

User Guide

Thanks for purchasing our Game Template. This is iOS Universal Game Template from CodeCanyon. We wish you luck in your business with our game template!

Requirements

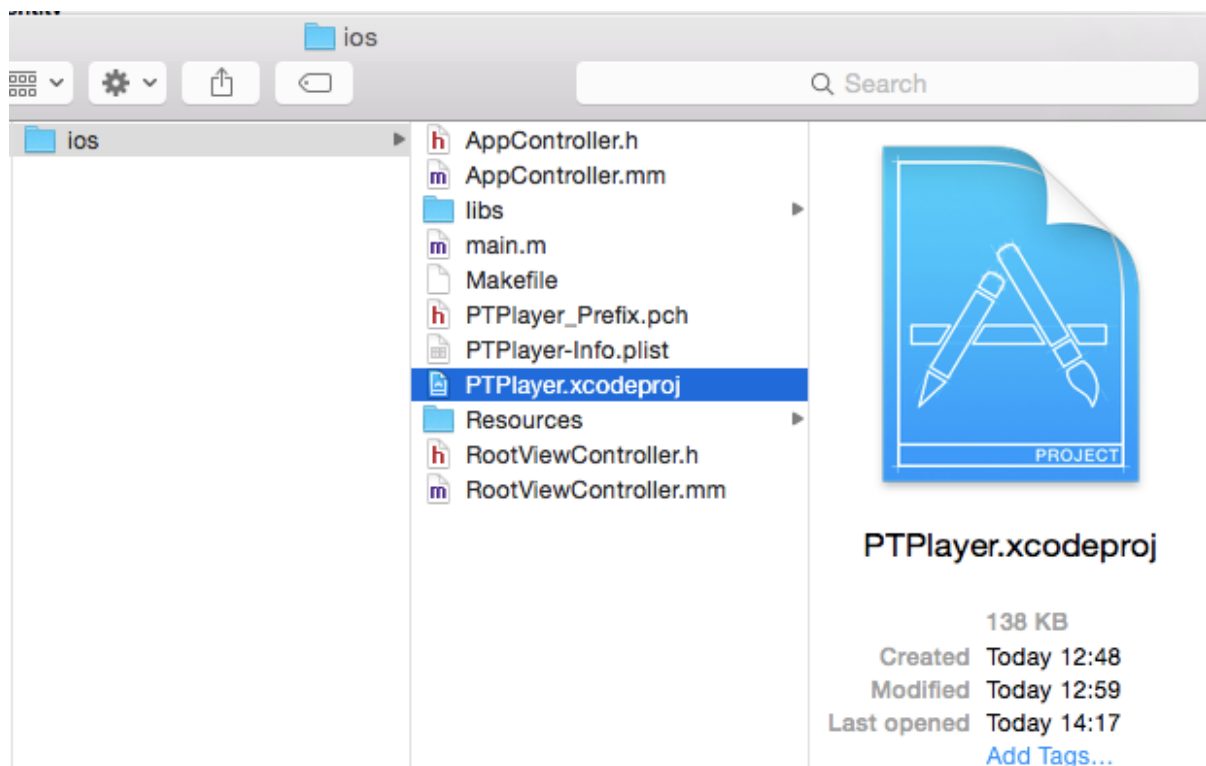
- Mac OS X and the latest version of Xcode.

You can install the latest version of Xcode by this link:

<https://developer.apple.com/xcode/download/>

Opening the project file

1. Unzip the game folder
2. Go to “ios”
3. Open “PTPlayer.xcodeproj”



First Setup

Change Bundle Identifier

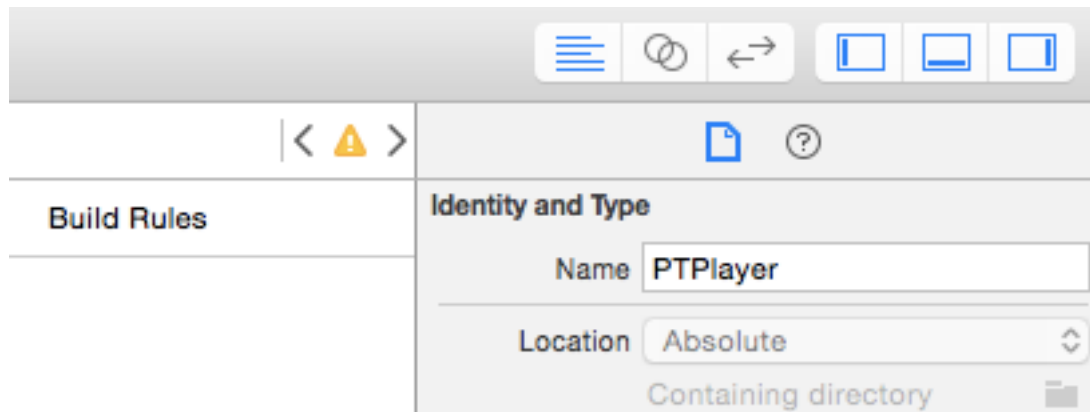
Once you have generated a new App ID and Distribution Provisioning file from the Apple Developer portal (in order for you to be able to upload the binary of your app), you must change the Bundle Identifier accordingly to the one you generated in your provisioning profile.

