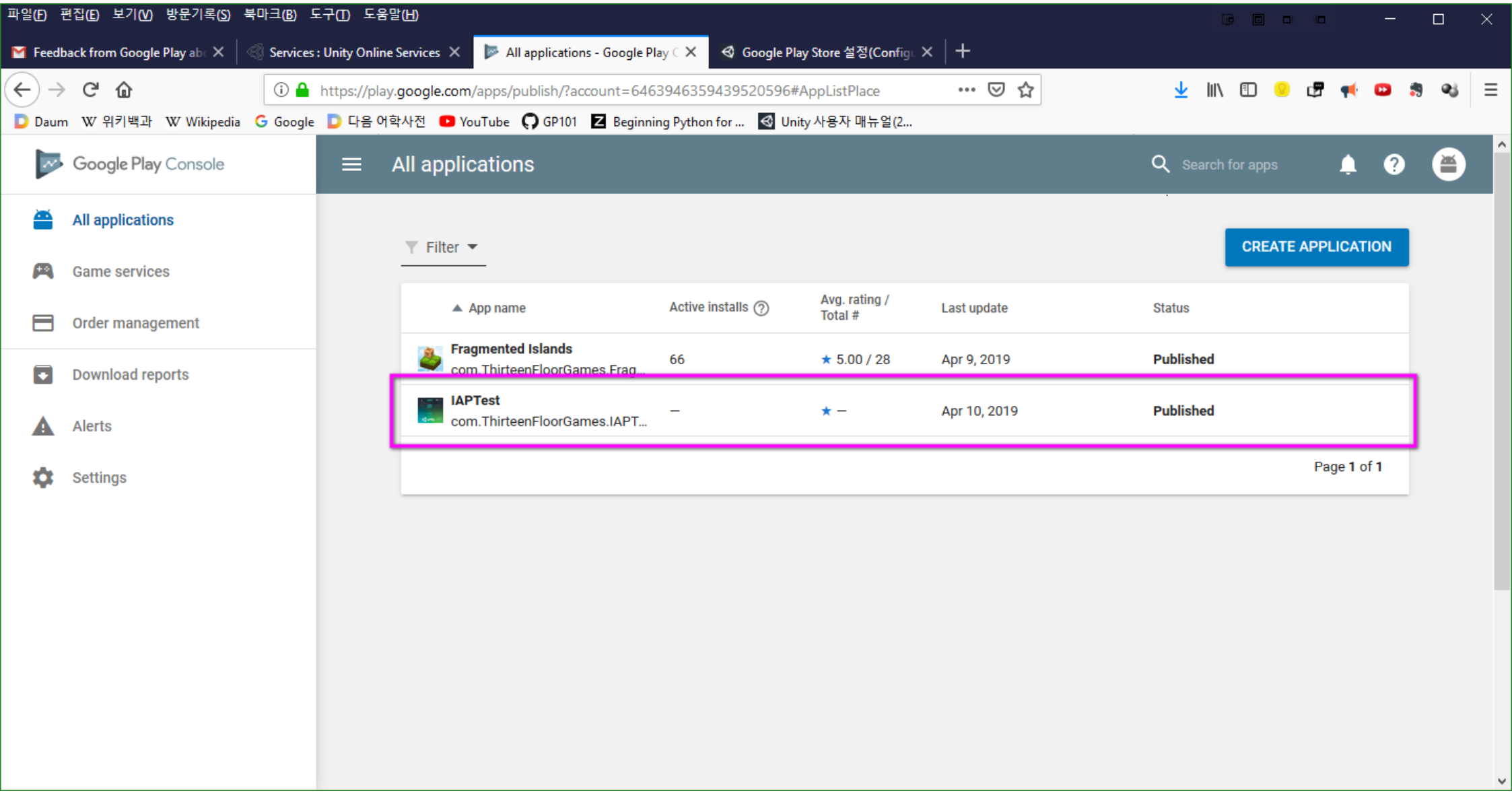
DIVISION OF
DIGITAL CONTENTS
DONGSEO UNIVERSITY

Course Name

Unity IAP

jintaeks@dongseo.ac.kr

April 10th, 2019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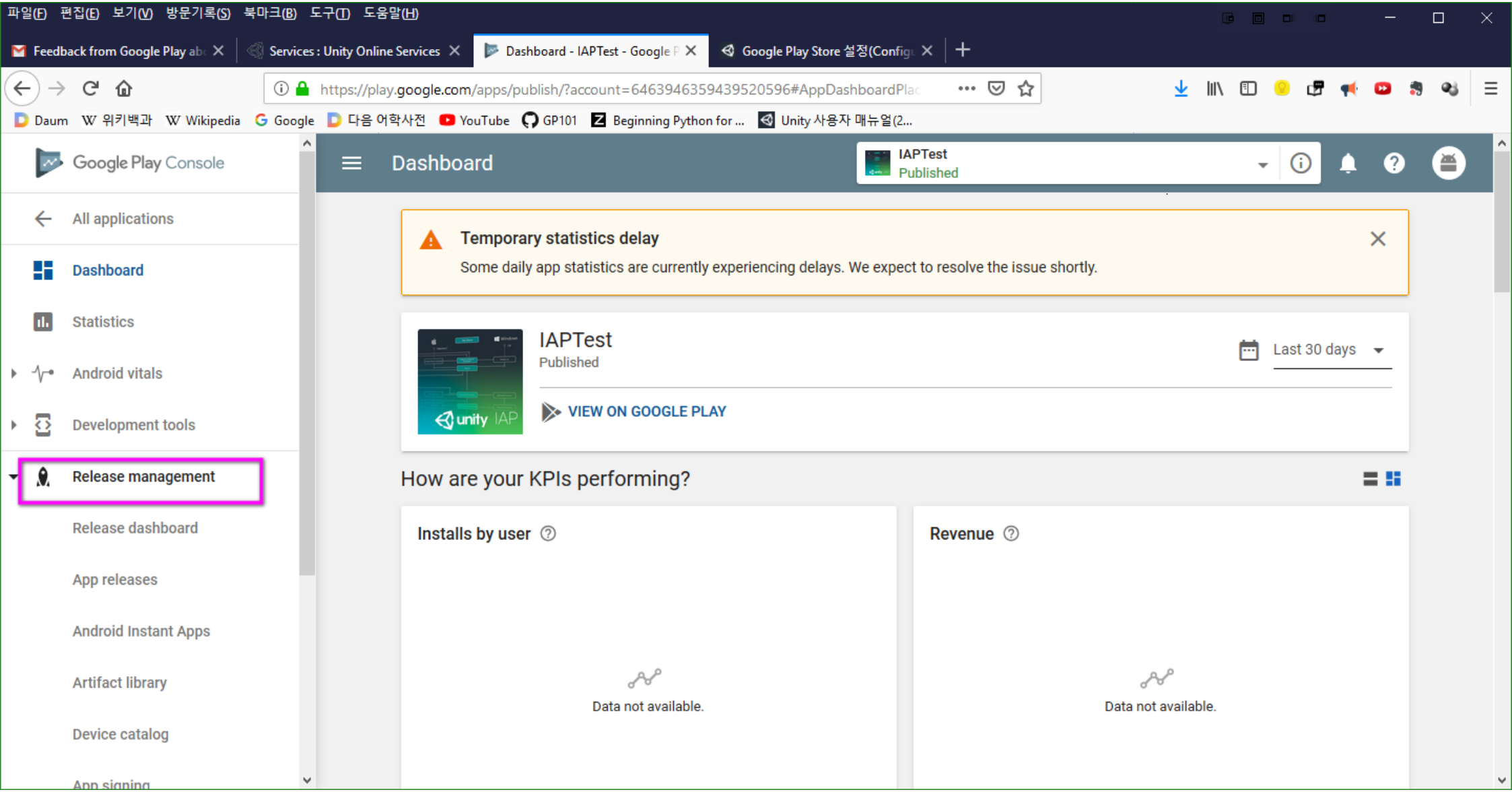
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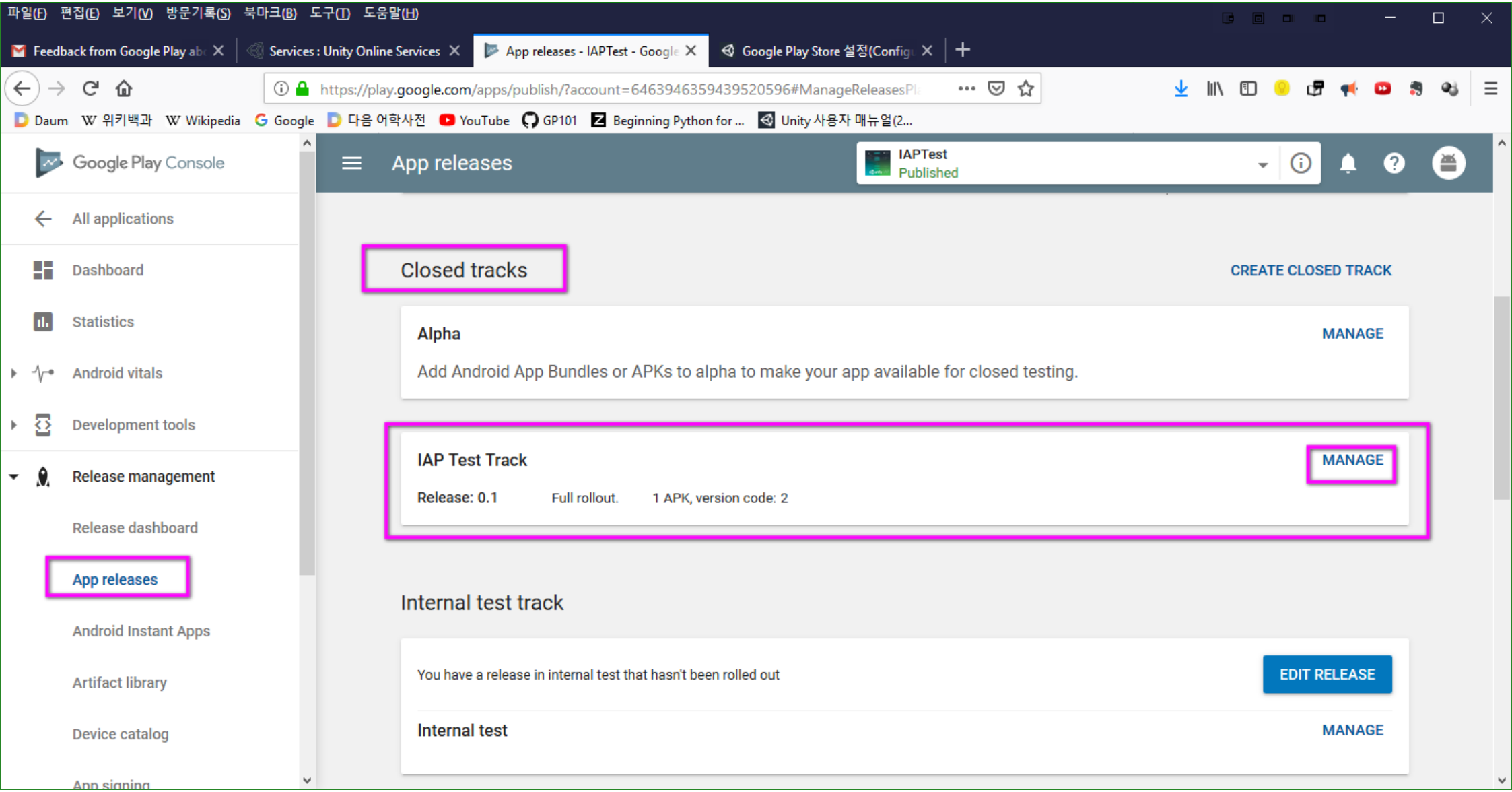
Data not available.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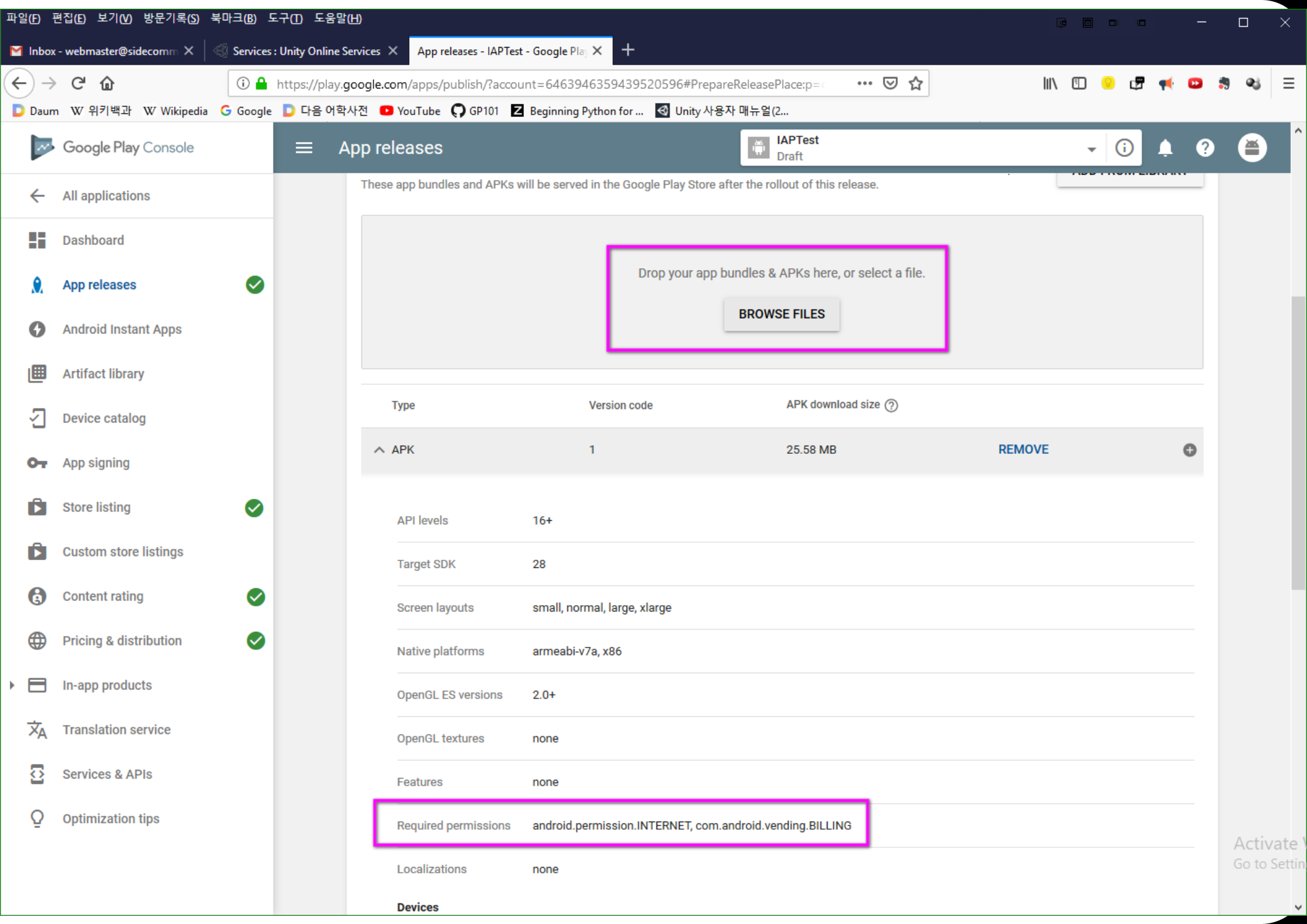
CREATE CLOSED TRACK
Alpha
MANAGE
Add Android App Bundles or APKs to alpha to make your app available for closed testing.
IAP Test Track
MANAGE
Release: 0.1
Full rollout.
1 APK, version code: 2
Internal test track
You have a release in internal test that hasn't been rolled out
EDIT RELEASE
Internal test
MANAGE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Optimization tips
These app bundles and APKs will be served in the Google Play Store after the rollout of this release.
Drop your app bundles & APKs here, or select a file.
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small, normal, large, xlarge
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2.0+
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none
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none
Required permissions
android.permission.INTERNET, com.android.vending.BILLING
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Inbox - webmaster@sidecomm | Services : Unity Online Services | Managed products - IAPTest - Goo

https://play.google.com/apps/publish/?account=6463946359439520596#ManagedProductsSetup

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  - Subscriptions
  - Rewarded products
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- Services & APIs

Managed products

IAPTest
Draft

To make managing your in-app products easier, they have been moved to separate pages in the navigation.

SUBSCRIPTIONS REWARDED PRODUCTS

Earn revenue from more users with rewarded products

Rewarded products are new in-app items that users can earn by viewing ads. You can use rewarded products to share the full app experience with more users while earning ad revenue.

GET STARTED

Managed products are purchased by users in your app. Learn more

Search by product name or ID

Import / Export

CREATE MANAGED PRODUCT

No managed products found matching your search term.

