# FIVES

## User Guide

Thanks for purchasing **FIVES,** Android 5-Letter Word Game Template, we really appreciate your support and we're sure you'll have so much fun with this template!

> If you need to learn the process of publishing apps on **Google Play Store**, read the official documentation: **Official Documentation**

### - Customization -

- **User Interface**: If you want to edit the User Interface of **Fives**, you can do so by xml files in **Android Studio and its Interface builder too**, please always use the latest version of **Android Studio**.

- **Images:** You can easily change App icons, logo, buttons and other images by accessing **drawable** folder, its path is **app/src/main/res/drawable.**
The **launch_screen** image is into **drawable.xxhdpi** folder
For the **App icons**, you have to replace the png images included into all the **mipmaps** folders.

- **Circle shapes colours:** If you want to change the colours of the circle shapes of the letters and buttons, just enter the **drawable** folder and each **.xml** file in it, then replace the HEX values of this one as you wish:

```
<solid android:color="#4fc0e8"/>
```

- **Game Timer:** If you want to change the time of each round you can do so by editing the value in in **Configs.java**:

```
public static float roundTime = 15;
```

- **Words list:** All 5-letter words are stored into **values/strings.xml** files. If you want to add/edit the existing words in those files you can easily do that, just please note that FIVES supports a max. of 3 words/row. Check the anagrams of some of the existing words in the default **strings.xml** file, you'll see that the rows with 3 words have a syntax like this:

<p align="center"><item>**ALERT.LATER.ALTER**</item></p>

You must use a dot symbol (**.**) to separate multiple words in the xml file, so Android Studio will recognise the single words into a row and the app won't crash. You can add as many new 5-letter words as you want in the **string-array**, no limit to that (besides the 8dictionary, of course :)

- **Add more languages**: Follow these steps in case you want to add new languages to the app:
1. Enter the **res** folder (*app/src/main/res*), copy  the **values-it** folder and paste it in the **res** folder.
2. Rename that copied folder into value-YOUR_LANGUAGE_CODE (for example, for Spanish the language code will be **es**, so the folder must be renamed as **values-es**)
3. Enter Android Studio and expand the **res->values->strings.xml** folders, you'll find your new **string.xml** file with the flag of the set language.
4. Enter it and edit all translations (the app name, the sharing strings, score, etc.) and also edit the  **<string-array name="words">** as you wish

In this way, the app will show the translations and words based on the device language, you can test it by simply changing the language of your device in **Settings**.

- **Sounds:** There are four .mp3 sound clips in **Fives**. 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 Android Studio. The mp3 files are into the **assets/sounds** folder.

# – Ad banners setup -

▪**AdMob Unit ID:** You must create a Banner Unit ID on apps.admob.com in order to get its Unit ID and replace the string in **strings.xml** with your own ID, in order to make your AdMob banner work in the app.

```xml
<string name="ADMOB_BANNER_UNIT_ID">ca-app-pub-9733347540588953/7805958028</string>
```

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



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