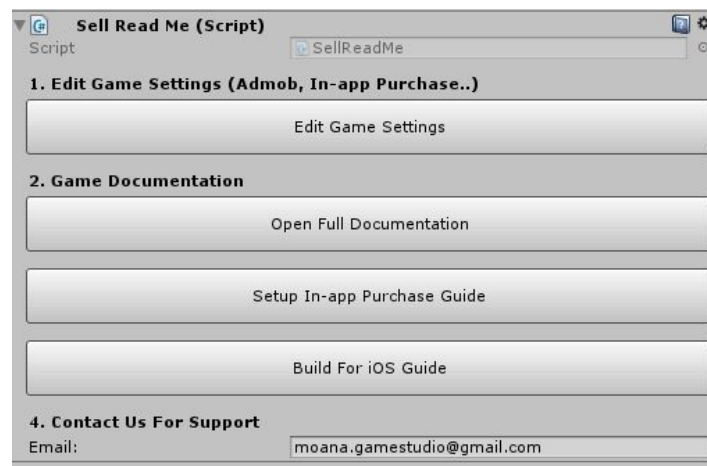
# 1Line Documentation (v1.0)

## 1. Requirement

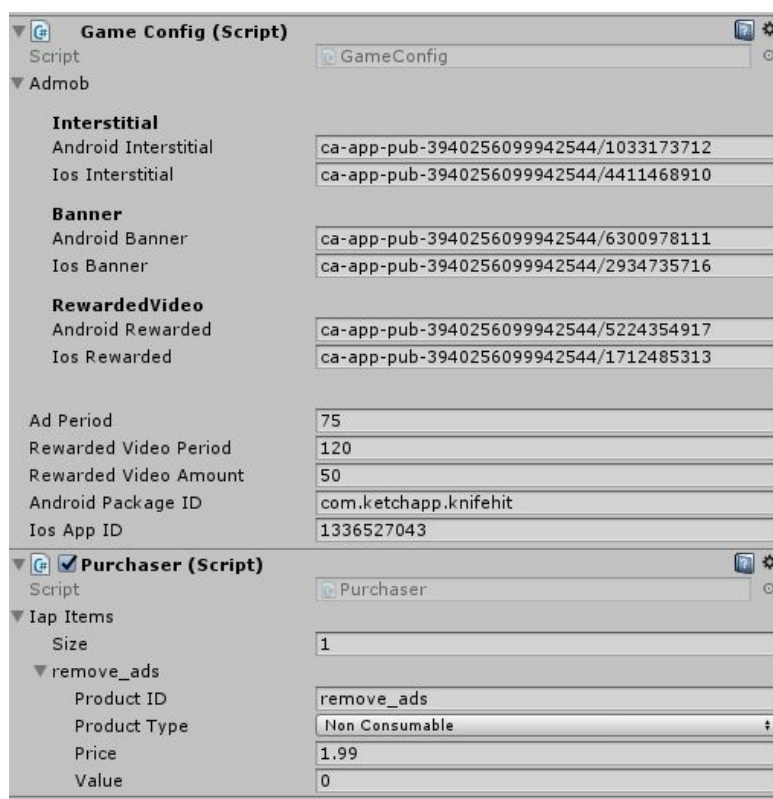
- Unity 2017.3.0 or higher
- This game is made with Unity 2017.3.0 so if any errors show up due to the Unity version, you are required to switch to the version that the game is made or contact us for some advice.

## 2. Edit game settings (Admob, In-app purchase ..)

Open any scenes in Assets/OneLine/Scene and click on **---Read Me---** object. Then click on “Edit Game Settings” button on the right side.