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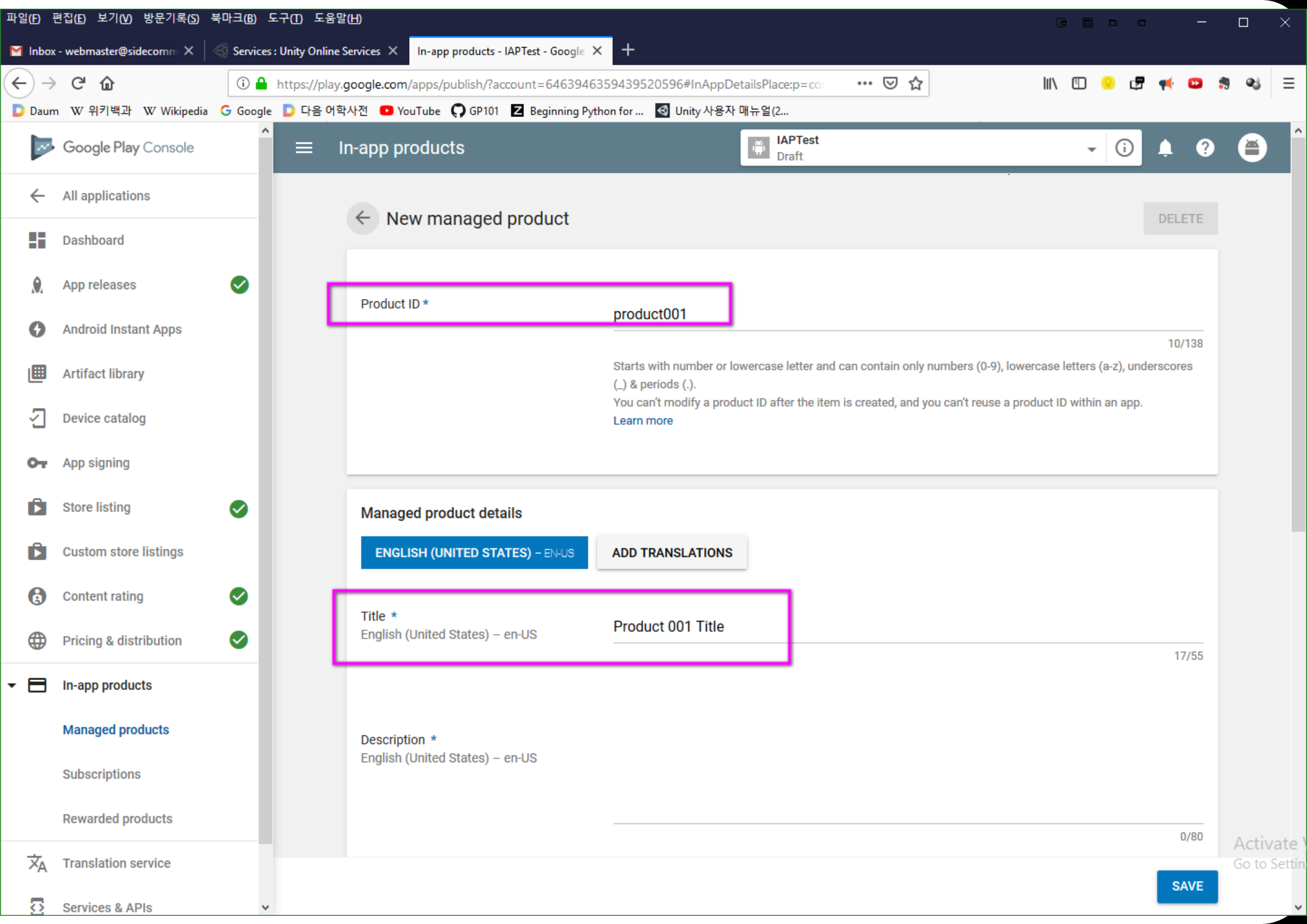
Activate
Go to Settin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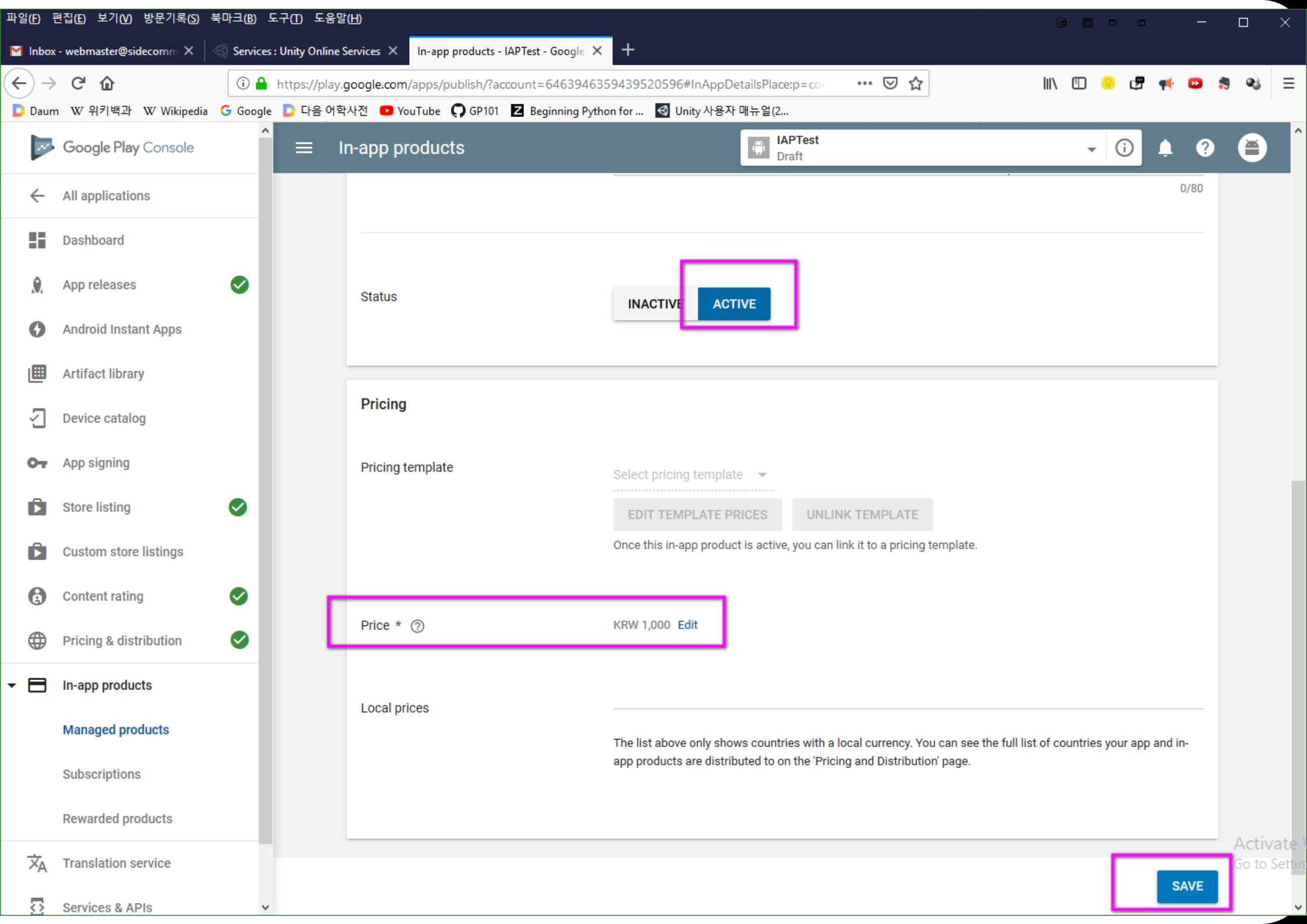
New managed product
DELETE
Product ID *
product001
10/138
Starts with number or lowercase letter and can contain only numbers (0-9), lowercase letters (a-z), underscores (_) & periods (.).
You can't modify a product ID after the item is created, and you can't reuse a product ID within an app.
Learn more
Managed product details
ENGLISH (UNITED STATES) – EN-US
ADD TRANSLATIONS
Title *
English (United States) – en-US
Product 001 Title
17/55
Description *
English (United States) – en-US
0/80
SAVE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Status
INACTIVE
ACTIVE
Pricing
Pricing template
Select pricing template
EDIT TEMPLATE PRICES
UNLINK TEMPLATE
Once this in-app product is active, you can link it to a pricing template.
Price *
KRW 1,000 Edit
Local prices
The list above only shows countries with a local currency. You can see the full list of countries your app and in-app products are distributed to on the 'Pricing and Distribution' page.
SAVE

파일(F) 편집(E) 보기(V) 방문기록(S) 북마크(B) 도구(T) 도움말(H)

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Managed products

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GET STARTED

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Search by product name or ID

Import / Export

CREATE MANAGED PRODUCT

Name & ID	Price	Last updated	Status
Product 001 Title (product001)	KRW 1,000	Apr 10, 2019	**Active**
Product 002 Title (product002)	KRW 2,000	Apr 10, 2019	**Active**

