Source Code: **Dot In Dark**

By: Dusan

https://about.me/dusan.grujin

**Introduction:**

Application Name – Dot In Dark

**Brief Summary:**

Endless Jumping And Avoiding Gameplay

**Category:**

Juming/Action/Adventure/

**Ad Network:**

- AdMob Banner

- AdMob Interstitial

- Chartboost

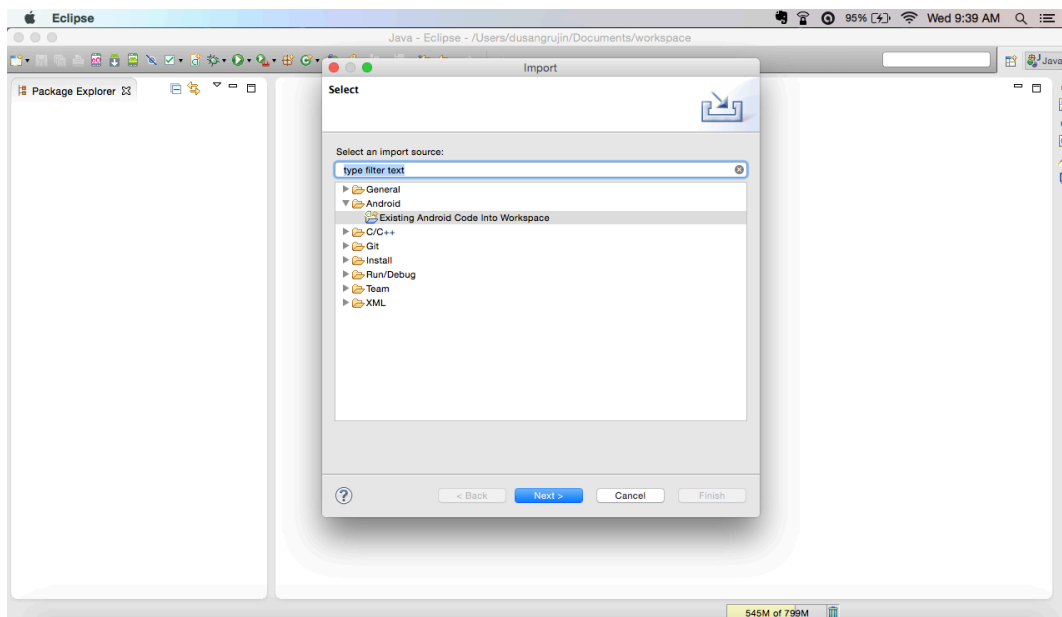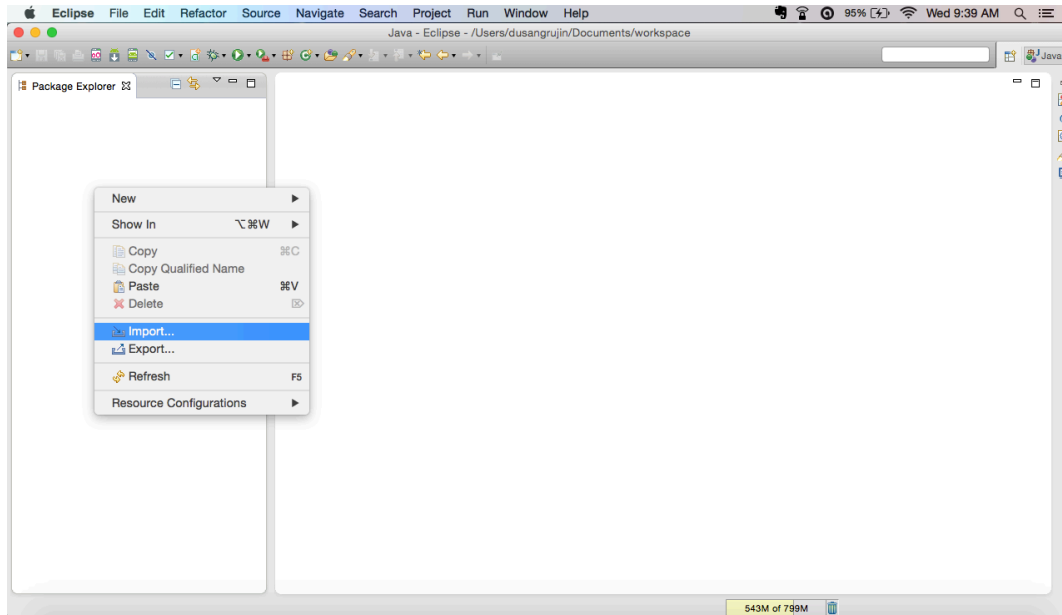**Development Engine and Language:**

