

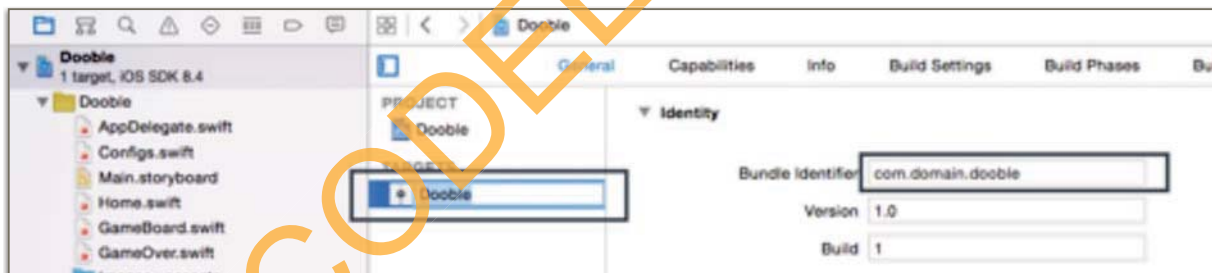
DOOBLE

User Guide

Thanks for purchasing **DOOBLE** Full Swift iOS Game Template from CodeCanyon, we really appreciate your support and we're sure you'll have so much fun with this template!

- First Setup -

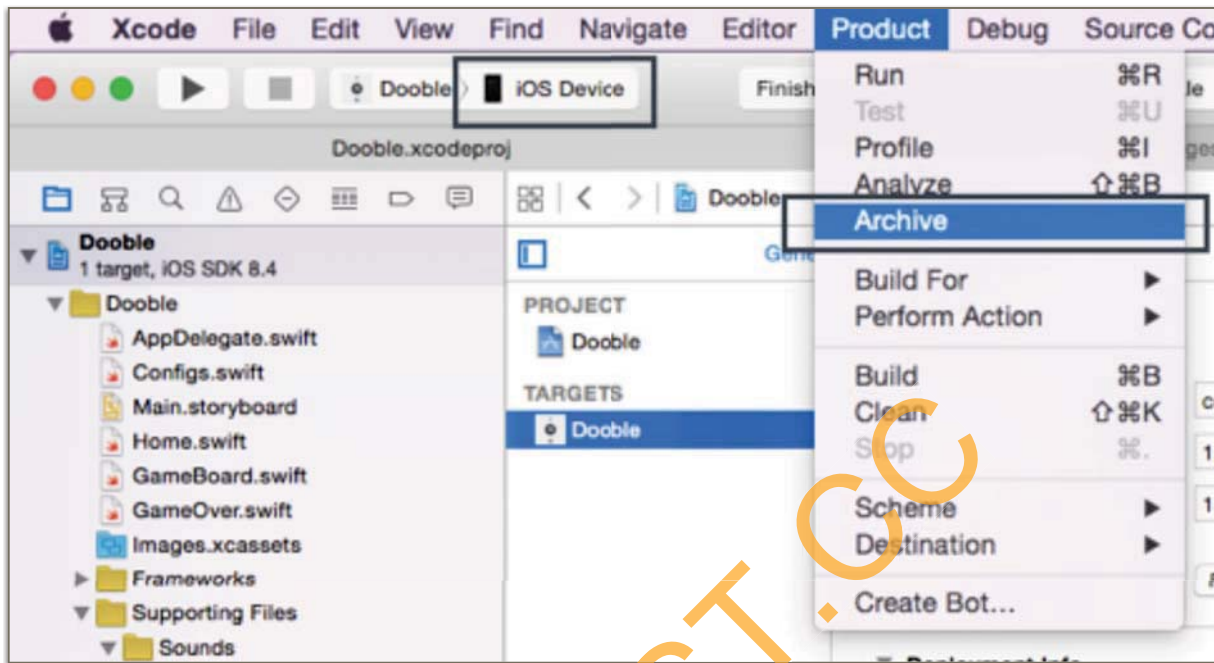
- **Bundle Identifier & App name:** If you want to use the demo project included into the package, you can do so. Once you have generated a new **App ID** and **Distribution Provisioning** file from the **Apple Developer portal** (in order for you to be able to upload the binary of your app), you must change the **Bundle Identifier** accordingly to the one you generated in your provisioning profile. Also, you must change the App's name under **TARGETS** by double clicking on **DOOBLE** and renaming it as you want, so you'll see your own app's name underneath the app's icon (see below):



NOTE: do not change the **DOOBLE** folder's name or Project's name, or else XCode won't recognize the app and you won't be able to test it on the iOS Simulator nor Archive it for AppStore publishing.

