Jelly Blast Match-3 Game Documentation
(v1.0)

Thank you to anyone who bought this package. Please feel free to ask me any question about **Jelly Blast**

If you have purchased resources, please contact your email address

https://codecanyon.net/user/dotmob

get the unzip password thank you

You can only publish games on Google Play, App store and other mobile stores.

1. **Overview**
Jelly Blast game template of the most popular genre for mobile platforms. You do not need to know any programming language to configure and use it. It is very easy to fill it with your own tasks, make UI changes , and start to gain experience in promoting your game and earning money**.**

2. **Requirement**
- Unity **6000.0.58f2** or higher
(How to download Unity : https://www.youtube.com/watch?v=hRKcbwUzjuQ)
https://learn.unity.com/tutorial/install-the-unity-hub-and-editor

- The template works best with the version used by our developers (Unity **6000.0.58f2**). So if there are any issues with your newer version, please let us know. If we can't solve them, you are required to use the same Unity version with us.

<mark>3. **How to import a project(Please contact us via email to get the decompression password) ?**</mark>

- Open Unity **6000.0.58f2** , click "Open project" → Choose "**JellyBlast_v1.0**" folder → Wait until the import process completes.

- Double click on **Loading** in **Assets**/**DM_Scenes** folder → click Play button.

<mark>4. **How to build for Android (64 bit complaint Google Play)**</mark>

Refer tutorial :

https://learn.unity.com/tutorial/publishing-for-android#5ecf930aedbc2a002088a 2cc

https://learn.unity.com/tutorial/publishing-for-ios#
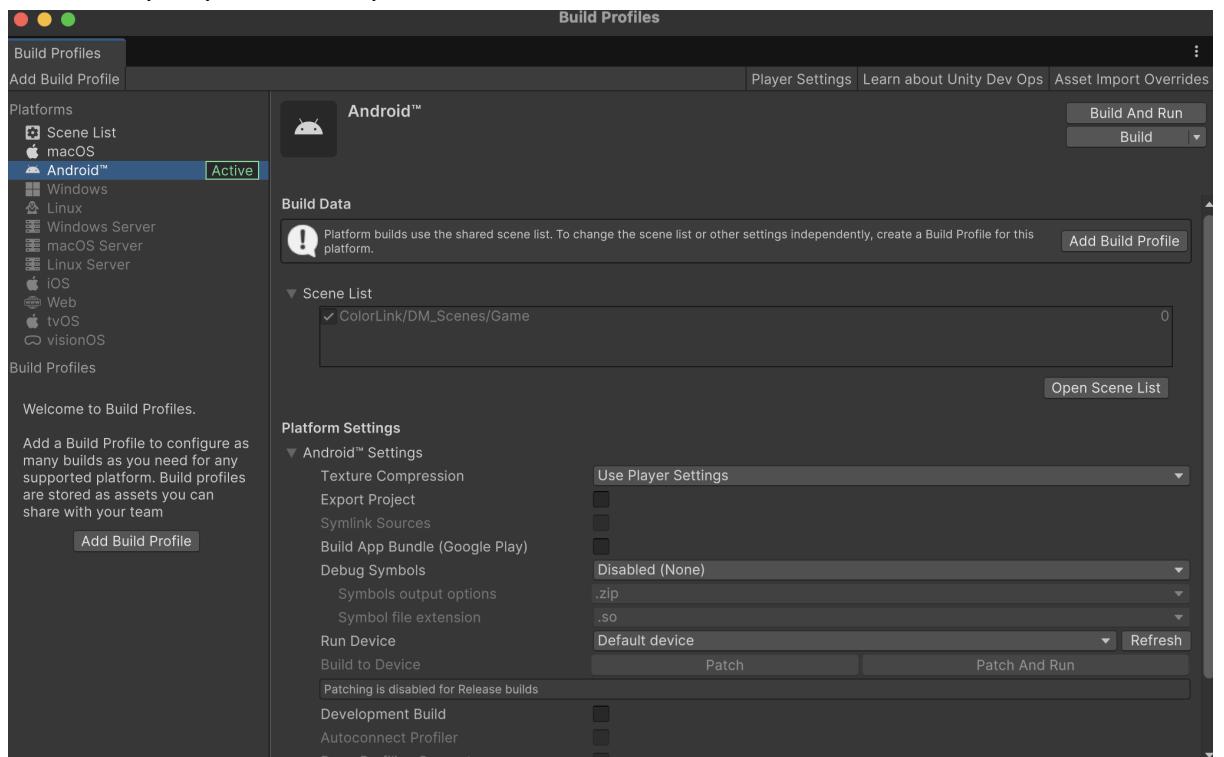
Refer video how to update SDK