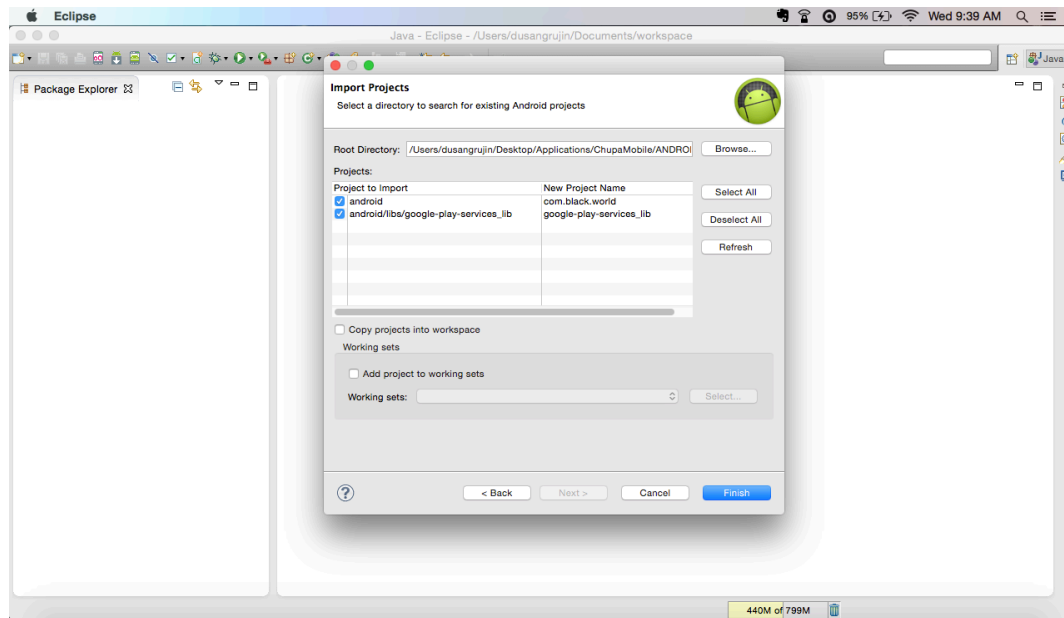Cocos2d-x Engine with C++ and Java

**Graphics:**

All graphic to be changed are stored in android\assets\data\atlasses

# Import your App

Go to File/Import and select your project (1),Import project together with google play service lib (2),