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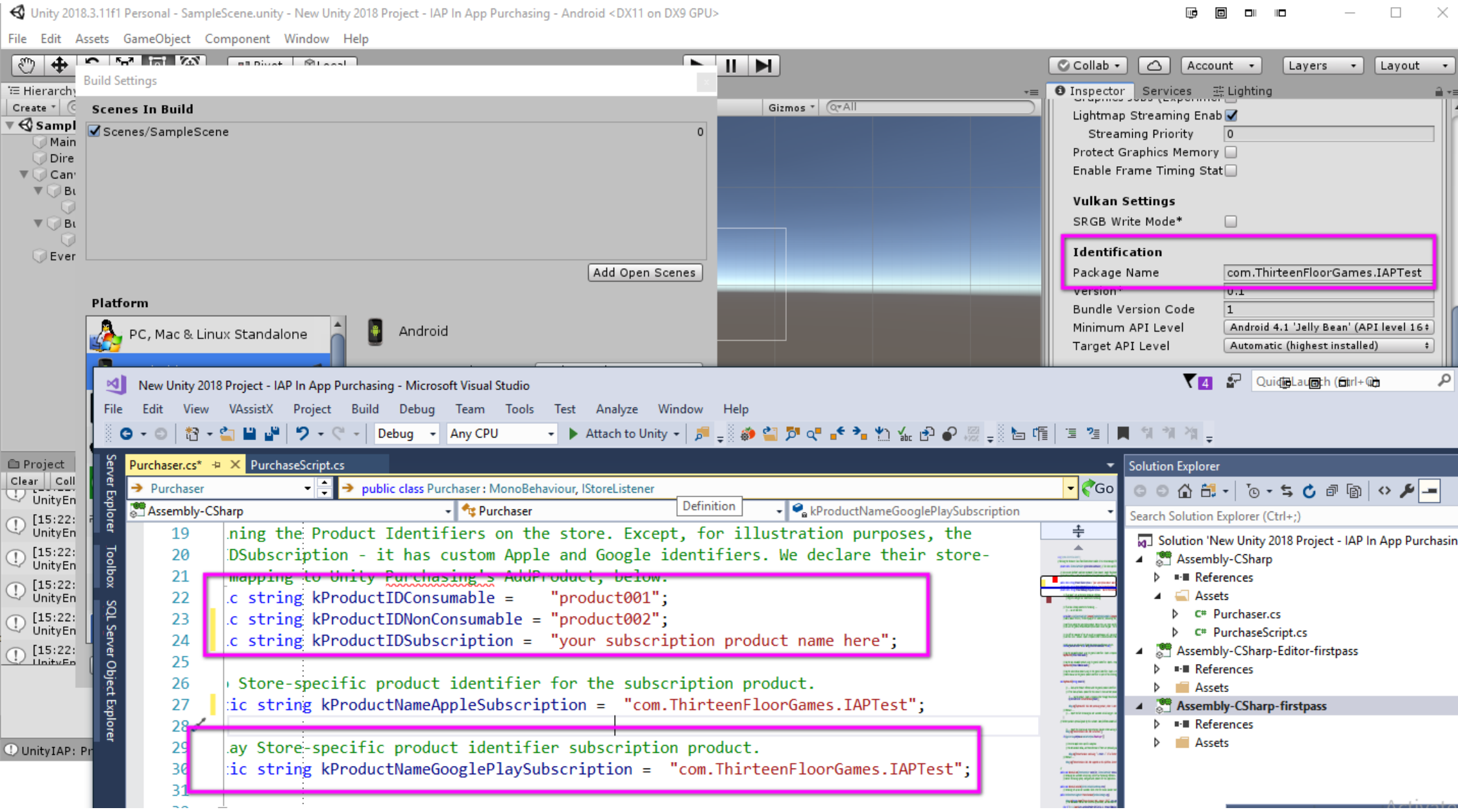
Unity 2018.3.11f1 Personal - SampleScene.unity - New Unity 2018 Project - IAP In App Purchasing - Android <DX11 on DX9 GPU>
File Edit Assets GameObject Component Window Help
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Scenes/SampleScene 0
Add Open Scenes
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PC, Mac & Linux Standalone
Android
Inspector Services Lighting
Lightmap Streaming Enab
Streaming Priority 0
Protect Graphics Memory
Enable Frame Timing Stat
Vulkan Settings
SRGB Write Mode*
Identification
Package Name com.ThirteenFloorGames.IAPTest
Bundle Version Code 1
Minimum API Level Android 4.1 'Jelly Bean' (API level 16
Target API Level Automatic (highest installed)
New Unity 2018 Project - IAP In App Purchasing - Microsoft Visual Studio
File Edit View VAssistX Project Build Debug Team Tools Test Analyze Window Help
Debug Any CPU Attach to Unity
Purchaser.cs* PurchaseScript.cs
Purchaser
public class Purchaser : MonoBehaviour, IStoreListener
Assembly-CSharp
Definition
kProductNameGooglePlaySubscription
ning the Product Identifiers on the store. Except, for illustration purposes, the
DSubscription - it has custom Apple and Google identifiers. We declare their store-
mapping to Unity Purchasing's AddProduct, below.
c string kProductIDConsumable = "product001";