https://youtu.be/fP1moOOWhrY

- Click **File/Build Profiles** : Choose Android Platform -> Click Switch Platform and wait until the import process completes.
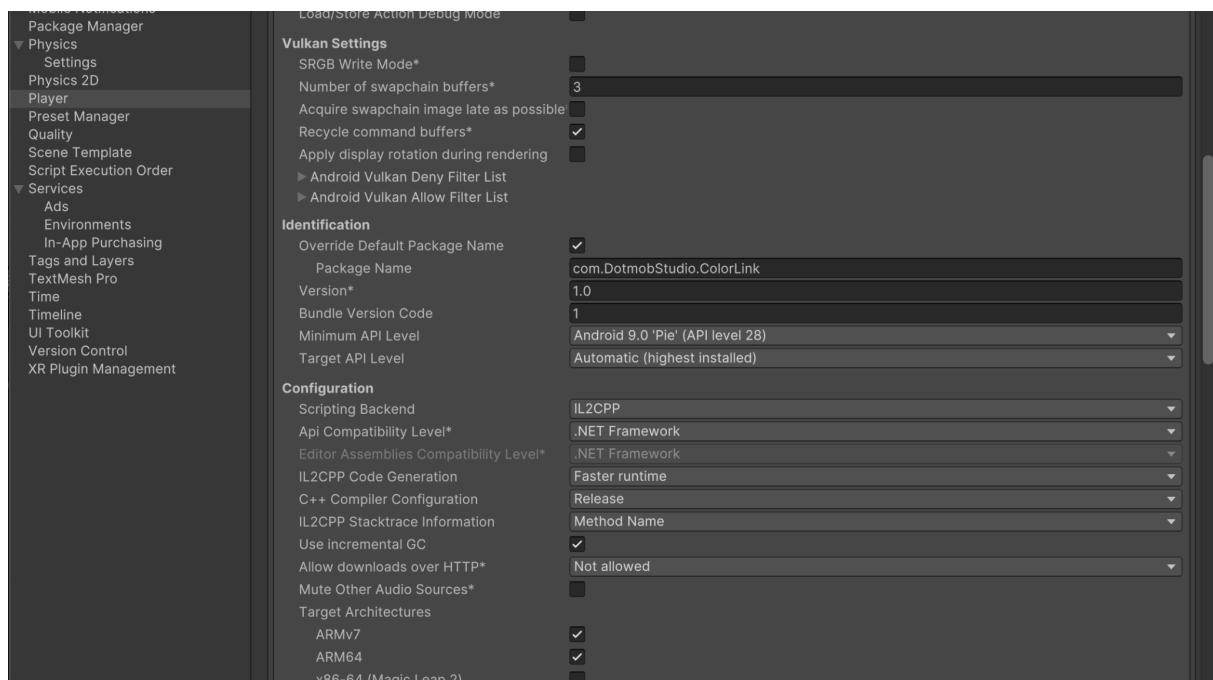
Building for Android sometimes gets errors because of your environment. If you encounter any errors, please make sure that your building environment is set up correctly by creating a new empty project and then building. If it fails to build, then you have to find a way to fix it.

If you succeed to build an empty project and still encounter error when building my project, then:
- Use the same Unity version with us (Unity **6000.0.58f2**)
- Feel free to contact us
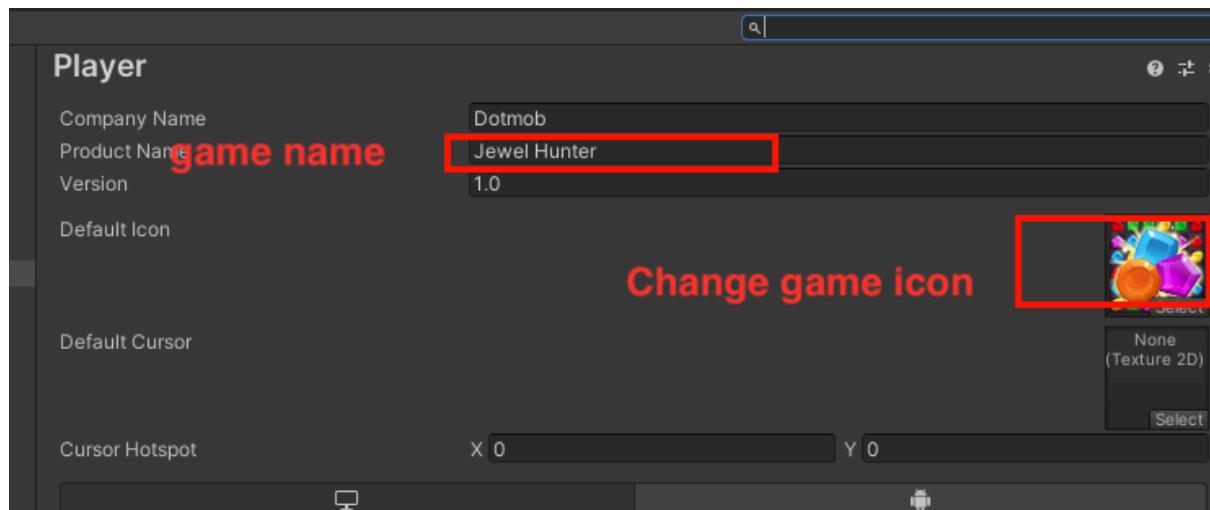
5. **How to change package name, game name, icon**

Click menu Edit/ Project Settings . On the Inspector panel, click Other Settings. And edit your Package Name
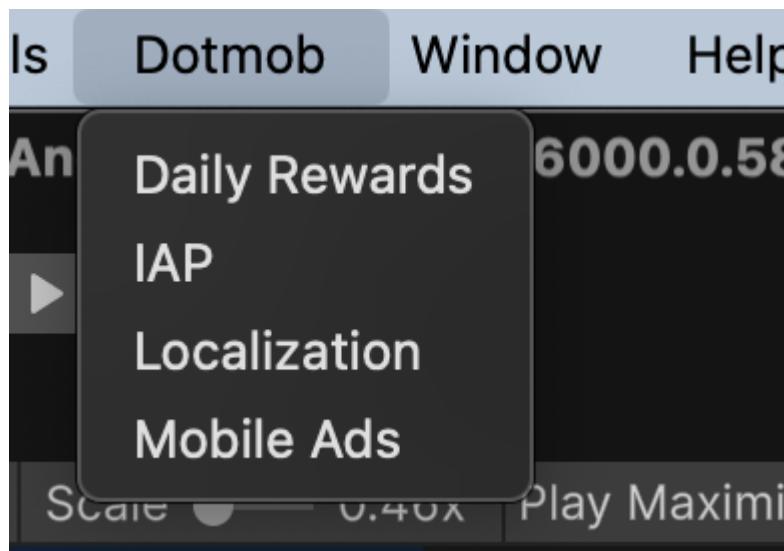