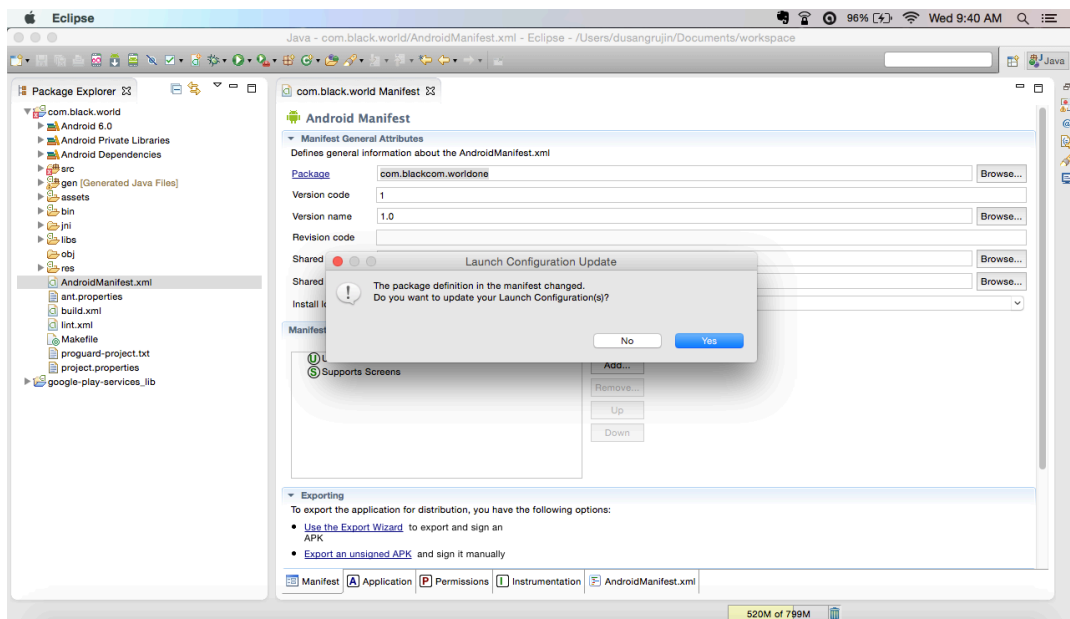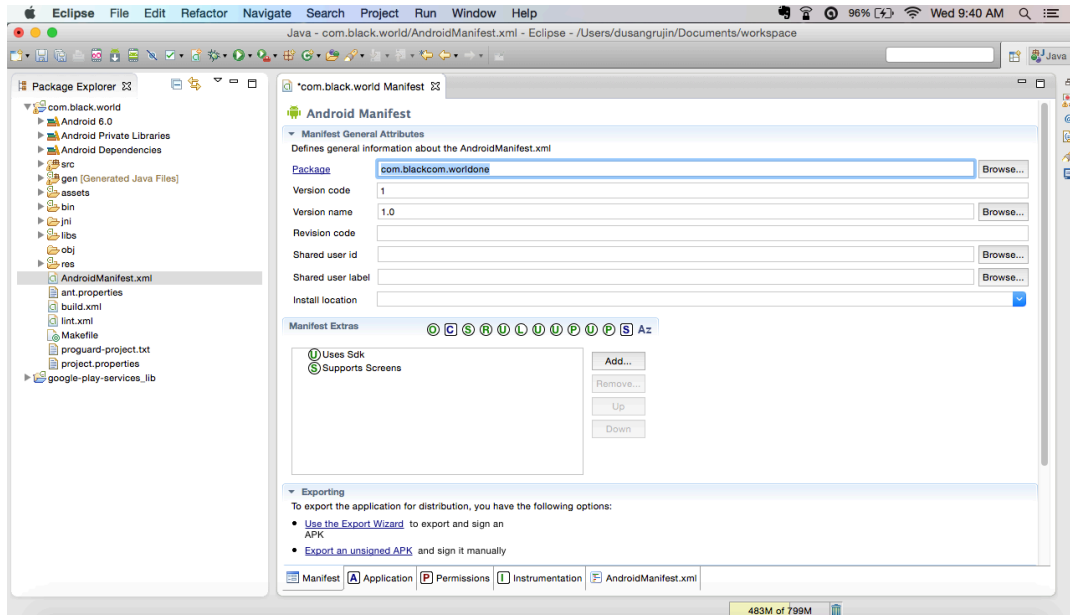
Make sure that project is imported together with google-play-service-lib

# Change package id in AndroidManifest.xml :

Change Package ID to be unique for you game, Version code, and Version name to be suitable your App development.