c string kProductIDNonConsumable = "product002";
c string kProductIDSubscription = "your subscription product name here";
Store-specific product identifier for the subscription product.
ic string kProductNameAppleSubscription = "com.ThirteenFloorGames.IAPTest";
ay Store-specific product identifier subscription product.
ic string kProductNameGooglePlaySubscription = "com.ThirteenFloorGames.IAPTest";
Solution Explorer
Search Solution Explorer (Ctrl+;)
Solution 'New Unity 2018 Project - IAP In App Purchasin
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PurchaseScript.cs
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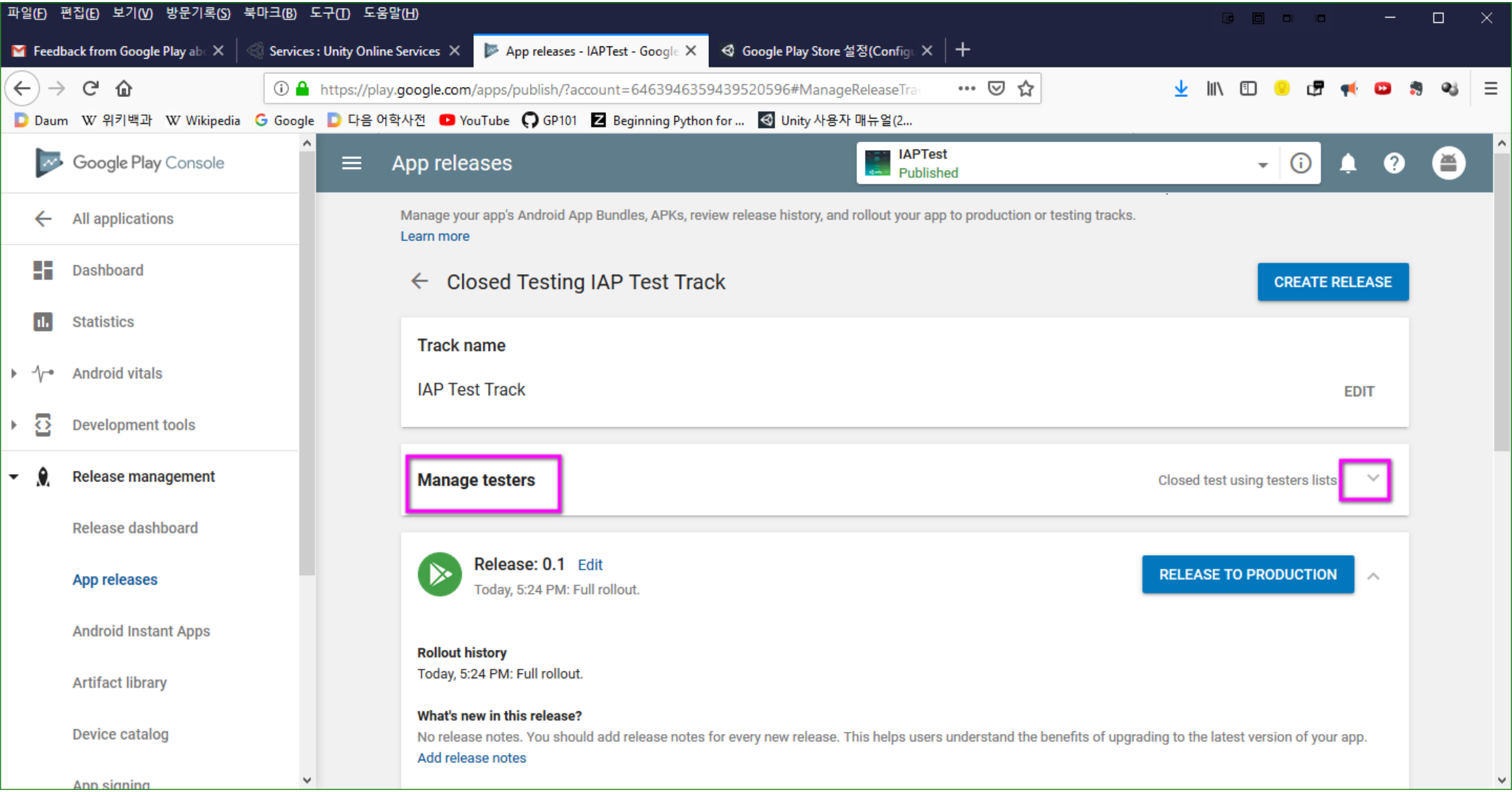
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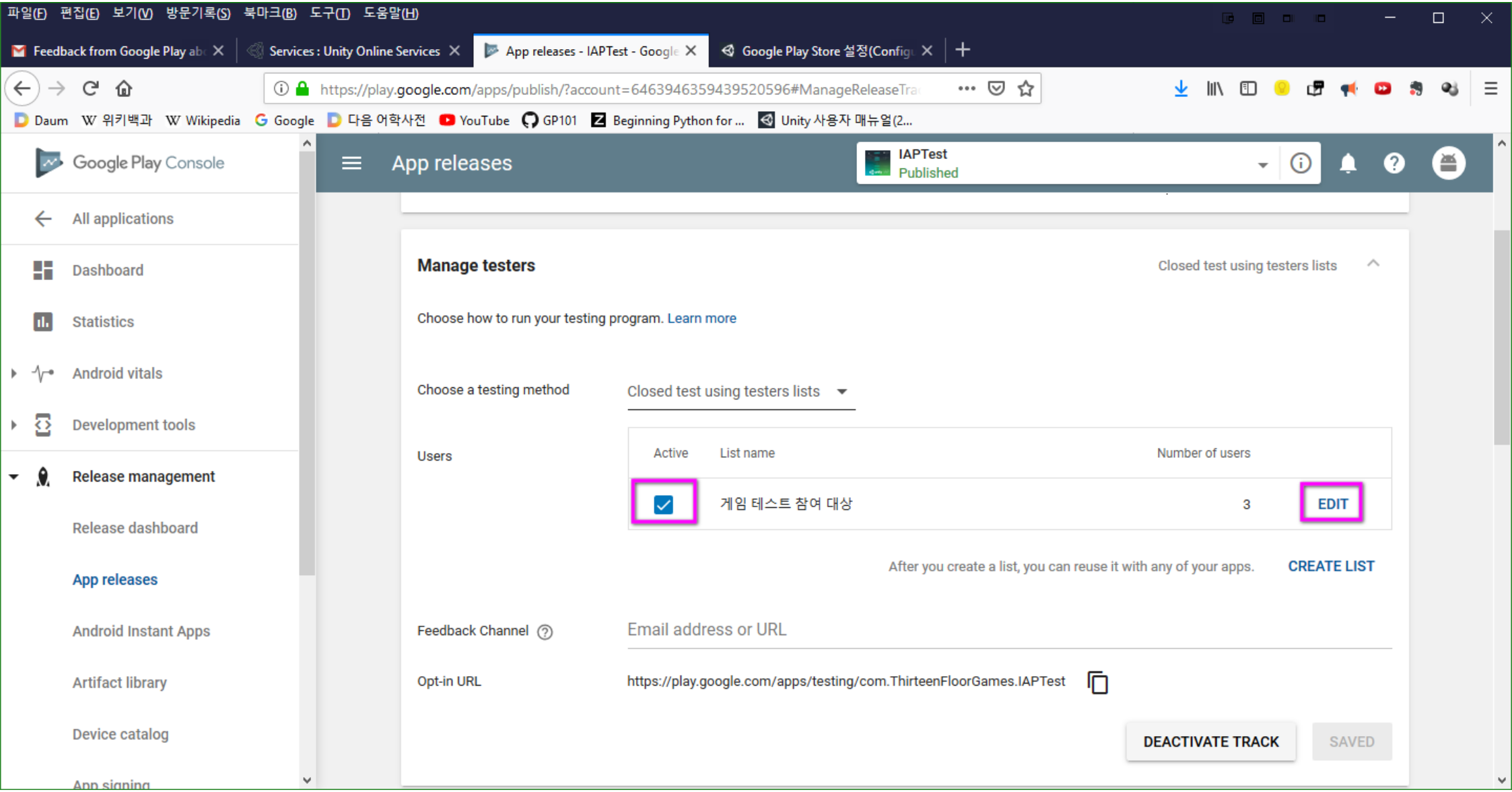
Manage testers
Closed test using testers lists
Release: 0.1 Edit
Today, 5:24 PM: Full rollout.
RELEASE TO PRODUCTION
Rollout history
Today, 5:24 PM: Full rollout.
What's new in this release?
No release notes. You should add release notes for every new release. This helps users understand the benefits of upgrading to the latest version of your app.
Add release notes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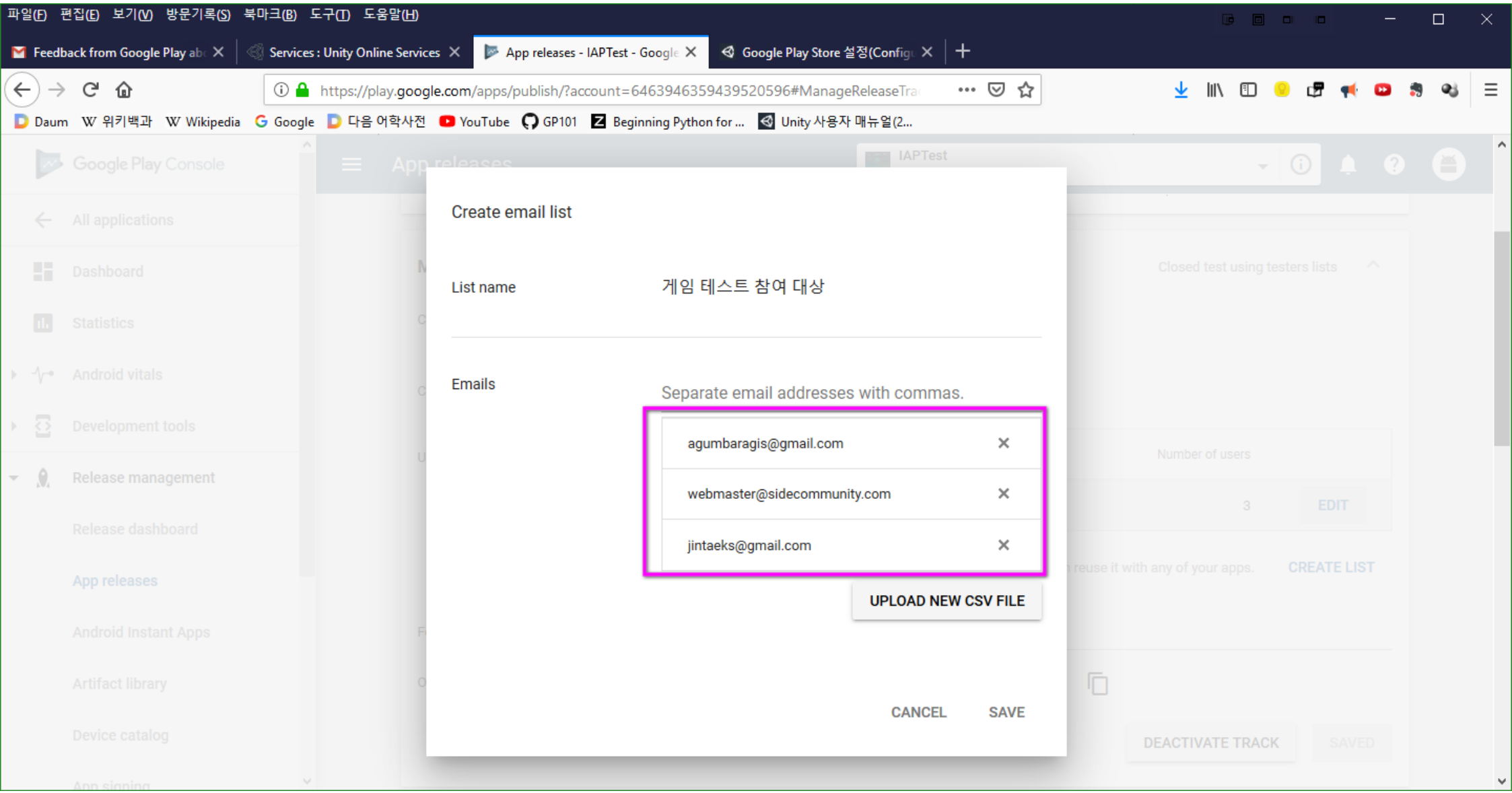
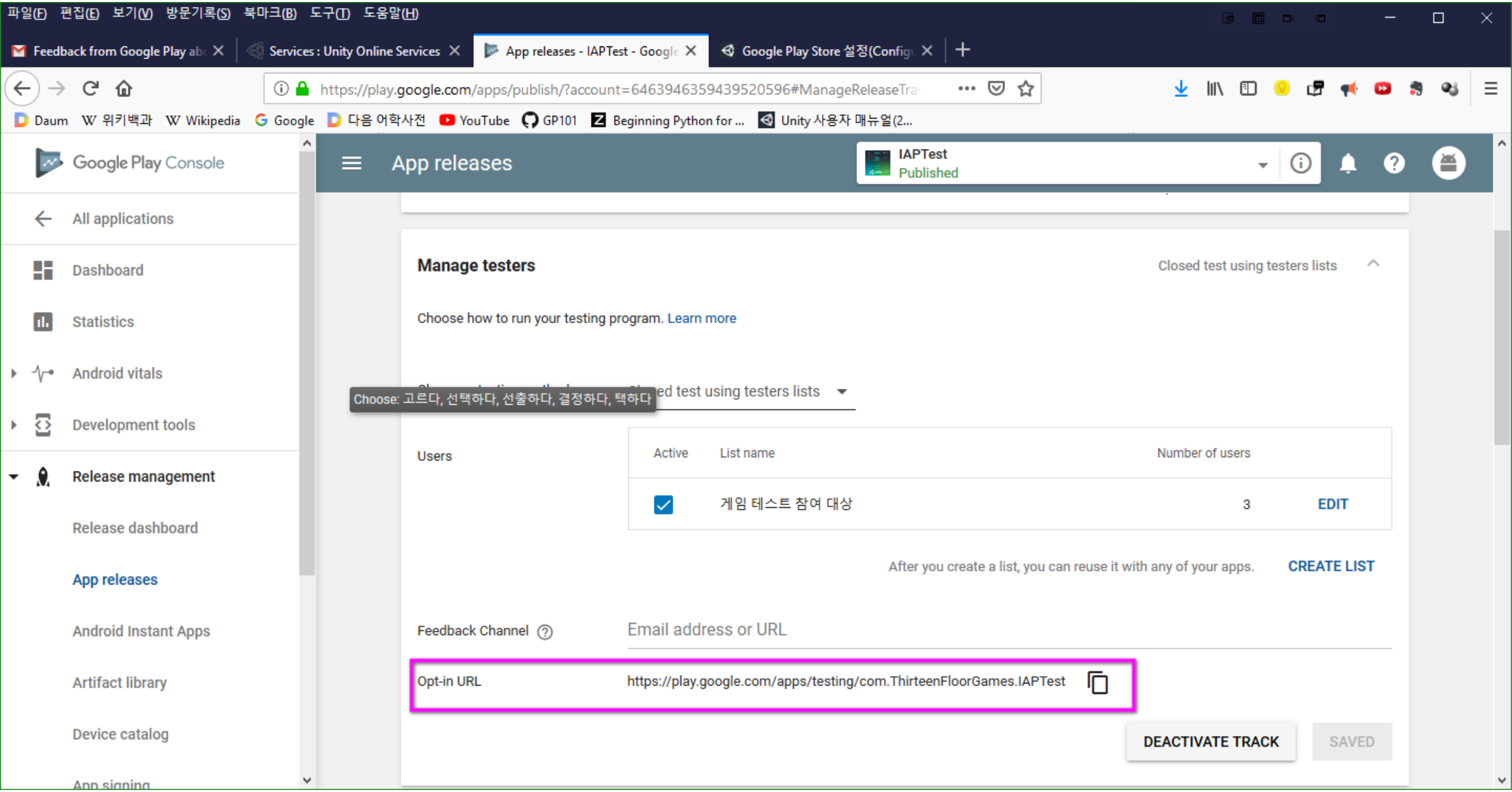
Email address or URL
Opt-in URL
https://play.google.com/apps/testing/com.ThirteenFloorGames.IAPTest
DEACTIVATE TRACK
SAVED