- Change game name ,icon
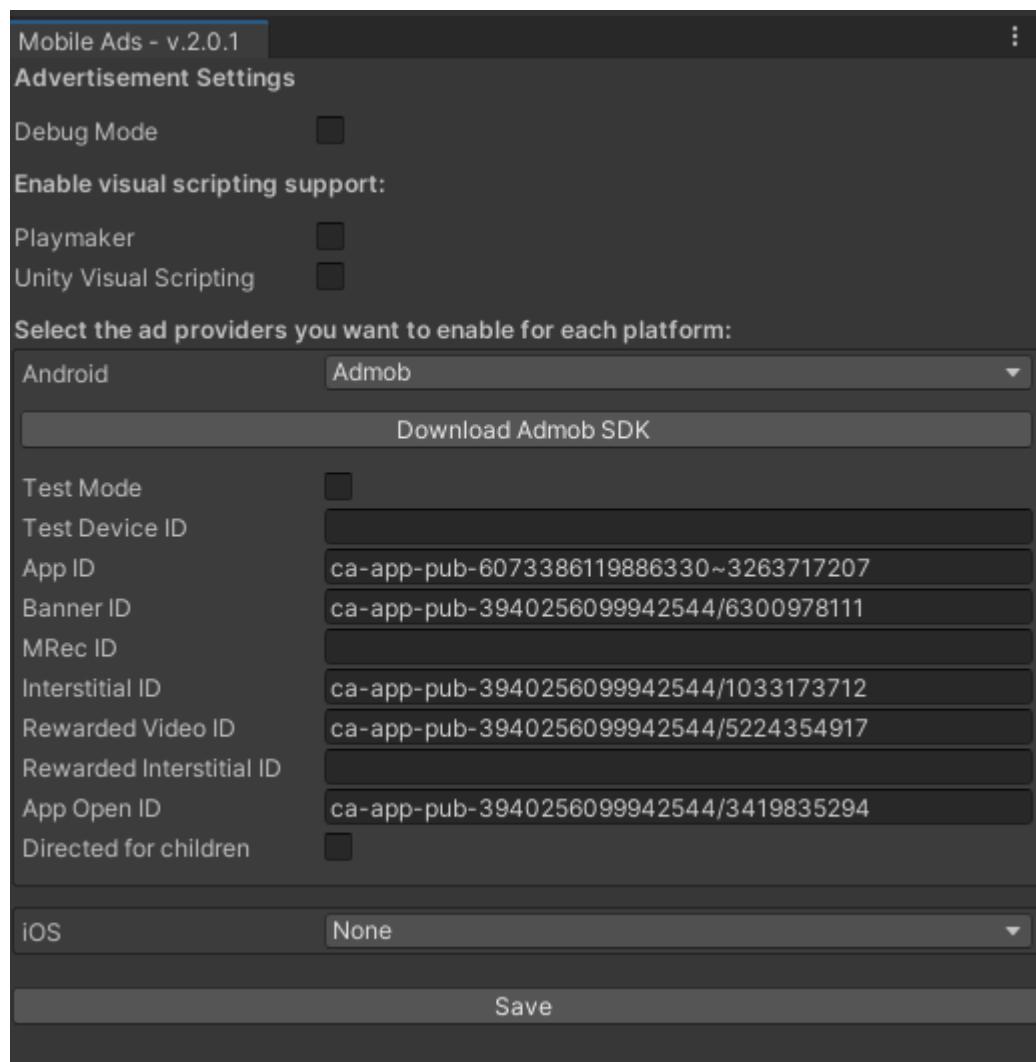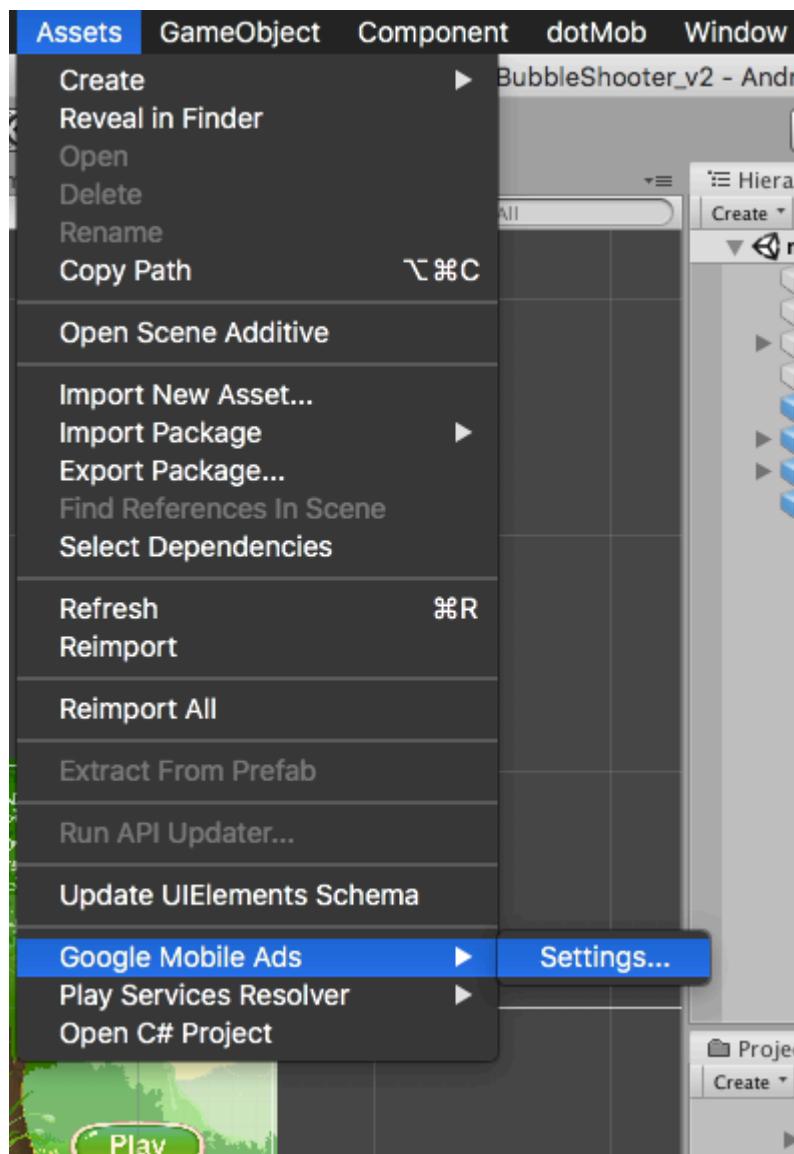
To see the CONFIG Mobile ads, please click on