After changing Package ID into AndroidManifest.xml file you will need to change also in src folder
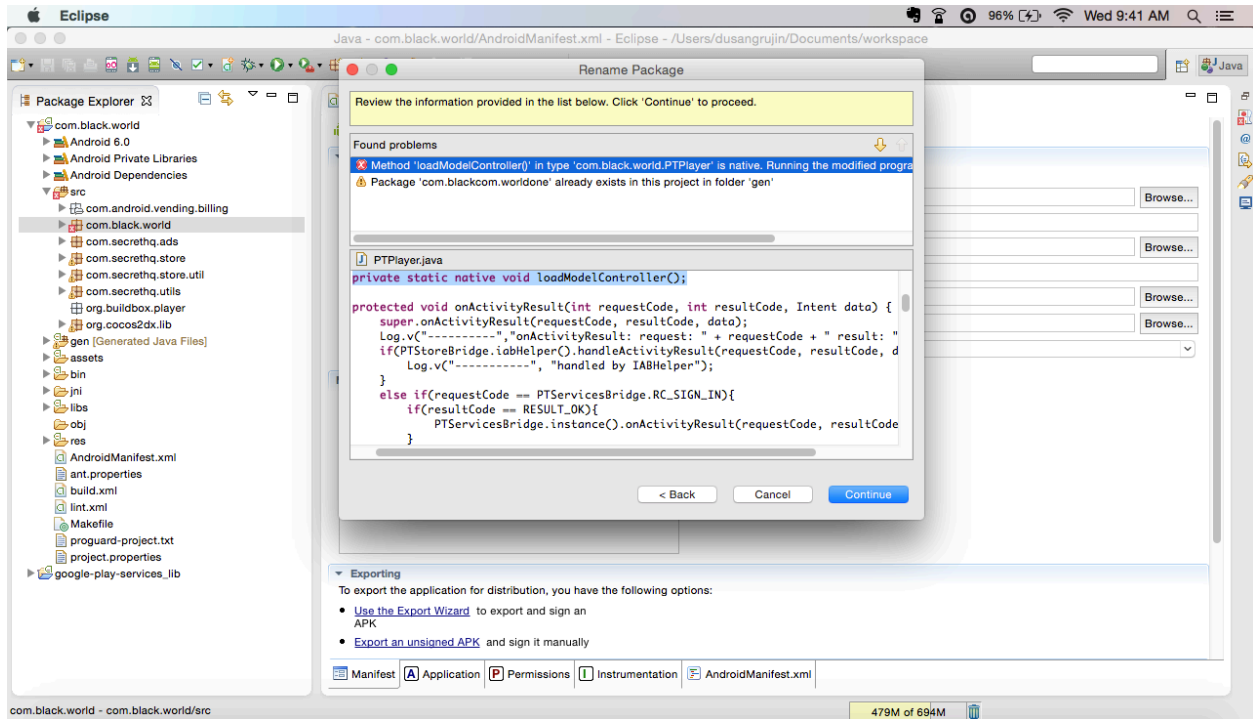
Right click on project file, go to Refactor and click on Rename
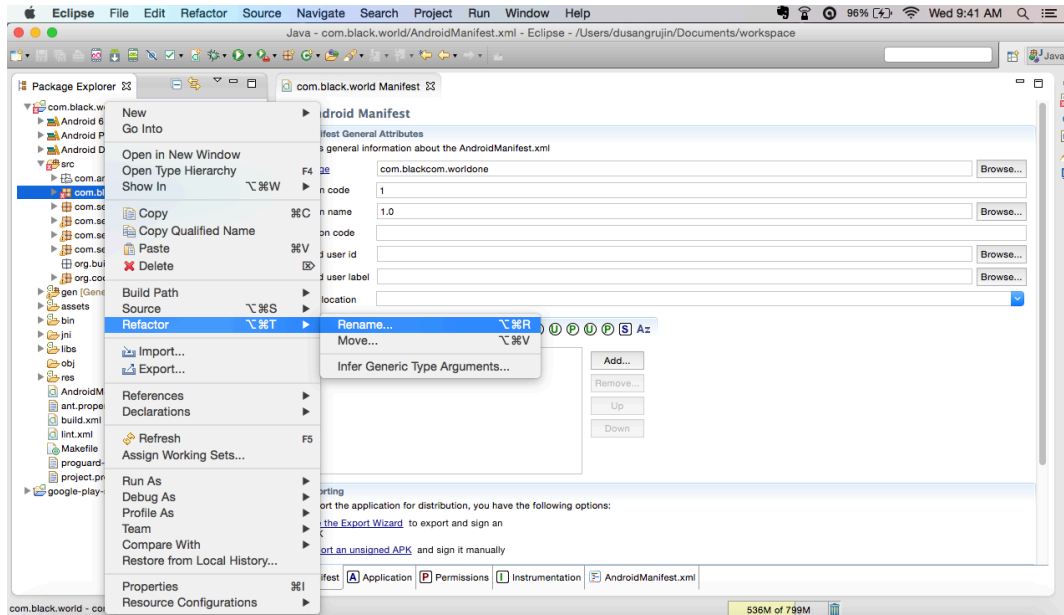


