Panda & Fruit Farm

Complete Project + EDITOR Documentation

Engine Description

1. Source code was made in Unity3D 5.3.4
2. Cross platform (Google play, iTunes, windows phone)
3. 123 levels with different targets
4. Gameplay - combine 3 or more items the same color fruit
5. Included IAP's
6. Map

Panda & Fruit farm Engine will help you to create beautiful and juicy game in Match 3 style (with many visual and sounds effect).

The engine very comfortable for understanding and studying. Creating new levels will be for you like a game. You need just open the engine and set desired game objects at desired locations playing field. The size of the playing field is configured in the editor also.

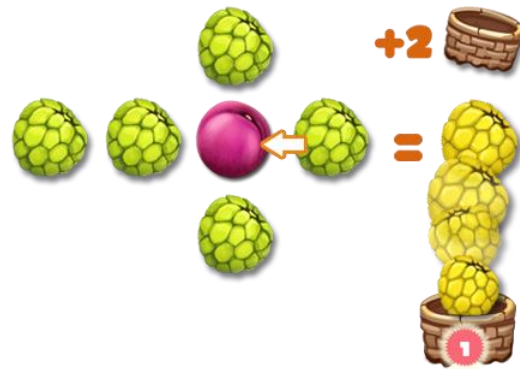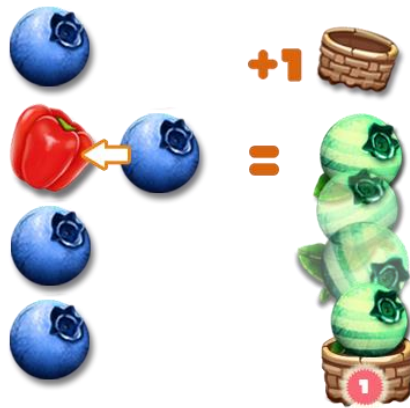Completely new gameplay compared to the other match 3 games

- **How to play**

Touch and swipe berries
match three berries
of the same fruit to harvest

SET UP

Use Unity3D 5.3.4 or high : link -DownloadUnityFree (http://unity3d.com/get-unity/download?ref=personal)

How to install:

1. Download the project archive.

2. Unpack the archive.

3. Open Unity3D and click "Open other".

4. Chose the unpacked folder of the project.

5. Open "Gamemenu" scene like in screenshot (Assets / JMF PRO / Scenes/Gamemenu) (you can change background, button play game, share fb game… in main menu)
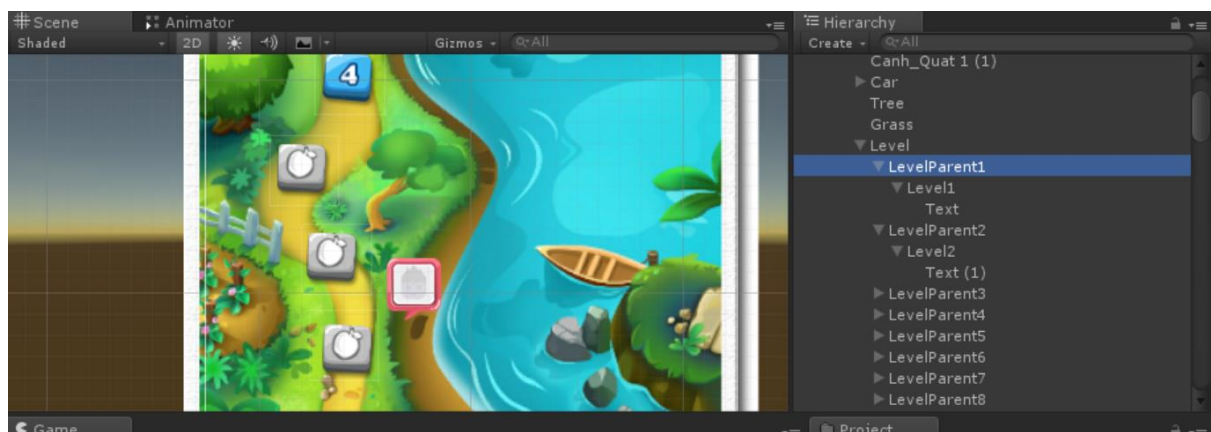
- **How to test on device:**

1. File - > Build Settings... 2. Choose your platform (iOS, Android, Windows)   Switch platform 4. After switching: a. For iOS click "Build" and select folder, then open created project in XCode. b. For Android and WP you can plug-in device to your pc and click "Build and Run" and game automatically runs on your device after building.