the menu **Dotmob/Mobile Ads** → look at the Inspector at the right side
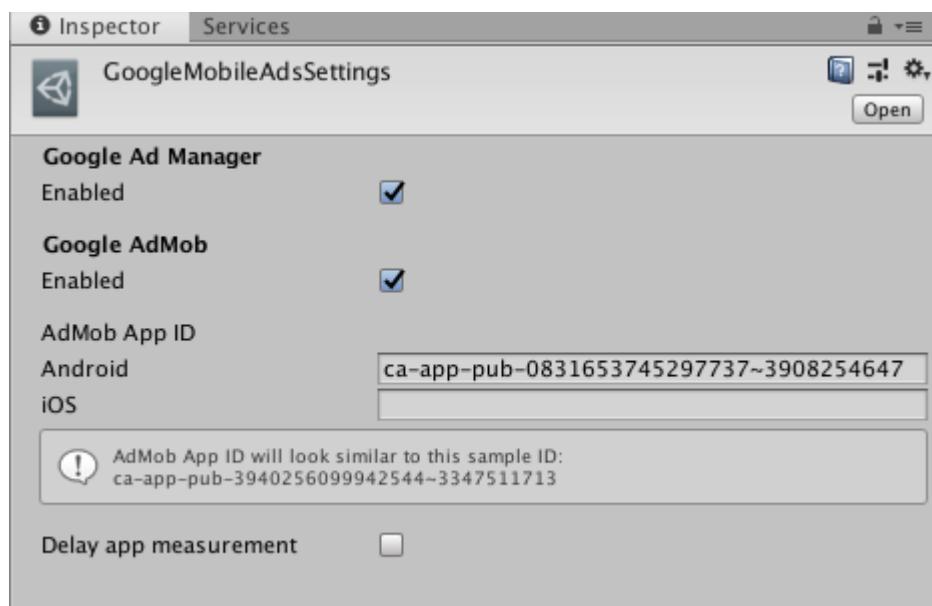
Change your Admob id and click **Save**