Put your new Package ID, same as in AndroidManifest.xml click OK
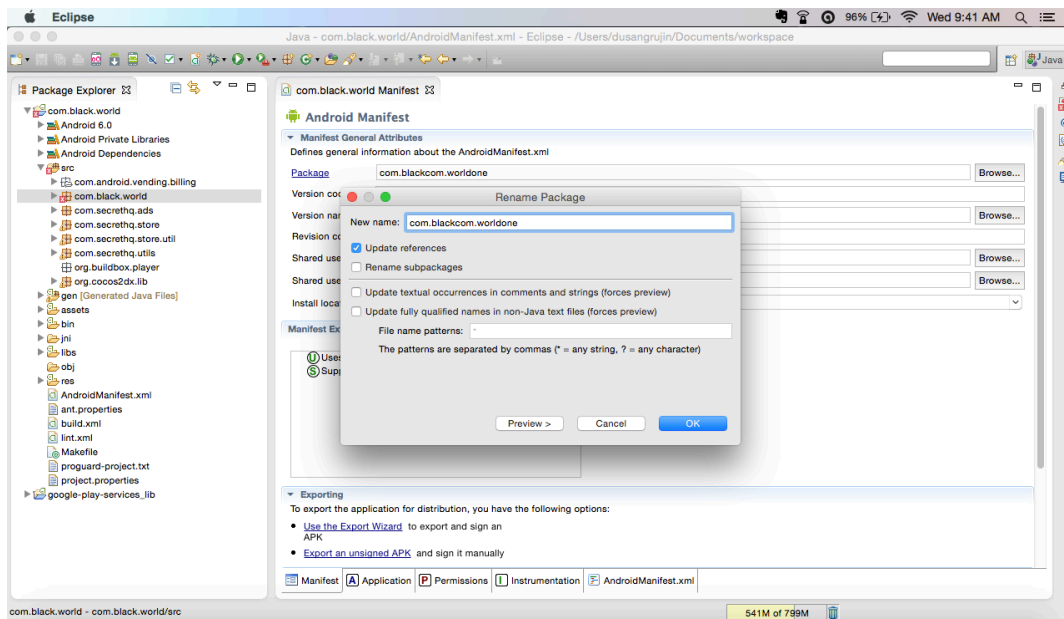
On windows that pop out click Continue, and wait to all change appear.

After this change you will need to go to
ProjectFile\assets\data\PTModelGeneralSettings.0  and look for BundleId,
it need to be change to your Package Name
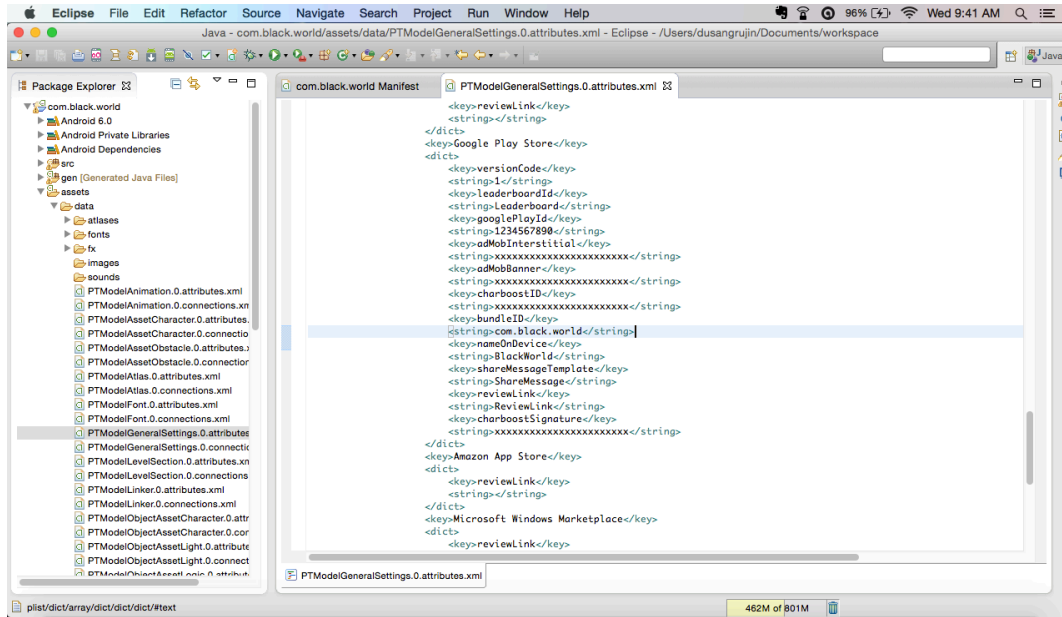
**Update Graphics:**

Change Icons - In project folder select res/drawable change all icons images, save it in same name.

Change Launch Screen Images - In project folder select assets/default.png and change the launch image, and save it in same name.

All Images for easy reskin you can find it in Artwork File.