NOTE: Make sure that Plugins folder places in Assets folder, if not please replace Plugins to Assets.

FOR iOS:

1. enable modules via build settings
2. addGoogleMobileAds.framework. If you don't have Google Mobile Ads SDK you can download it from here https://developers.google.com/admob/ios/download
3. Unity video ads : https://unity3d.com/services/ads

6. Open "Gamemap" scene like in screenshot (Assets / JMF PRO / Scenes/ Gamemap)

Create new level copy level in Hierarchy and pate on Level

Game Features

Horizontal stripe item destroys all game objects horizontallyon its way and Vertical stripe item destroys all game objects verticallyon its way

Fruit in game

+ destroying 3 rows of game objects horizontally and vertically

 + destroys all objects horizontally and vertically on its way

 + Big Boom destroys around more items than just Package (13 items)

 + If combining the average water with stripe game items it transforms all items the same color in striped on game field

 + If combining the average water with package it transforms all items the same color in packages on game field.
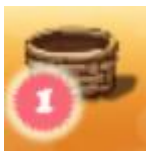
 + If combining average water it destroying all objects on game field.

Game Items

 baskets containing fruit, 1 baskets can contain 6 fruit

 Spray can reach the depth

can switch 2 results stand side by side

 can destroy 1 results in the range of 1 box

Game obstacles

Freezing of fruit

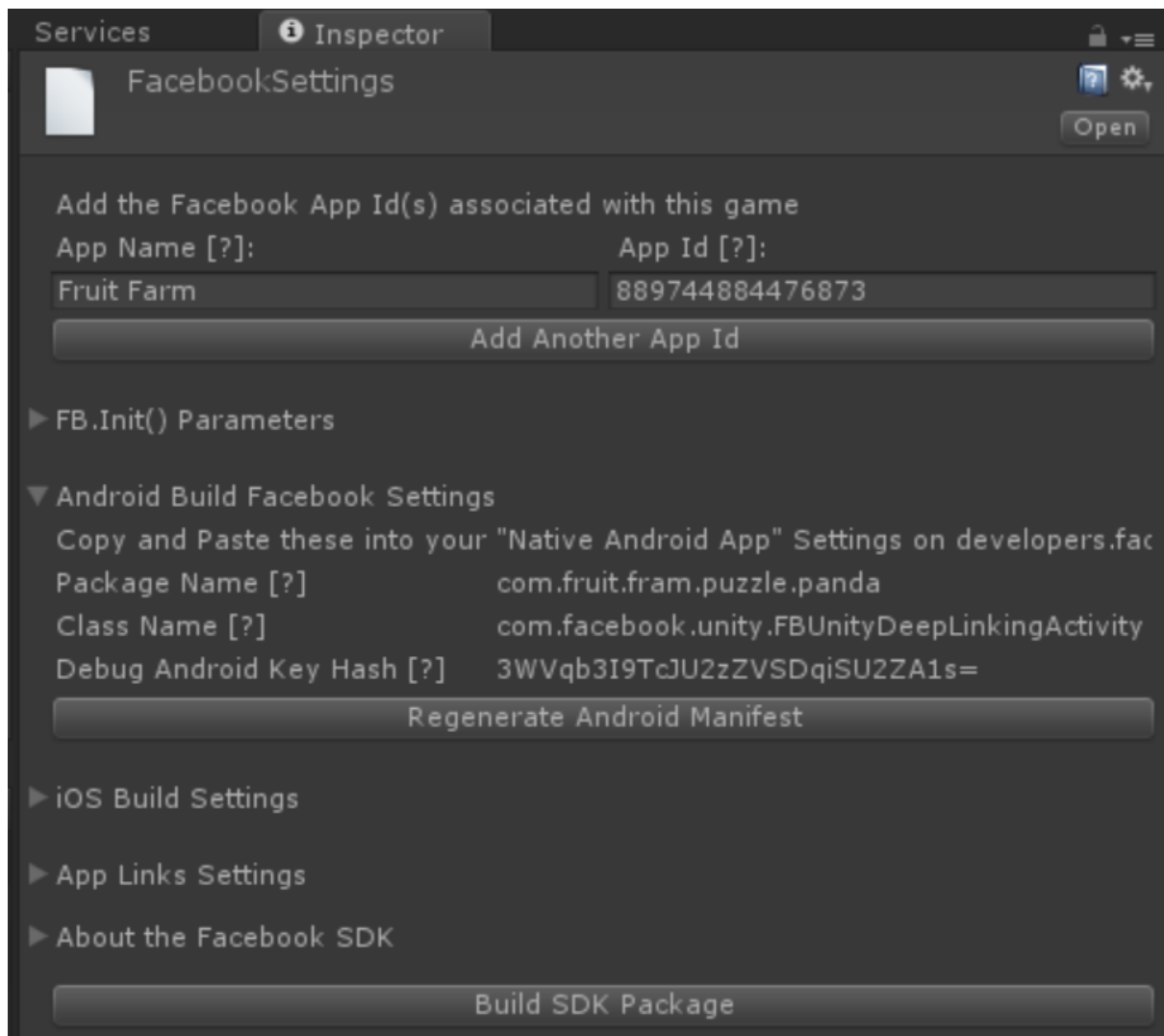 lock the berries but the fruit can still pass