Create email list
List name
게임 테스트 참여 대상
Emails
Separate email addresses with commas.
agumbaragis@gmail.com
webmaster@sidecommunity.com
jintaeks@gmail.com
UPLOAD NEW CSV FILE
CANCEL
SAVE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Choose how to run your testing program. Learn more
Choose: 고르다, 선택하다, 선출하다, 결정하다, 택하다
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CREATE LIST
Feedback Channel
Email address or URL
Opt-in URL
https://play.google.com/apps/testing/com.ThirteenFloorGames.IAPTest
DEACTIVATE TRACK
SAVED

KT ... 59% 18:12

n/apps/testing/com.ThirteenFloorGames

Google Play

App: IAPTest
Owner: 13FGames

Hello,

13FGames has invited you to a testing program for an unreleased version of the IAPTest app. As a tester, you'll receive an update that includes a testing version of the IAPTest app, which may also include unreleased versions of its instant app.

Note: testing versions may be unstable.

BECOME A TESTER

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KT ... 59% 18:12

play.google.com

Google Play

App: IAPTest
Owner: 13FGames

Welcome to the testing program.

You are now a tester.

You'll receive an update to the IAPTest app if you already have it installed on your device.

If you don't have the IAPTest app installed, download it on Google Play.

Note: It can take a while for you to receive the update.

Google Play

Product 001 Title ₩1,000
IAPTest

G Pay **테스트 카드, 항상 승인** >

테스트 주문이므로 청구되지 않습니다.

세금 포함 ⓘ

원클릭 구매

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User acquisition

Financial reports

User feedback

Temporary statistics delay

Some daily app statistics are currently experiencing delays. W

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VIEW ON GOOGLE PLAY

ast 30 days

How are your KPIs performing?

Installs by user

Data not available.