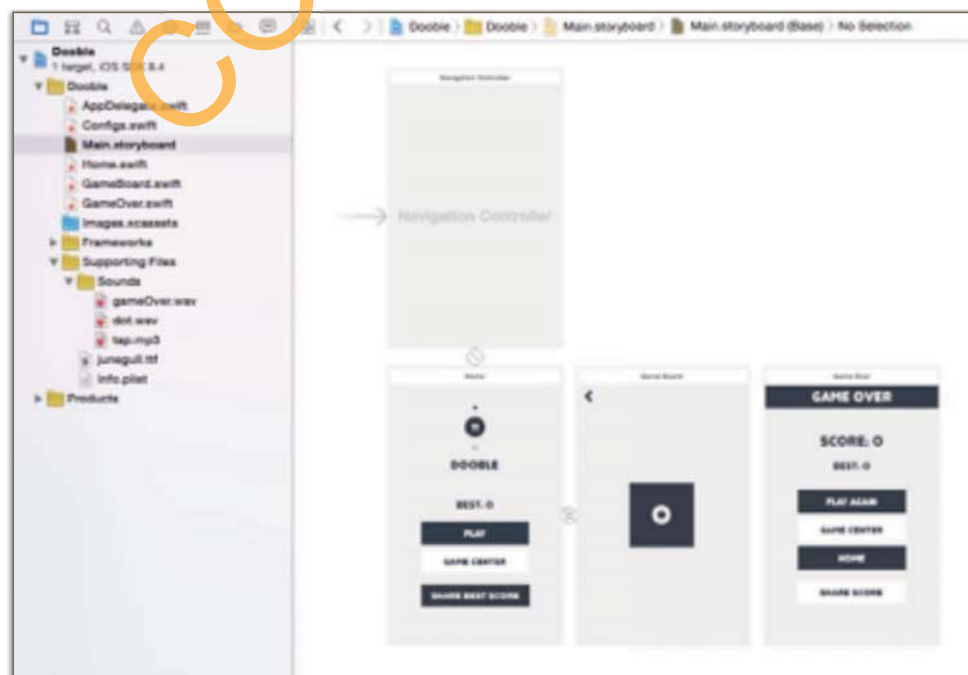
- **Archive the App:** To archive the app and be able to upload it to the iTunes AppStore, select **iOS Device** on the device list and then click on

Product -> **Archive** to launch the **Organizer** and archive the app (see below):



- Customization -

- **User Interface:** If you want to edit the User Interface of **DOOBLE**, you can do so by the Storyboards file called **Main.storyboard**.