Mobile Ads - v.2.0.1

Advertisement Settings

Debug Mode ☐

Enable visual scripting support:

Playmaker ☐
Unity Visual Scripting ☐

Select the ad providers you want to enable for each platform:

| Android | Admob ▾ |

Download Admob SDK

Test Mode	☐
Test Device ID	
App ID	ca-app-pub-6073386119886330~3263717207
Banner ID	ca-app-pub-3940256099942544/6300978111
MRec ID	
Interstitial ID	ca-app-pub-3940256099942544/1033173712
Rewarded Video ID	ca-app-pub-3940256099942544/5224354917
Rewarded Interstitial ID	
App Open ID	ca-app-pub-3940256099942544/3419835294
Directed for children	☐

| iOS | None ▾ |

Save

- Click Menu Assets/Google Mobile Ads
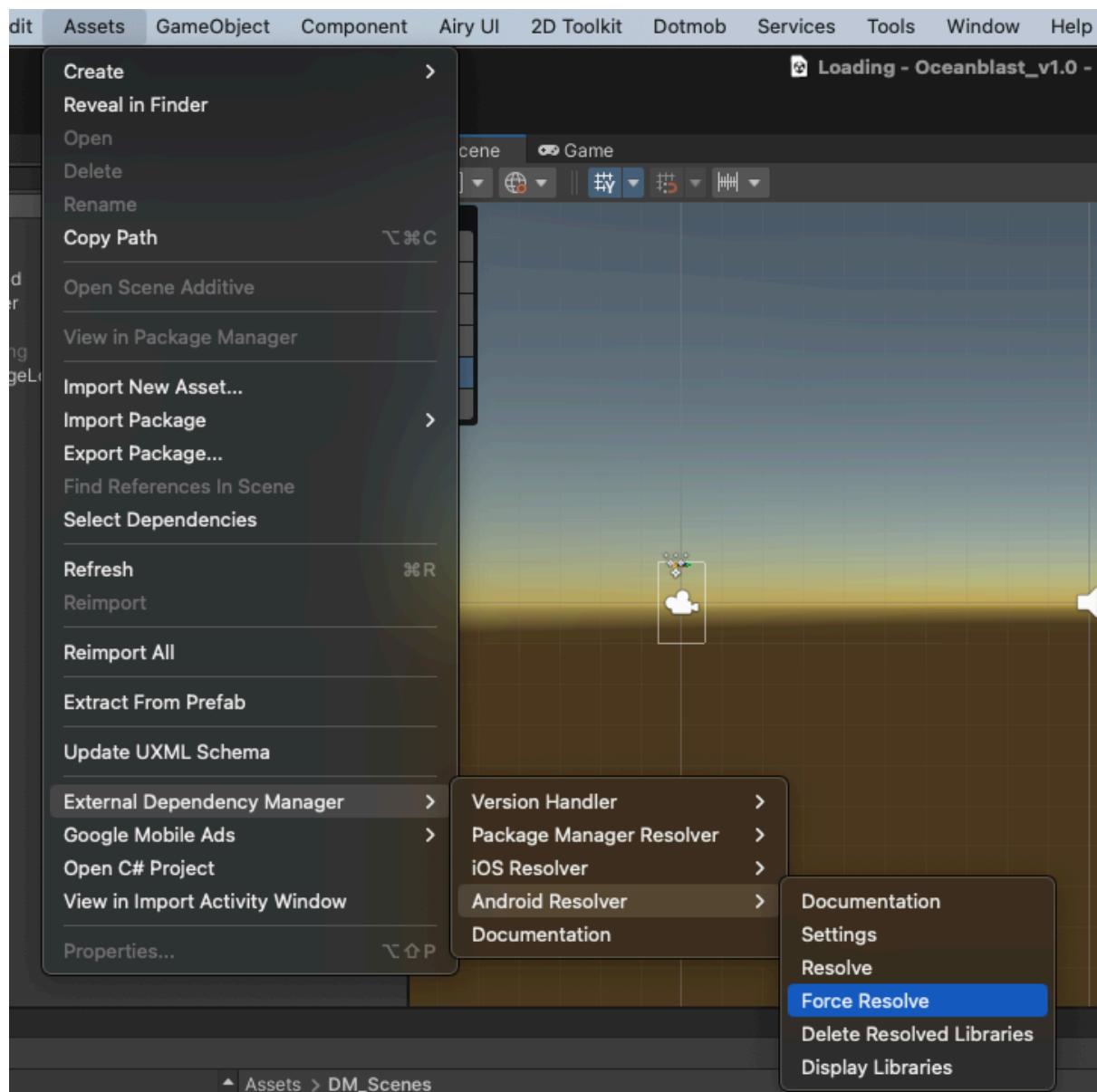
Change your Admob App ID

Preparing for build
Before building make sure to Force Resolve your Android dependencies.

Note : You can check admob works in 2 ways:
- Use your admob id (authenticated account) and add test devices:
https://support.google.com/admob/answer/9691433

- Use Google's admob test ID: https://developers.google.com/admob/android/test-ads

Alternatively, you can check including the required Google Play dependencies in your Unity project. Ensure the required AAR and JAR files are located in the Assets / Plugins / Android directory. You can perform dependency resolution by selecting Assets -> external dependency manager -> Android Resolver -> Force Resolve in the Unity editor

⚠ Make sure Minify is disabled. Admob SDK does not work if minify is turned on.
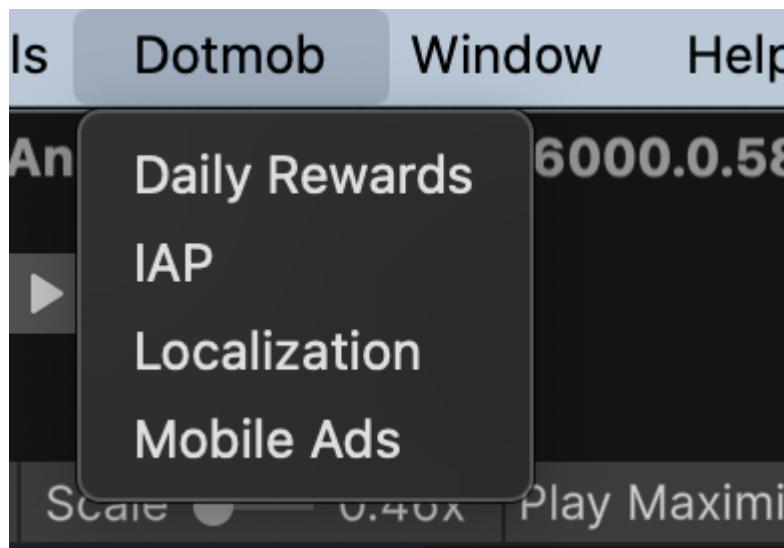
7. **How to reskin**