EXPLORE REPORT

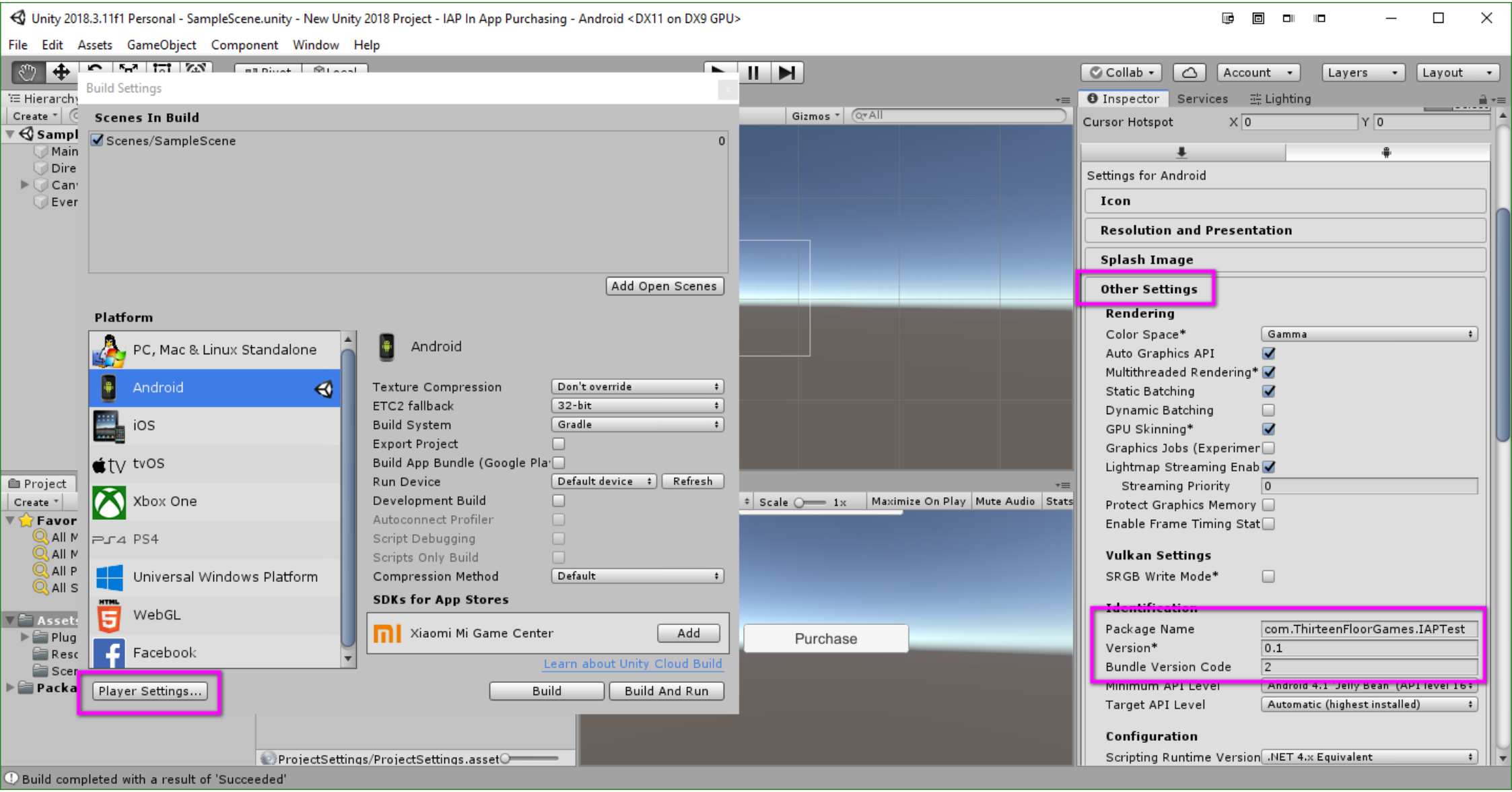
Revenue

Data not available.

EXPLORE REPORT

Average rating

Crashes & ANRs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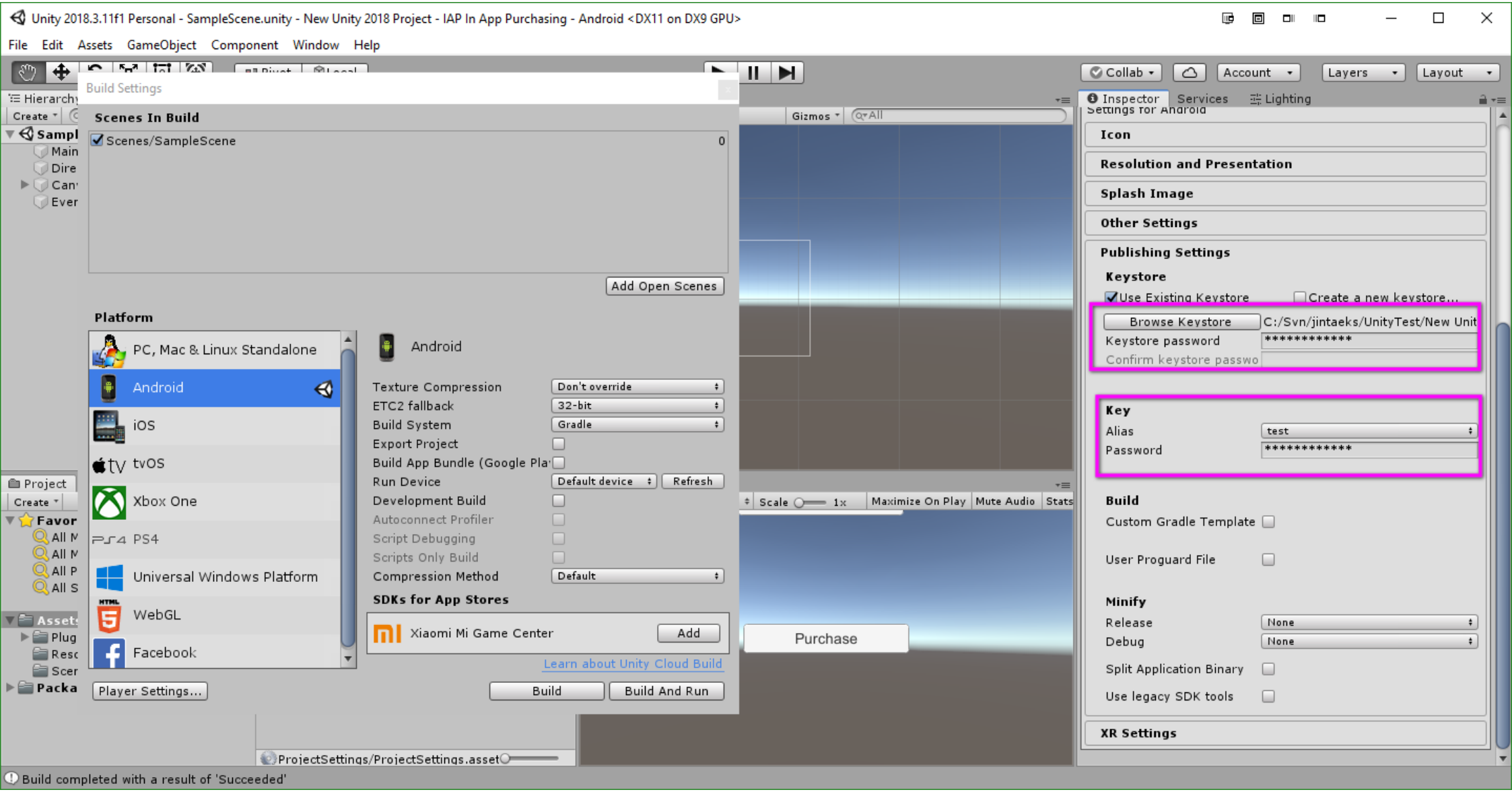
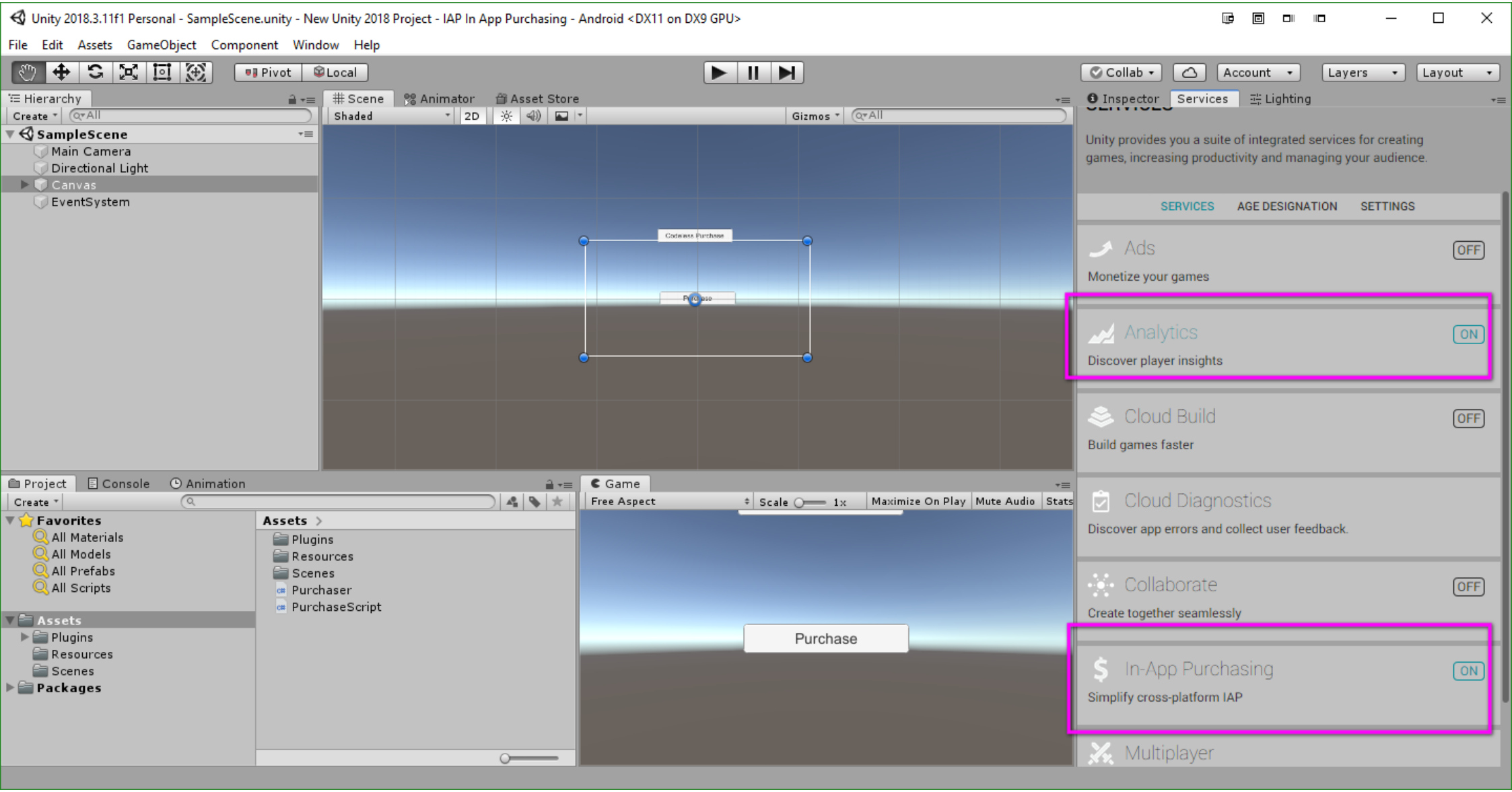
SRGB Write Mode*
Identification
Package Name com.ThirteenFloorGames.IAPTest
Version* 0.1
Bundle Version Code 2
Minimum API Level Android 4.1 'Jelly Bean' (API level 16)
Target API Level Automatic (highest installed)
Configuration
Scripting Runtime Version .NET 4.x Equivalent
Gizmos All
Scale 1x Maximize On Play Mute Audio Stats
Purchase
ProjectSettings/ProjectSettings.asset
Build completed with a result of 'Succeeded'