## Configure Ad Networks:

Following Ads are display in the App:
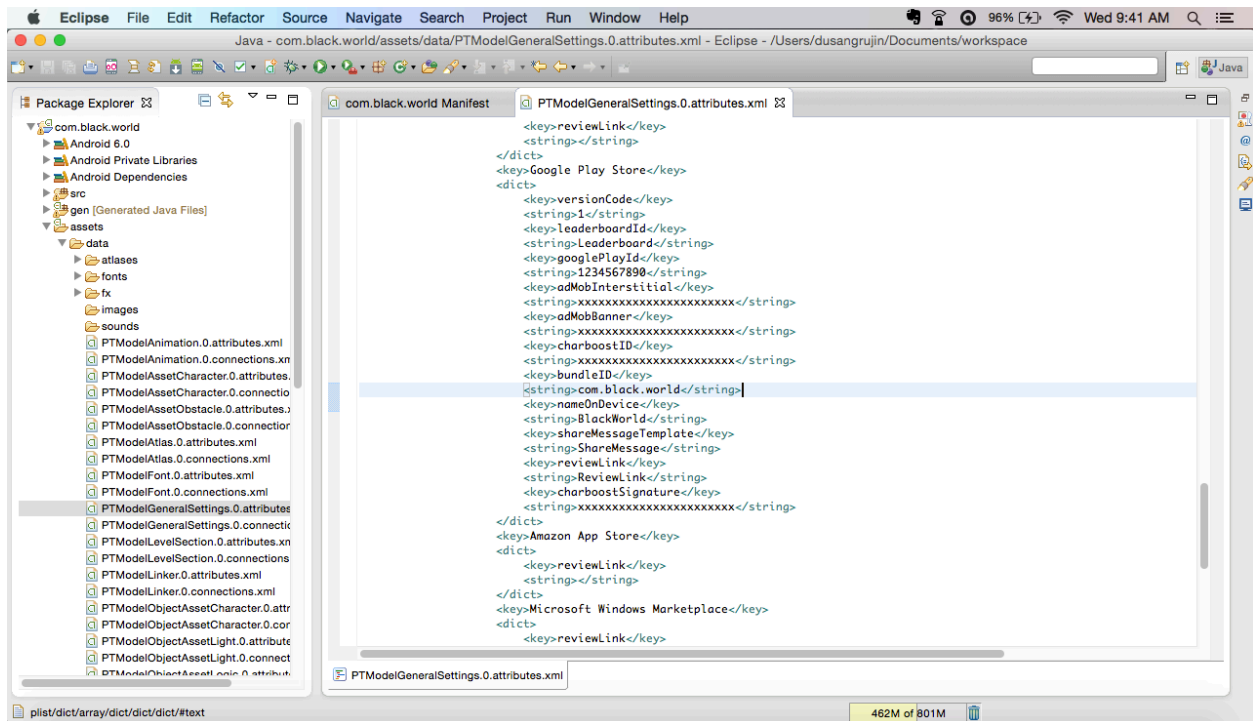• Full Screen Ad at 1-th launch game - Chartboost
• Full Screen Ad on 4-th game over - AdMob
• Banner Ads on Game Play, Pause Screen, Game Over - AdMob