Almost all graphics are located in the folder **Assets/DM_Sprites, Assets/Images, Assets/Resources/ui/collecticon.** You need just replace your art in this folders, keep the same name, same size in PNG format
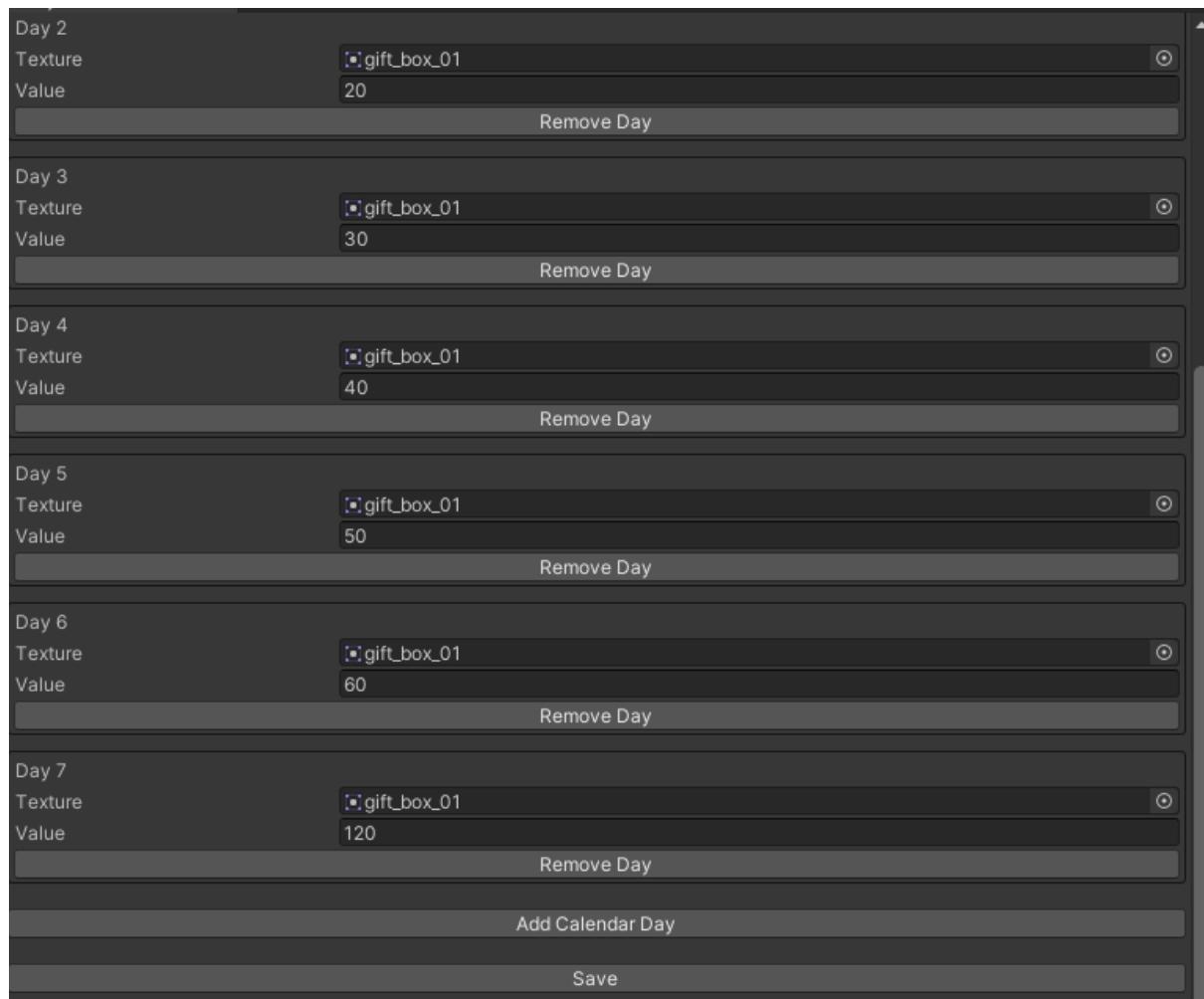
Almost all sounds are located in the folder **Assets/DM_Sounds**. You need just replace your sound in this folders, keep the same name, same format

8. How to change Daily Reward value

Click menu **Dotmob/Daily Rewards**
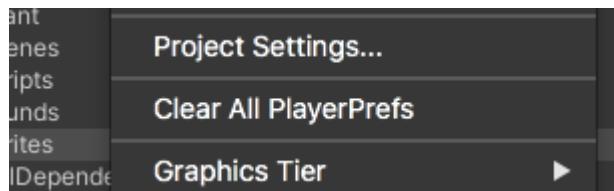
Change value and click SAVE
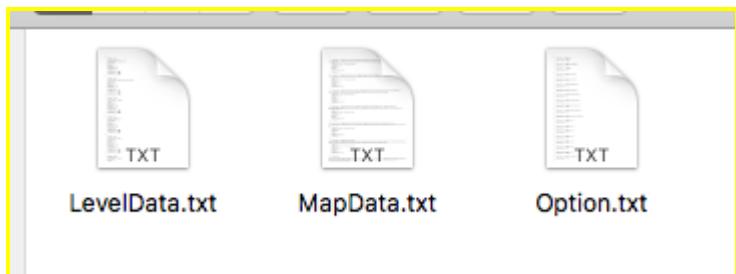
Click menu Edit/Clear All PlayerPrefs to reset game
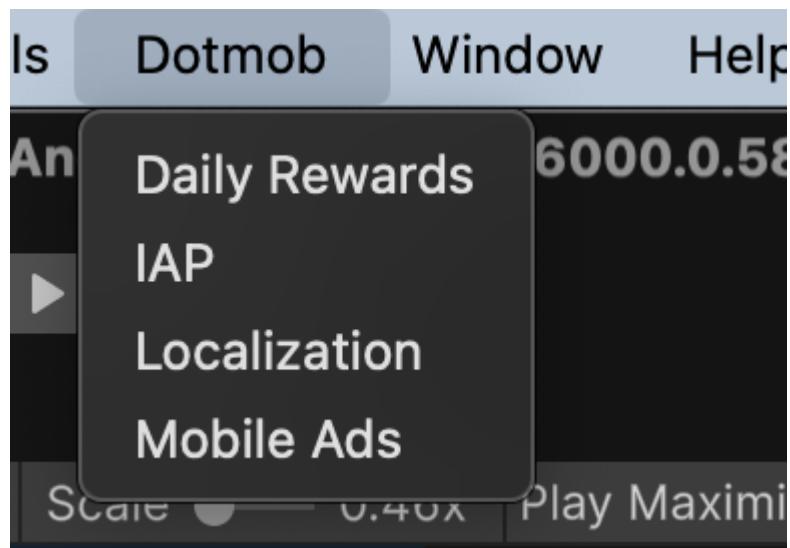
Open folder **JellyBlast_v1.x/Assets/Resources/dotmob_data_decrypt**