▼ Identity

Bundle Identifier	<input type="text" value="com.company.name"/>
Version	<input type="text" value="1.0"/>
Build	<input type="text" value="1.0"/>

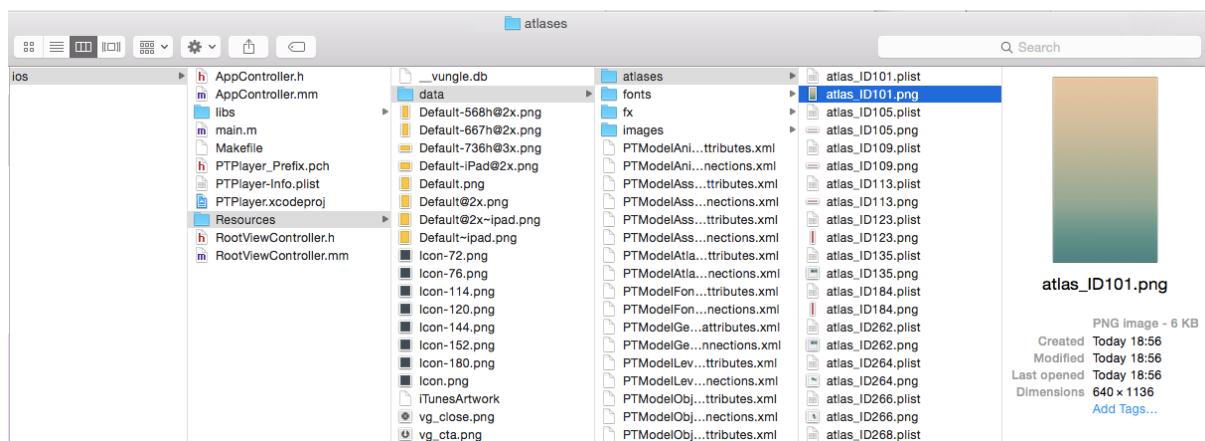
Change App Name

Change your app name. This app name will be visible on your screen device.



Reskin and customization

Reskin is very easy for this game. Go to Resources -> data -> atlases. Change .png pictures.



Change data

Find: PTModelGeneralSettings.0.attributes.xml. In this file find <key>Apple iOS App Store</key>.

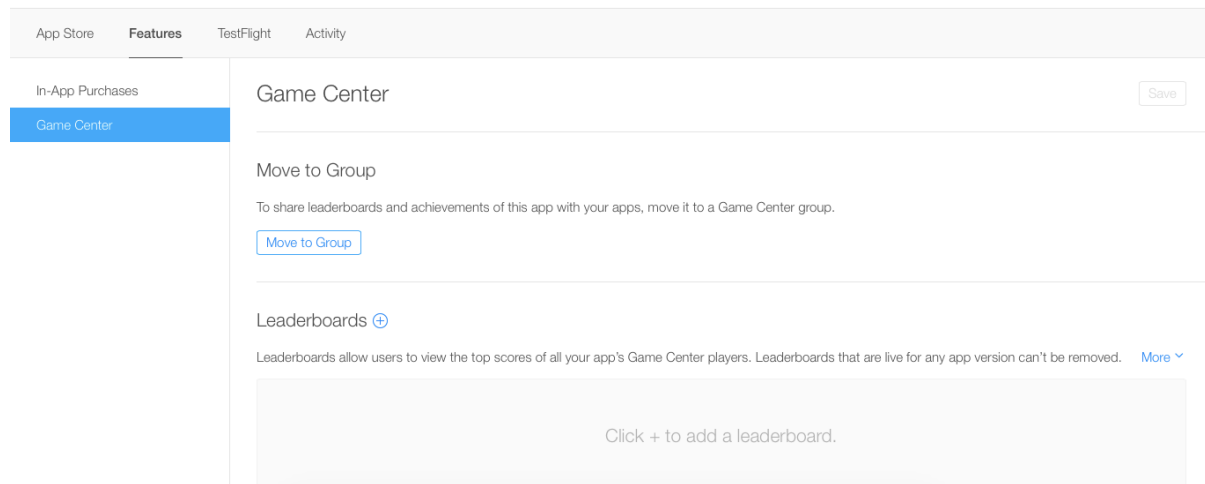
```
PTPlayer > Resources > data > PTModelGeneralSettings.0.attributes.xml > <dict>
<dict>
  <key>Apple iOS App Store</key>
  <dict>
    <key>leaderboardId</key>
    <string>LEADERBOARD_ID</string>
    <key>charboostID</key>
    <string>CHARTBOOST_ID</string>
    <key>charboostSignature</key>
    <string>CHARTBOOST_SIGNATURE</string>
    <key>adMobBanner</key>
    <string>ADMOB_BANNER</string>
    <key>bundleID</key>
    <string>com.companyname.cubesaga</string>
    <key>nameOnDevice</key>
    <string>Game Title</string>
    <key>shareMessageTemplate</key>
    <string>I enjoy this awesome game!</string>
    <key>reviewLink</key>
    <string>REVIEW_LINK</string>
  </dict>
</dict>
```