- **Graphics:** You can easily change App icons, logo and buttons design by accessing **Images.xcassets** folder and editing the .png images in there, just do not rename them so XCode will still recognize them. Make your reskin and save png files with the same names as the existing ones in the project. The black and white color of the small and big dots are declared into **Configs.swift** file, check them out and change their RGB values in case you want to change their colors
- **Sounds:** There are .wav and .mp3 sound clips in **DOOBLE**. You can change them by replacing them with your own sounds, but do not change their real names and extensions so you won't have to edit a single line of code in XCode.
- **Configs.swift file:** You can edit a few variables into this file, check their comments out to know what to edit:

```
// IMPORTANT: Replace the red string below with your own AD UNIT ID you've got
from www.apps.admob.com
var ADMOB_UNIT_ID = "ca-app-pub-9733347540588953/7805958028"

// CHANGE THE RED STRING BELOW ACCORDINGLY TO THE NAME YOU'LL GIVE TO YOUR OWN
VERSION OF THIS APP
var APP_NAME = "DOOBLE"

// CHANGE THE RED STRING BELOW ACCORDINGLY TO THE ITUNES APP STORE LINK OF YOUR
OWN APP (You can get it by clicking on More -> About this app on your app's
page in iTC)
var APP_STORE_LINK = "https://itunes.apple.com/app/xxxxxxxxxxxxx"

// Replace the red string below with your own Leaderboard ID (the one you've
set on your app's page in iTC)
var LEADERBOARD_ID = "com.bestscore.dooble"

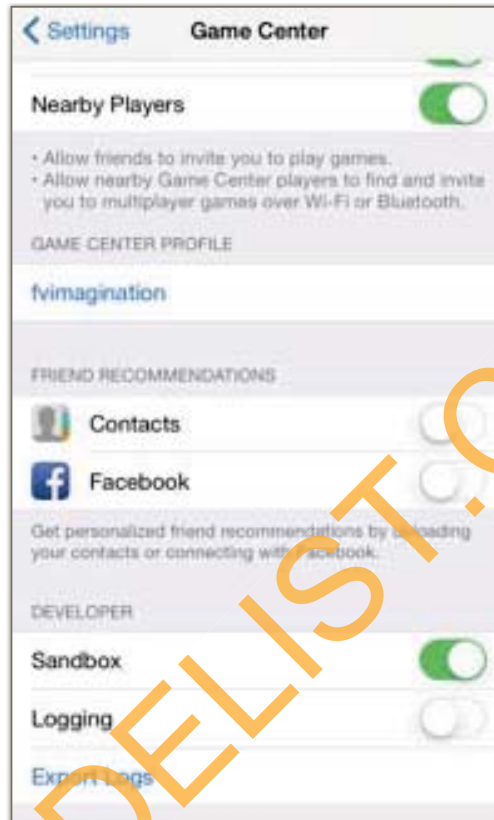
// COLORS
var darkGray = UIColor(red: 67.0/255.0, green: 74.0/255.0, blue: 84.0/255.0,
alpha: 1.0)
var white = UIColor(red: 239.0/255.0, green: 239.0/255.0, blue: 239.0/255.0,
alpha: 1.0)

// SHARE SCORE MESSAGE
var scoreMess = "I've just reached \(score) on #\(APP_NAME), check it out - \(
(APP_STORE_LINK))"

// SHARE BEST SCORE MESSAGE
var bestScoreMess = "My Best Score on #\(APP_NAME) is \(bestScore), check it
out - \(APP_STORE_LINK)"
```

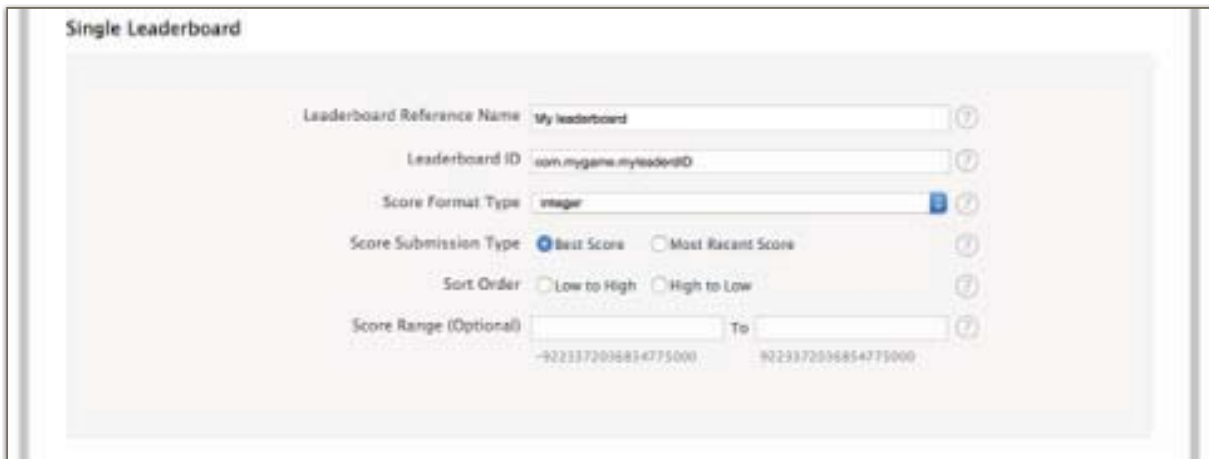
- Game Centert setup -

Please note that if you want to test **DOOBLE** on your **real device**, you must enable the **Sandbox** switch for Game Center, you can find it into **Settings/ Game Center** (check the sample image below):



Now follow these steps to setup GC and Leaderboard for your own reskinned version of **DOOBLE**:

1. Once your app's page is ready, click on Game Center on the top of your iTC page, you'll enter the GC setup page for your game.
2. Click **Add Leaderboard** blue button, select **Single Leaderboard** and fill the required text fields as shown on the images below (please note that *My leaderboard* and the *Leaderboard ID* are just examples, you have to create your new ones):



The screenshot shows the 'Single Leaderboard' configuration interface. It includes the following fields and options:

- Leaderboard Reference Name:** A text field containing 'My leaderboard'.
- Leaderboard ID:** A text field containing 'com.mygame.myleaderID'.
- Score Format Type:** A dropdown menu set to 'integer'.
- Score Submission Type:** Two radio buttons: 'Best Score' (selected) and 'Most Recent Score'.
- Sort Order:** Two radio buttons: 'Low to High' (selected) and 'High to Low'.
- Score Range (Optional):** Two text fields for 'From' and 'To'. The 'From' field contains '-9223372036854775000' and the 'To' field contains '9223372036854775000'.

3. Now click on **Add Language** blue button to add at least an English language to identify your leaderboard. Fill the Language, Name and Score Format. You're free to add an icon image too that users will see once they'll open the GC leaderboard on their devices.

4. Lastly, click **Save** and again the blue **Save** button on the main GC window, you'll be redirected to the main iTC 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!

Please note that it will work only if you've setup already a Bundle Identifier for your app in the XCode project, as shown in the beginning of this guide.

• **iAd banners:** You just have to have a valid Contract approved by Apple in your Agreements, Tax and Banking page in iTunes Connect for iAd Network, as shown below:

Agreements, Tax, and Banking								
Master Agreements								
Contracts In Effect								
Contract Region	Contract Type	Contract Number	Contract Info	Bank Info	Tax Info	Effective Date	Expiration	Download
All (See Contract)	Paid Applications	MS106455320	Edit	Edit	View	Jun 09, 2015	Jun 15, 2016	Download Agreement
World	Free Applications	MS106403177	N/A	N/A	N/A	Jun 14, 2014	Jun 15, 2016	N/A
World	iAd App Network	MS9067968	Edit	Edit	View	Oct 29, 2012	Jun 15, 2016	Download Agreement

That's it, you don't have to setup anything for iAd, Apple will automatically review and enable iAd banners after app's approval.

• **Apple Review process:** Sometimes it may happen that an app gets rejected once by Apple reviewers because of ads (iAd or AdMob doesn't matter), that's an issue we encountered too and we can't still understand why since we then re-submitted an app without any change and it got approved. One good thing to do would be to write a couple of lines in the Notes field of your app's page on iTunes Connect before submitting it for Review, telling them to wait for AdMob ads to come up in the game screen.

Anyway, check out the screenshot below, you'll get it after clicking on Submit For Review button on iTunes Connect, check the options shown below and everything should go smoothly.

Advertising Identifier

Does this app use the Advertising Identifier (IDFA)? ☒ Yes ☐ No

The **Advertising Identifier (IDFA)** is a unique ID for each iOS device and is the only way to offer targeted ads. Users can choose to limit ad targeting on their iOS device.

If your app is using the Advertising Identifier, check your code—including any third-party code—before you submit it to make sure that your app uses the Advertising Identifier only for the purposes listed below and respects the Limit Ad Tracking setting. If you include third-party code in your app, you are responsible for the behavior of such code, so be sure to check with your third-party provider to confirm compliance with the usage limitations of the Advertising Identifier and the Limit Ad Tracking setting.

This app uses the Advertising Identifier to (select all that apply):

☒ Serve advertisements within the app

☐ Attribute this app installation to a previously served advertisement

☐ Attribute this app installation to a previously served advertisement

If you think you have another acceptable use for the Advertising Identifier, [contact us](#).

Limit Ad Tracking setting in iOS

☒ Anne Johnson, confirm that this app, and any third party that interfaces with this app, uses the Advertising Identifier checks and honors a user's Limit Ad Tracking setting in iOS and, when it is enabled by a user, this app does not use Advertising Identifier, and any information obtained through the use of the Advertising Identifier, in any way other than for "Limited Advertising Purposes" as defined in the [iOS Developer Program License Agreement](#).

Have fun with DOOBLE, and don't forget to rate it on your Downloads page on codecanyon!



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