Replace 3 files **LevelData.txt, MapData.txt, Option.txt**

LevelData.txt   MapData.txt   Option.txt

11. How to setup IAP (in-app purchases)

IAP is setup using the IAP Settings window which can be opened by selecting the menu item **Dotmob /IAP**

Change your **Google Play ID** and click **SAVE**
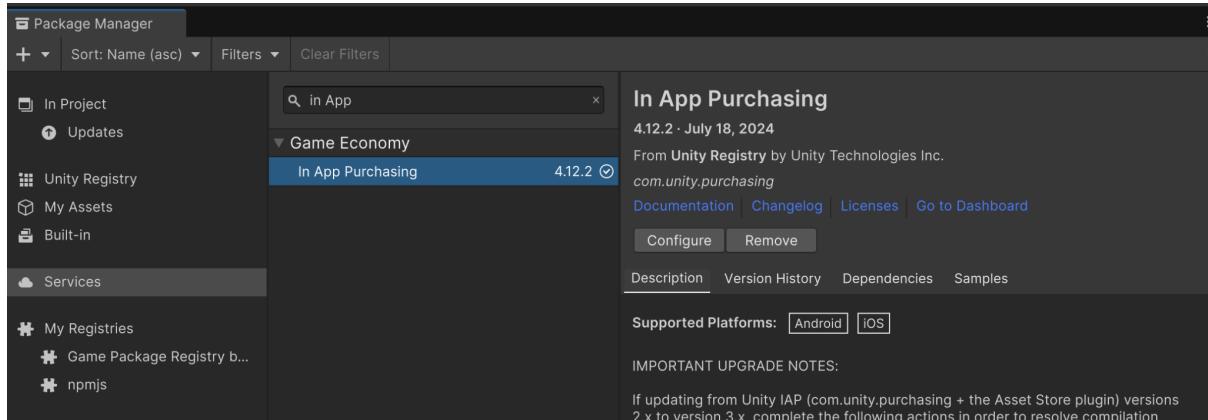
Enable IAP

To enable IAP first you need to import the Unity plugin from the Services window.
Please click **Window/Package Manager**
Open the Services window and turn on IAP then click the Install the latest version button
(**Version 4.13.x**)
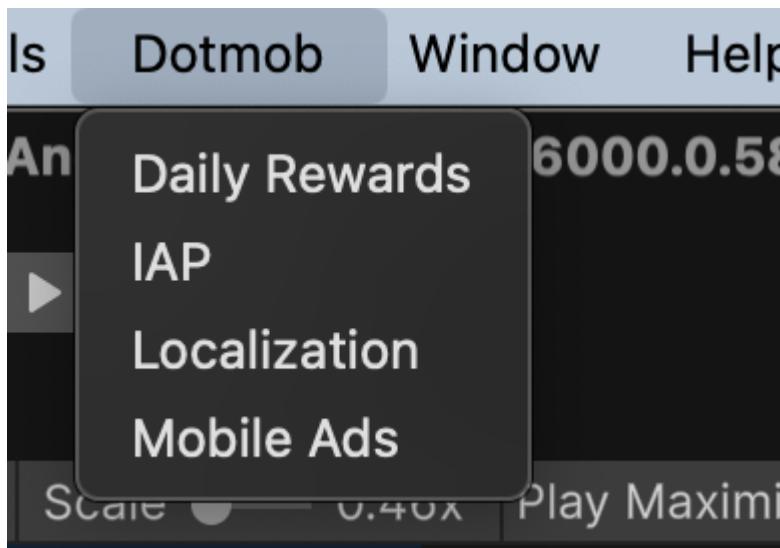
- **When you register in-app products on stores (Google Play, iTunes), make sure that the product ids are identical in both places (the stores and Unity).**