 fruit attraction ports

 fruit drop gate

Edit facebook app

Go to "Facebook" -> edit setings

Edit facebook id and app name

If you see Open SSL not found insead Key Hash

1) Download and install OpenSSL.
http://slproweb.com/products/Win32OpenSSL.html Win32
OpenSSL v#.#.# (not Light) OR Win64 OpenSSL v#.#.# (not
Light)

2) Add the OpenSSL directory to your path. Go to: Control
Panel > System > Advanced system settings > Environment
Variables Select the Variable "Path" in the "System variables"
window and click Edit.

3) Add the path to your OpenSSL bin folder to the end of the "Variable value" text. e.g. I added ";C:\Program Files\OpenSSL-Win64\bin" to the end of the value text.

Restart Unity3D.

Take note do not forget to add semi-colon ";" before the C:/

4) If you get the error in Facebook Settings "Keytool not found", you need to add the JDK (Java Development Kit) bin directory to the Path variable value.

5) Follow the same steps as before, but instead of the OpenSSL bin path, add the JDK bin path. e.g. I added ";C:\Program Files\Java\jdk1.7.0_45\bin" to the end of the value text.
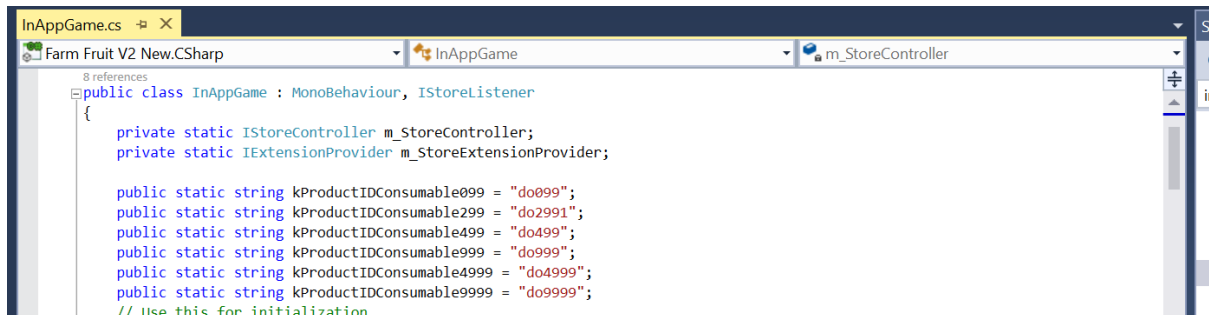
Restart Unity3D.