Unity 2018.3.11f1 Personal - SampleScene.unity - New Unity 2018 Project - IAP In App Purchasing - Android <DX11 on DX9 GPU>
File Edit Assets GameObject Component Window Help
Build Settings
Scenes In Build
Scenes/SampleScene 0
Add Open Scenes
Platform
PC, Mac & Linux Standalone
Android
iOS
tvOS
Xbox One
PS4
Universal Windows Platform
WebGL
Facebook
Texture Compression Don't override
ETC2 fallback 32-bit
Build System Gradle
Export Project
Build App Bundle (Google Pla
Run Device Default device Refresh
Development Build
Autoconnect Profiler
Script Debugging
Scripts Only Build
Compression Method Default
SDKs for App Stores
Xiaomi Mi Game Center Add
Learn about Unity Cloud Build
Player Settings...
Build
Build And Run
Collab
Account
Layers
Layout
Inspector
Services
Lighting
Settings for Android
Icon
Resolution and Presentation
Splash Image
Other Settings
Publishing Settings
Keystore
Use Existing Keystore
Create a new keystore...
Browse Keystore C:/Svn/jintaeks/UnityTest/New Unit
Keystore password
Confirm keystore passwo
Key
Alias test
Password
Build
Custom Gradle Template
User Proguard File
Minify
Release None
Debug None
Split Application Binary
Use legacy SDK tools
XR Settings
Gizmos
Scale 1x
Maximize On Play
Mute Audio
Stats
Purchase
ProjectSettings/ProjectSettings.asset
Build completed with a result of 'Succeeded'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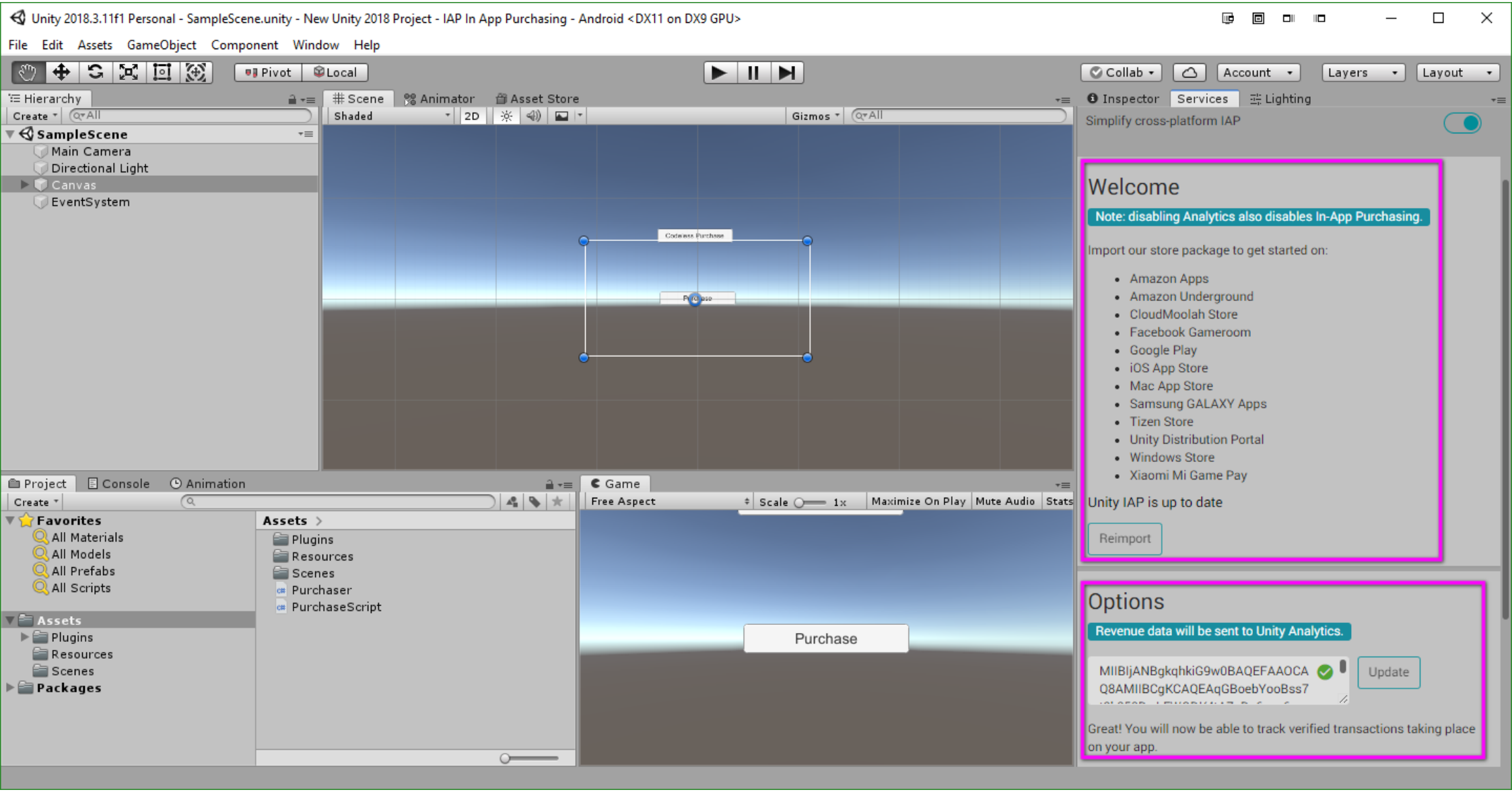
File Edit Assets GameObject Component Window Help
Pivot Local
Collab Account Layers Layout
Hierarchy
Create
SampleScene
Main Camera
Directional Light
Canvas
EventSystem
Scene Animator Asset Store
Shaded 2D Gizmos
Inspector Services Lighting
Unity provides you a suite of integrated services for creating games, increasing productivity and managing your audience.
SERVICES AGE DESIGNATION SETTINGS
Ads OFF
Monetize your games
Analytics ON
Discover player insights
Cloud Build OFF
Build games faster
Cloud Diagnostics
Discover app errors and collect user feedback.
Collaborate OFF
Create together seamlessly
In-App Purchasing ON
Simplify cross-platform IAP
Multiplayer
Project Console Animation
Create
Favorites
All Materials
All Models
All Prefabs
All Scripts
Assets
Plugins
Resources
Scenes
Packages
Assets
Plugins
Resources
Scenes
Purchaser
PurchaseScript
Game
Free Aspect Scale 1x Maximize On Play Mute Audio Stats
Purchase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Shaded 2D Gizmos
Inspector Services Lighting
Simplify cross-platform IAP
Welcome
Note: disabling Analytics also disables In-App Purchasing.
Import our store package to get started on:
Amazon Apps
Amazon Underground
CloudMoolah Store
Facebook Gameroom
Google Play
iOS App Store
Mac App Store
Samsung GALAXY Apps
Tizen Store
Unity Distribution Portal
Windows Store
Xiaomi Mi Game Pay
Unity IAP is up to date
Reimport
Project Console Animation
Create
Favorites
All Materials
All Models
All Prefabs
All Scripts
Assets
Plugins
Resources
Scenes
Packages
Assets
Plugins
Resources
Scenes
Purchaser
PurchaseScript
Game
Free Aspect Scale 1x Maximize On Play Mute Audio Stats
Purchase
Options
Revenue data will be sent to Unity Analytics.
MIIBIjANBgkqhkiG9w0BAQEFAAOCA
Q8AMIIBCgKCAQEAqGBoebYooBss7
Update
Great! You will now be able to track verified transactions taking place on your app.

MY BRIGHT FUTURE

DSU Dongseo University 동서대학교

DIVISION OF DIGITAL CONTENTS DONGSEO UNIVERSITY