## Configuring Ad Ids:
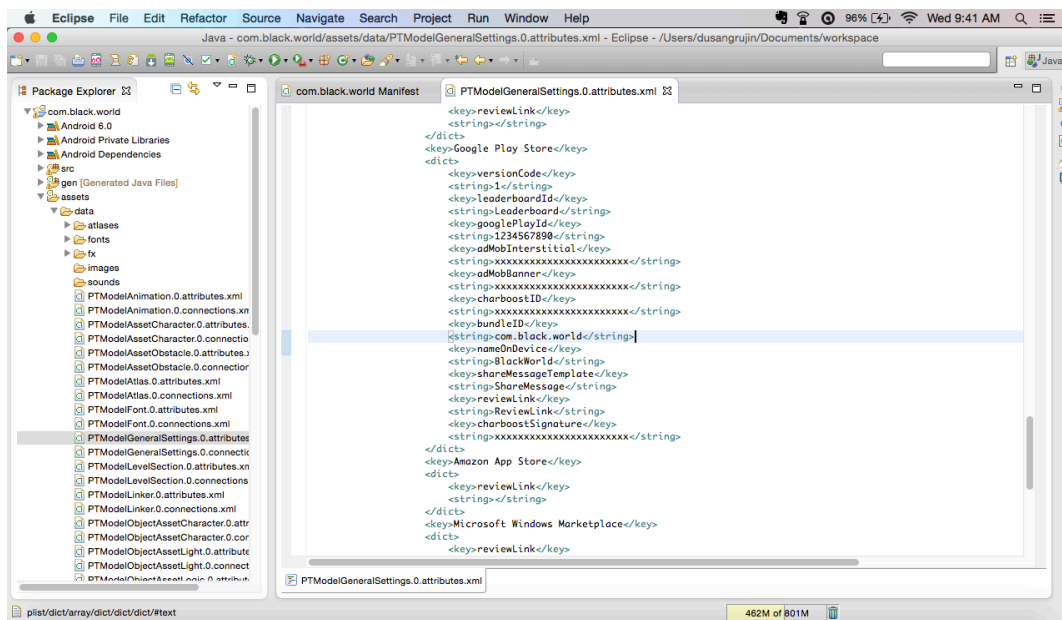Go to ProjectFile\assets\data\PTModelGeneralSettings.0



Change your AdMob ID here

**Update Rate URL:**

As soon as your App is published you can take your App URL and make it in game for Review App.Or you can use

**https://play.google.com/store/apps/details?id=**

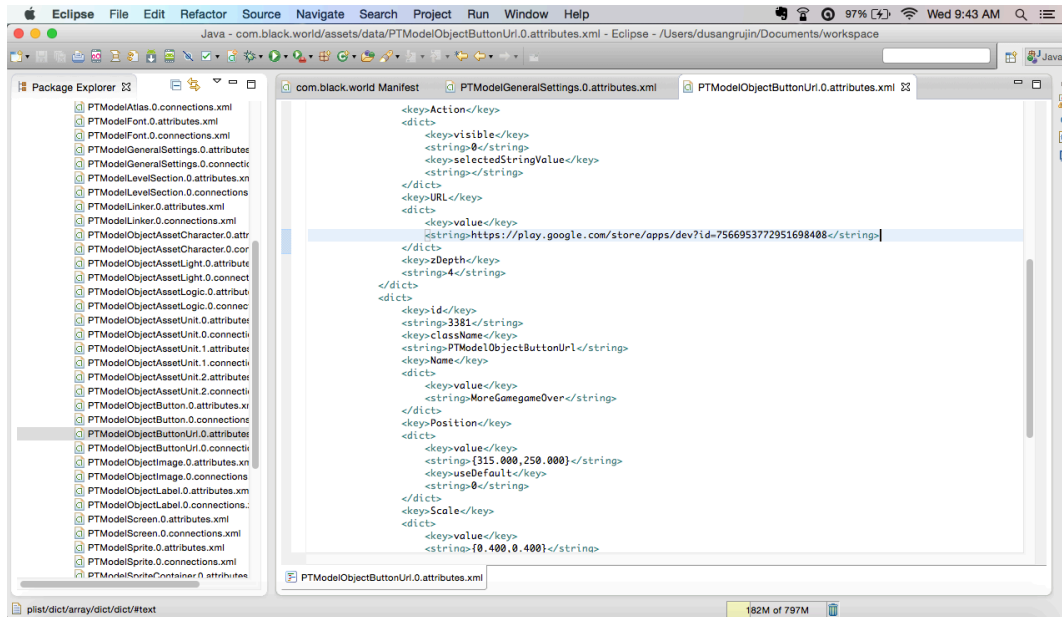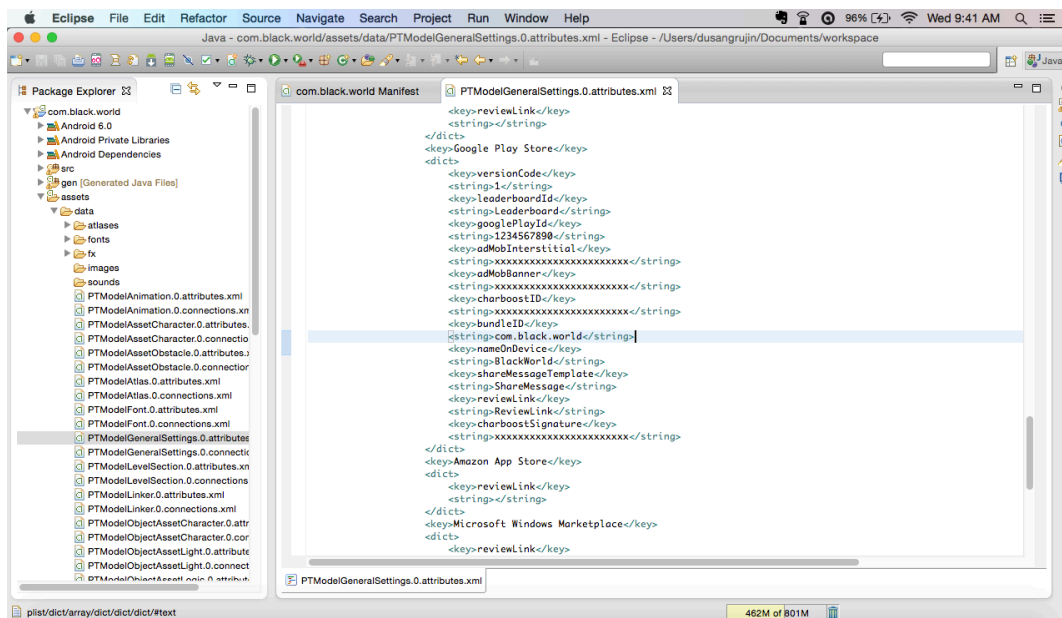add your package id without any empty spaces.



