

How to import the game with Android Studio

Follow this video, it is very easy: <http://youtu.be/a38l4PqAlb0>
That video is from other of my games, but you have to do the same.

If you use Eclipse, now it is the moment for changing to Android Studio. It is easier, faster and better.

How to change Admob ids (Banner and Intersitial)

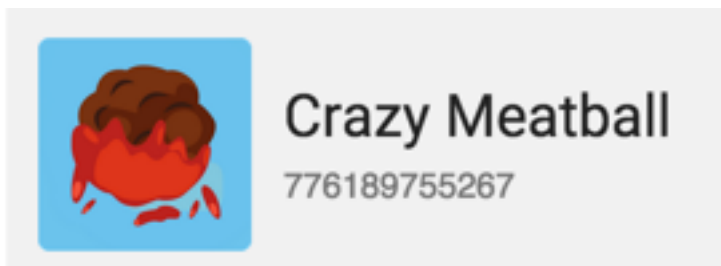
It is very simple, just replace your admob ids in the class "C" that you can find inside the package called "C" inside the "core" project.

You can also configure the % of times that appears the interstitial. Just change the value of the variable "interstitial_percentage" and put the % you want.

How to change Leaderboard id

First, go to your google play console and generate two new leaderboards. For that, create a new game on your Game Services. Then generate the new leaderboards. Once you have generated the leaderboards, copy their ID and paste them in the class "C", inside the package called "C" inside the Project "core" (the same place you have changed your Admob ids).

Now you have to copy your app ID, you can find it next to your game name, in the Games Services:



Replace my "app_id" and paste yours in the file called "strings.xml". You can find this file inside the project "android" in this path: res/values/strings.xml

How to change Push Notifications ids (PushBots)

Fortunately, PushBots has a very easy and understandable tutorial so I am going to redirect to it: <https://pushbots.com/developer/docs/android>

You don't have to create any file, import any library or touch AndroidManifest.xml, just read the part about how to generate the ids you need, and replace them in the files that are mentioned in the tutorial. These files are already created, you only have to replace your ids.

How to change game difficulty

The difficulty of the game is based on the speed of the bars, if they fall faster, the game is harder. It is configured from the method called "increase_difficulty". You can find that method in the class RunningUpdate, in the core project.

How to change game images and sounds

Go to the folder called "assets" in the android project and replace my images and sound with yours. Remember to put the same proportions to your images and the same name for the files.

For changing the game icon go to the folders "drawable" inside the android project.

How to export the game

First of all, you have to change the package name. For this I have recorded a video:

<http://youtu.be/Lie6gDUfrpM>

That video is from other of my games, but it is the same.

If you want to change the game name go to the file called "strings.xml" in the path res/values/strings.xml in the project "android".

Then, in your Android Studio go to Build>Generate Signed Apk, select module android, choose or create a key store and select "release" for Build Type.

How to contact me

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