Edit IAP in unity service

You can login Unity service Windows -> Services
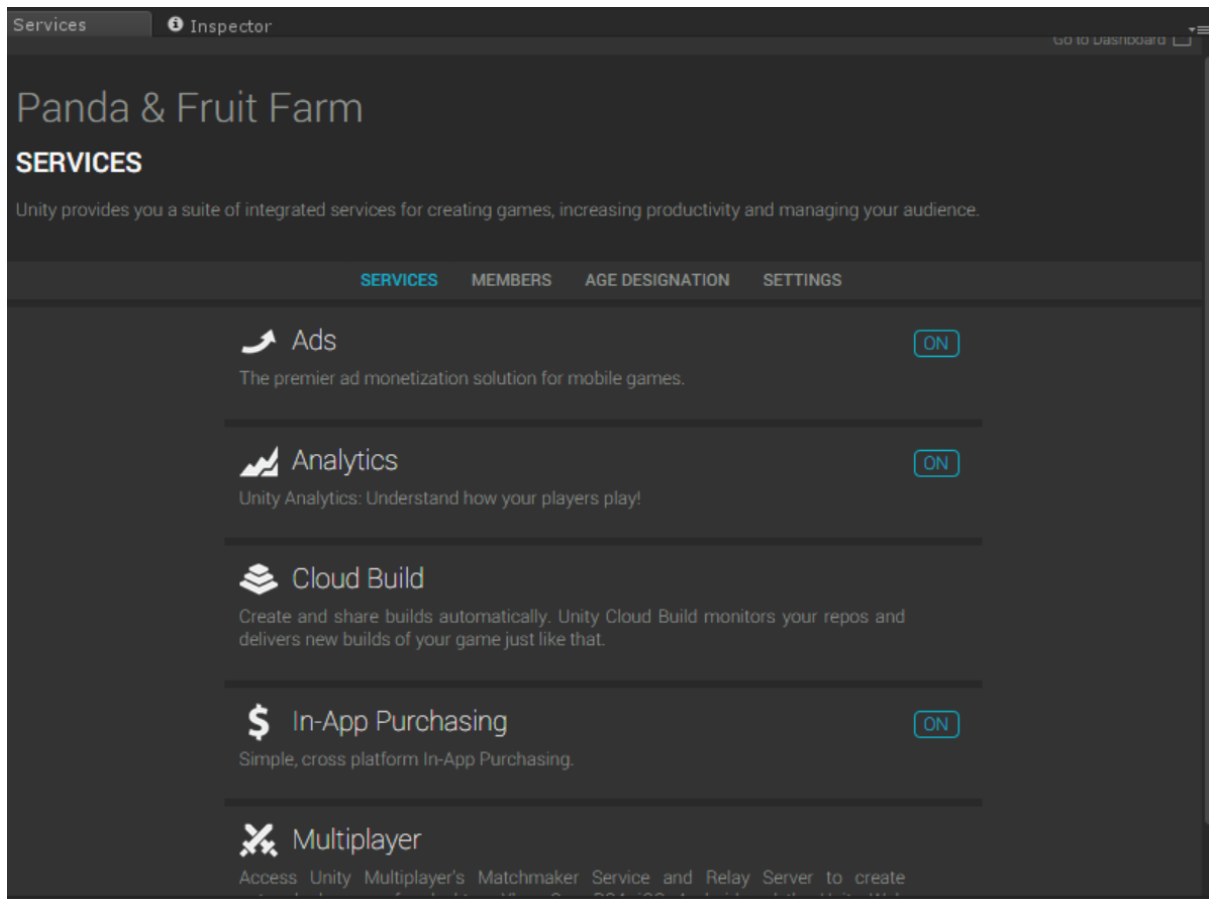
In app purchasing On