Write also share message when your game will be shared on Social Networks.

# Update More Game Button URL

You will need to change it in two places, Start Game, and Game Over.

Go to android\assets\data\PTModelObjectButtonUrl.0.attributes and

change more game button URL

## Configure Game Center:

## Configure Game Service on Developer console:
• Go to Developer console
• Click on Game Service
• Click on Add New App
• Fill all details according to your App
• After click on Get resources to see all ID's for App ID, Leaderboard ID
• And save the leaderboard ID for the following procedure:

## Configure Game center in the application:
Leaderboard ID usually are random letters.Google Play Game Service ID of your game is random numbers.

After you will need to change also in string.xml file together with name of game
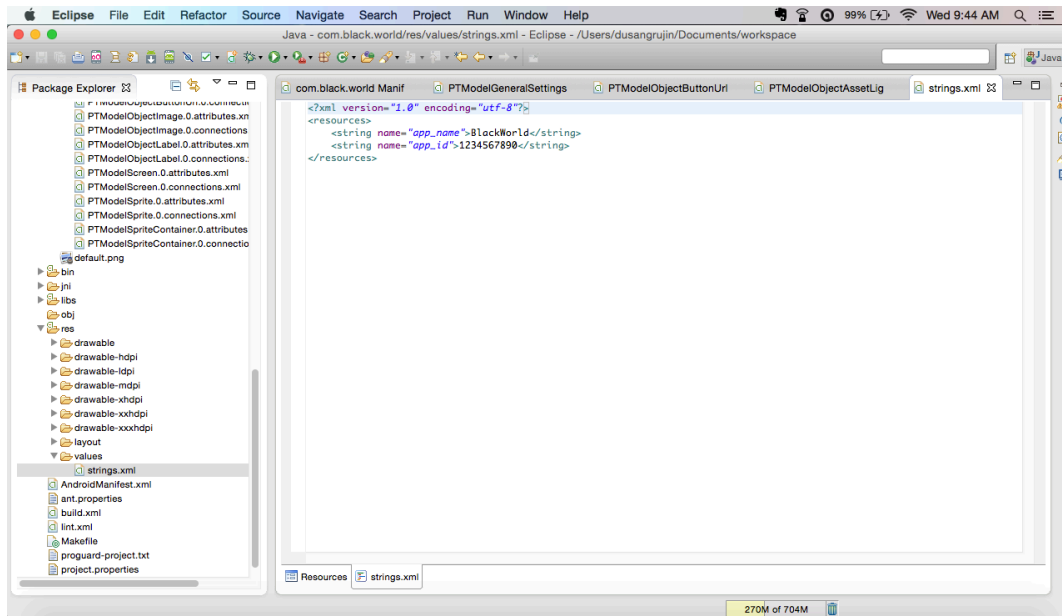
**Archive and Distribute:**

After all changes that was made in App project was finish and checked, we can proceed to made .apk file for submission.Right click on project file and click on Export.On Export window select Android/Export Android Application.

Fill your Keystore details.Choose where to save finished .apk file.

Thank you a lot for deciding on this purchase, if you need any help leave us a comment and we will come back to you as soon as possible.

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