Replace the info that is highlighted by red color.

```
<key>Apple iOS App Store</key>
<dict>
  <key>leaderboardId</key>
  <string>LEADERBOARD_ID</string>
  <key>charboostID</key>
  <string>CHARTBOOST_ID</string>
  <key>charboostSignature</key>
  <string>CHARTBOOST_SIGNATURE</string>
  <key>adMobBanner</key>
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  <key>shareMessageTemplate</key>
  <string>I enjoy this awesome game!</string>
  <key>reviewLink</key>
  <string>REVIEW_LINK</string>
</dict>
```

Game Center Leaderboard setup

In your iTunes Connect app page go to Features -> Game Center.

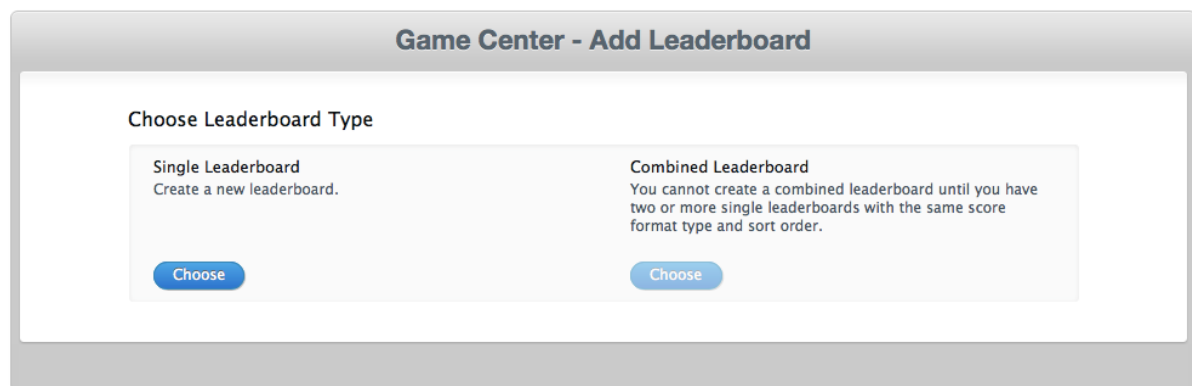


Press Plus button to add a new leaderboard.

Leaderboards 

Leaderboards allow users to view the top scores of all your app's Game Center players.

Then choose Single Leaderboard.



Fill a leaderboard name and ID, choose Integer and mark High to Low.

Single Leaderboard

Leaderboard Reference Name	<input type="text" value="Test Leaderboard"/>	?
Leaderboard ID	<input type="text" value="test_leaderboard"/>	?
Score Format Type	<input type="text" value="Integer"/>	?
Score Submission Type	<input checked="" type="radio"/> Best Score <input type="radio"/> Most Recent Score	?
Sort Order	<input type="radio"/> Low to High <input checked="" type="radio"/> High to Low	?
Score Range (Optional)	<input type="text" value="-9223372036854775000"/> To <input type="text" value="9223372036854775000"/>	?

Add Language.

Leaderboard Localization

You must add at least one language below. For each language, provide a score format and a leaderboard name.

[Add Language](#)

0 Localizations			
Image	Language	Leaderboard Name	Score Format
Click Add Language to get started.			

Fill the information and save your settings.

Add Language

Language	<input type="text" value="English"/>	?
Name	<input type="text" value="Test Leaderboard"/>	?
Score Format	<input type="text" value="Integer (100,000,122)"/>	?
Score Format Suffix	<input type="text" value="point"/>	?
Score Format Suffix (Plural)	<input type="text" value="points"/>	?
Image (optional)	Choose File	?

[Cancel](#) [Save](#)

You'll be redirected to the main page of your app. Scroll down until you reach Game Center option, enable its switch, click its "+" sign and check your Leaderboard into the popup window. Click Done and then save your app's page with the Save button next to Submit for Review. You're done with Game Center settings!

Feel free to contact us if you have any questions. Have a successful business with this game template!

Please, don't forget to rate it on your Downloads page if you like it! Thank you.