Ads On

edit product ID in InAppGame.cs

Edit unity, vungle rewards ads

In admodads.cs edit ID vungle

```
admodads.cs ⊞ ✕ InAppGame.cs

📄 Farm Fruit V2 New.CSharp                    ▾  ⬡ admodads

      6 references
    □public class admodads : MonoBehaviour
     {


         public Button Box;
         GP_TrayBasket trayBasket;
         float time = 10;
         string idVungle = "56fa5a4502a1e38333000009";

public static void RequestBanner()
{
    if (bShow==false)
    {
        string adUnitId = "ca-app-pub-3680030919103879/5687944143";
        bannerView = new BannerView(adUnitId, AdSize.SmartBanner, AdPosition.Bottom);
        // Create an empty ad request.
        AdRequest request = new AdRequest.Builder().Build();
        bannerView.LoadAd(request);
        bannerView.Hide();
        bShow = true;
    }
}
```

Edit id banner admob

```
   0 references
 private void RequestRewardBasedVideo()
 {
     string adUnitId = "ca-app-pub-3680030919103879/3147790149";
     RewardBasedVideoAd rewardBasedVideo = RewardBasedVideoAd.Instance;
     //  AdRequest request = new AdRequest.Builder().Build();
     AdRequest request = new AdRequest.Builder().Build();
     rewardBasedVideo.LoadAd(request, adUnitId);
    rewardBasedVideo.OnAdFailedToLoad += HandleRewardBasedVideoFailedToLoad;
     rewardBasedVideo.OnAdRewarded += HandleRewardBasedVideoRewarded;

 }
   2 references
 public static void RequestInterstitial()
 {

     string adUnitId = "ca-app-pub-3680030919103879/5078521743";
     interstitial = new InterstitialAd(adUnitId);
     AdRequest request = new AdRequest.Builder().Build();
     interstitial.LoadAd(request);
 }
```

Edit interstitial and rewards video admob
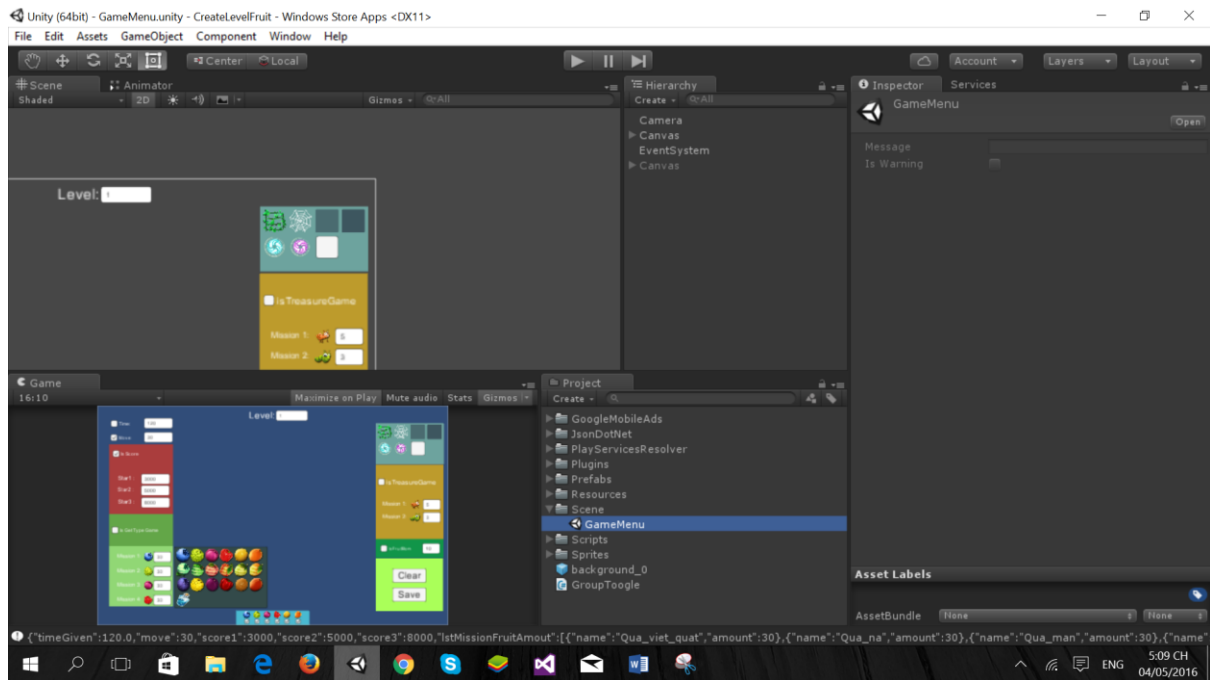
```
 public string zoneId = "1052961";
```
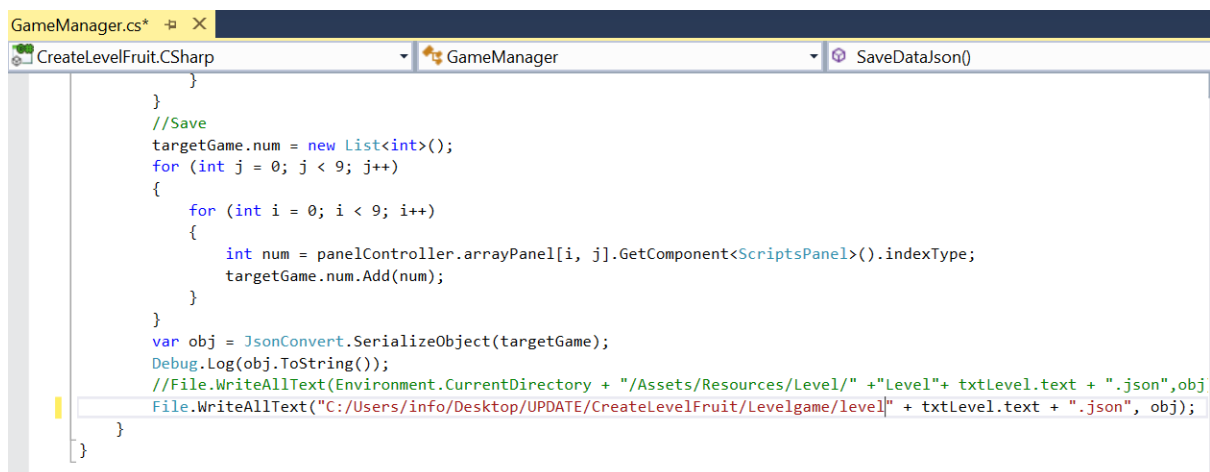
ID video rewards Unity ads