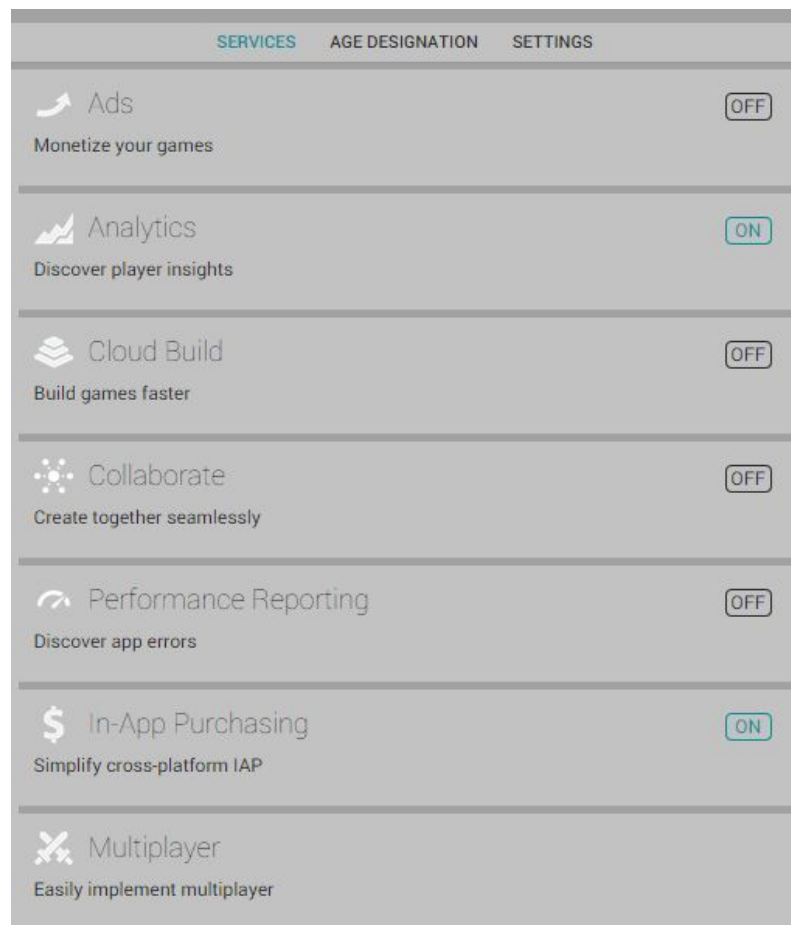
Expand “Admob” in GameConfig section and expand “iap item” in Purchaser section to see the configurations there



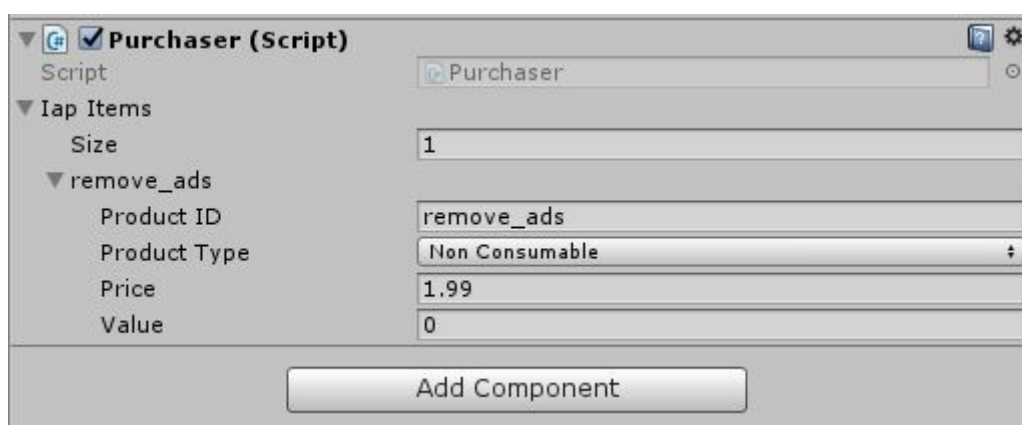
### 3. Setup In-app purchase

Open Window → Services and follow the instruction

This is the expectation (Analytics and In-App Purchase are ON):



Find the product ids in Game Settings → Purchaser section (by click on **--Read Me--**, then click on Edit Game Settings)



- You have to register the product ids on stores (Android, iOS ..). Remember that the ids must be the same between Unity and stores
- In-app purchase only works on devices after the game is released or you use Test mode (Test flight or Alpha ..)

For iTunes: Remember to update your Agreements, Tax, and Banking (make sure that 3 buttons are Edit, Edit and View)

Contract Num...	Contact I...	Bank Info	Tax Info	Effective
MS119129729	<button>Edit</button>	<button>Edit</button>	<button>View</button>	Mar 26, 2018
MS119129369	N/A	N/A	N/A	Mar 26, 2018

#### 4. Buid for iOS

Video guide:

[https://www.youtube.com/watch?v=f0TfqG9\\_Xbc](https://www.youtube.com/watch?v=f0TfqG9_Xbc)

Library to use:

Google Mobile Ads SDK for iOS:

<https://developers.google.com/admob/ios/download>

Above is video guide for “Unroll Ball” game, but it applies to this game, too. If you encounter any problems related to building game, please contact us.