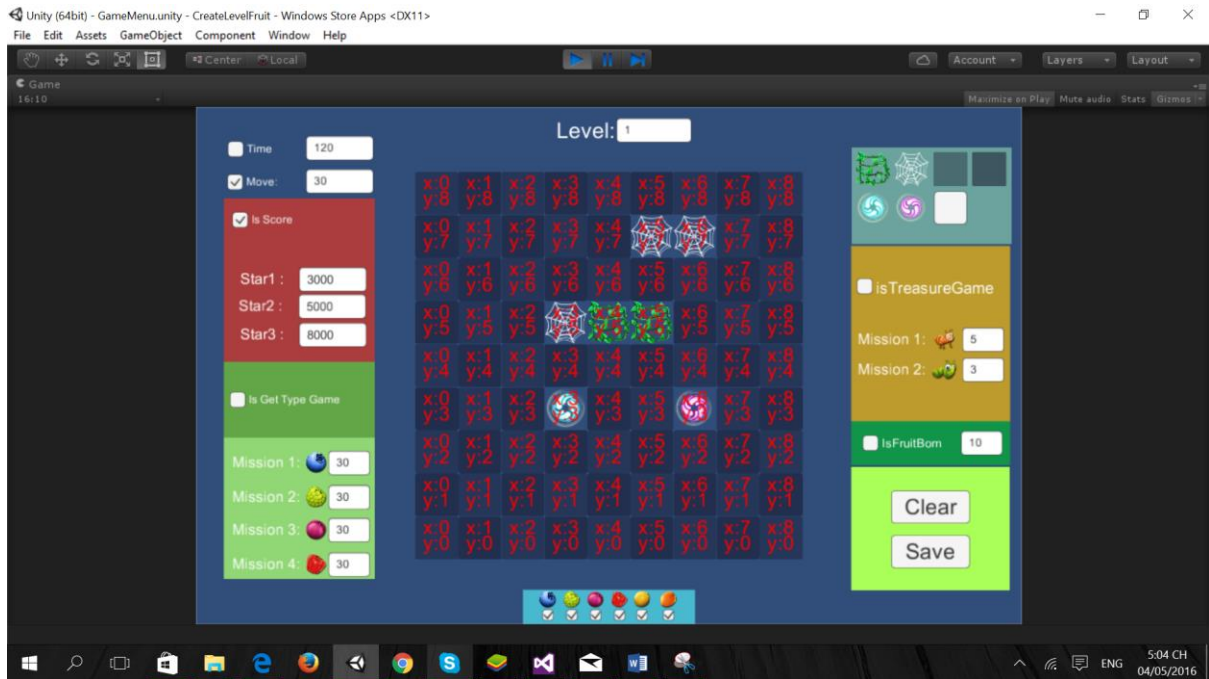**Create level game**

Open project CreateLevelFruit

Open Sence GameMenu
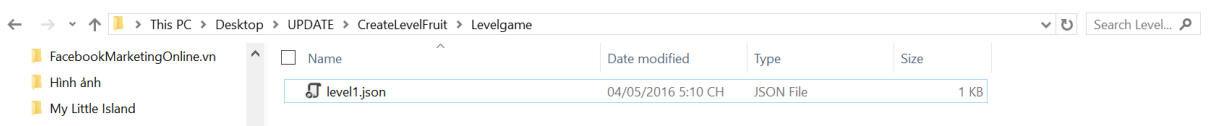

Edit link level create in `Gamemanager.cs`

Edit link source

Debug build level and save level game

Copy level game

Copy to Assets\Resources\Level in project Game and test level game

How to Reskin

1 - Almost all graphics located in the folder Assets\Resources\Textures and Assets\Textures You need just replace your art in this folders, keep the same name in PNG format:

Name	Date modified	Type	Size
Animation	06/04/2016 3:47 CH	File folder	
AnimationController	24/03/2016 10:47 SA	File folder	
CodeStage	12/04/2016 1:40 CH	File folder	
com	05/04/2016 3:00 CH	File folder	
Editor	05/04/2016 2:23 CH	File folder	
Editor Default Resources	16/03/2016 5:03 CH	File folder	
FacebookSDK	29/03/2016 4:54 CH	File folder	
Fonts	07/04/2016 9:54 SA	File folder	
GoogleMobileAds	05/04/2016 1:49 CH	File folder	
GooglePlayGames	11/04/2016 9:03 SA	File folder	
JMF PRO	16/03/2016 2:20 CH	File folder	
JsonDotNet	11/03/2016 1:53 CH	File folder	
PlayServicesResolver	05/04/2016 1:49 CH	File folder	
plugins	01/04/2016 4:07 CH	File folder	
Resources	11/04/2016 3:57 CH	File folder	
Scripts	12/04/2016 2:12 CH	File folder	
Sprite Test	31/03/2016 8:56 SA	File folder	
Textures	11/04/2016 9:51 SA	File folder	
UniRate	04/04/2016 11:22 SA	File folder	
UnityVS	05/11/2015 10:06 SA	File folder	

Audio

Audio files located in the folder /Assets/JMF PRO/Audio. You need just replace your music and sounds in this folder, keep the same name in MP3 format:

Name	Date modified	Type	Size
Audio	12/04/2016 9:57 SA	File folder	
Materials	01/12/2015 3:17 CH	File folder	
Scenes	26/04/2016 1:53 CH	File folder	
Scripts	12/04/2016 4:52 CH	File folder	
~README.txt	29/10/2014 11:26 CH	Text Document	4 KB
~README.txt.meta	05/11/2015 10:02 SA	META File	1 KB
Audio.meta	05/11/2015 10:02 SA	META File	1 KB
Materials.meta	13/11/2015 9:52 SA	META File	1 KB
Scenes.meta	05/11/2015 10:02 SA	META File	1 KB
Scripts.meta	05/11/2015 10:02 SA	META File	1 KB