Notes:

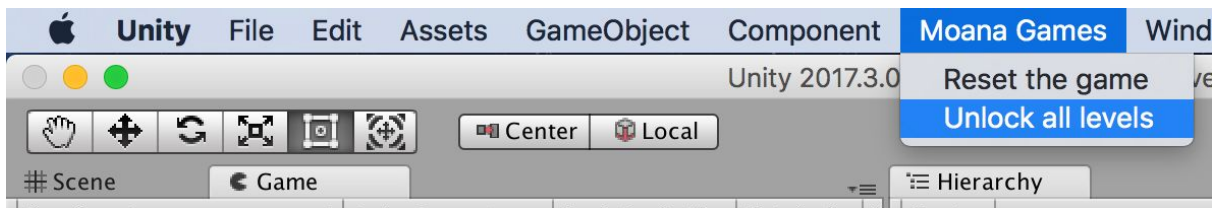
- In Xcode, please go to tab Build Phases and expand “Link binary with libraries” and remove the file **-IPods-Unity-iPhone.a** if it exists.
- If you get the error “**Module GoogleMobileAds not found**”, please follow this guide to fix it: <https://youtu.be/b573NVs0X0>
- Remember to set “**Enable Modules**” to Yes and “**Enable Bitcode**” to No in Xcode Build Settings tab.
- If your iOS devices don’t show Rewarded Video ad, please make sure that **Limit Ad Tracking** is turned off (in Settings → Privacy → Advertising)

#### 5. Build for Android

Make sure you install Android 8.1.0 (API 27) → SDK Platform in Android SDK Manager

<input type="checkbox"/>	Android 8.1.0 (API 27)			
<input type="checkbox"/>	SDK Platform	27	1	<input checked="" type="checkbox"/> Installed
<input checked="" type="checkbox"/>	Android TV Intel x86 Atom System Imag	27	3	<input type="checkbox"/> Not installed
<input checked="" type="checkbox"/>	Google Play Intel x86 Atom System Ima	27	3	<input type="checkbox"/> Not installed
<input checked="" type="checkbox"/>	Google APIs Intel x86 Atom System Ima	27	5	<input type="checkbox"/> Not installed
<input type="checkbox"/>	Sources for Android SDK	27	1	<input type="checkbox"/> Not installed

## 6. Use this for testing



## 7. How to create more packages and levels

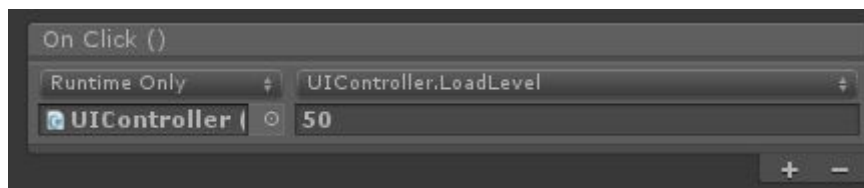
<https://youtu.be/o66hVmwmwug>

To add more levels (currently 50) in a package, please open LevelData.cs file and adjust this variable:

```
public static int totalLevelsPerWorld = 50;
```

Open LevelSelection scene, expand Canvas → LevelSelectionScene → LevelSelection → Viewport → Content. Duplicate Level (49) by selecting Level (49) → Ctrl D.

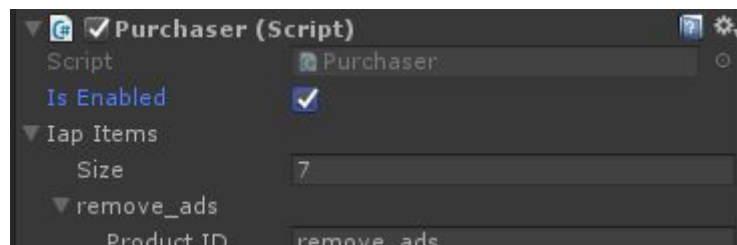
Look at the Inspector of the new level, adjust this number:



**Notice:** Level (49) means that the level is 50. And remember that the level data (json file) must be in Resources folder to be loaded.

## 8. How to disable in-app purchase (remove shop)

Go to Read me → Edit Game Setting, in Purchaser section, uncheck “Is Enabled”.



When “Is Enabled” is unchecked, we replace shop button in home scene by “rate me” button. So you need to fill out “Android package name” or “iOS app ID” in Game Config section.

## 9. Contact us

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