- In-app purchase only works on your device (Android, iPhone ..) after you publish the game.
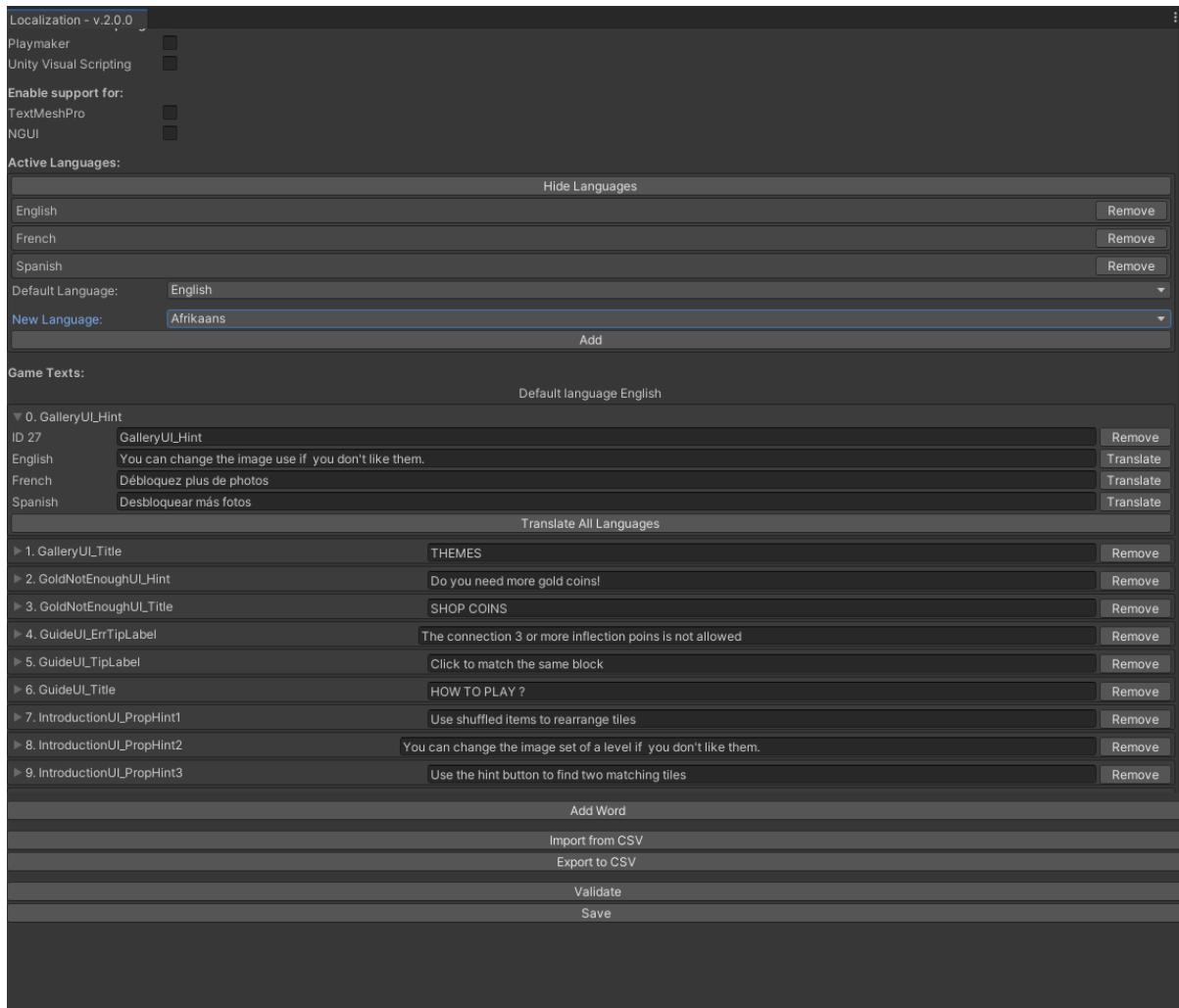

<mark>12.</mark> **How to change UI localization**

All UI text is localized, making it easy for you to add or edit text in various languages.

Click Menu : **Dotmob/localization**

Change your text and click **SAVE**

13. How to change YOUR_ONESIGNAL_APP_ID (Notification only for Android)

Replace "YOUR_ONESIGNAL_APP_ID" with your OneSignal app id in
NotificationManager.cs

```
public class NotificationManager : MonoBehaviour
{
    private void Start()
    {
        //Debug.Log("CHAY VAO DAY");
        RequestAuthorization();

        // Replace 'YOUR_ONESIGNAL_APP_ID' with your OneSignal App ID from app.onesignal.com
        OneSignal.Initialize("5cff07b2-03f9-4f8a-98c2-72284f471e3a");
    }
```

How to get OneSignal APP ID
https://documentation.onesignal.com/docs/android-firebase-credentials
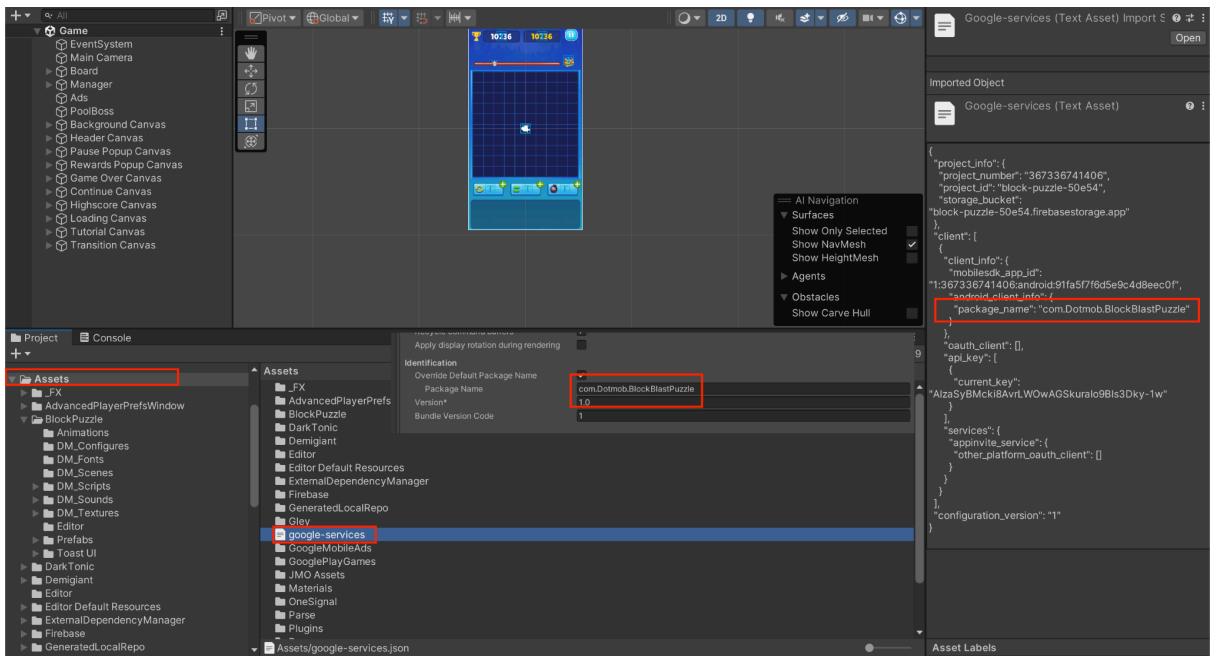
Please documentation to create Firebase configuration files :
https://firebase.google.com/docs/unity/setup
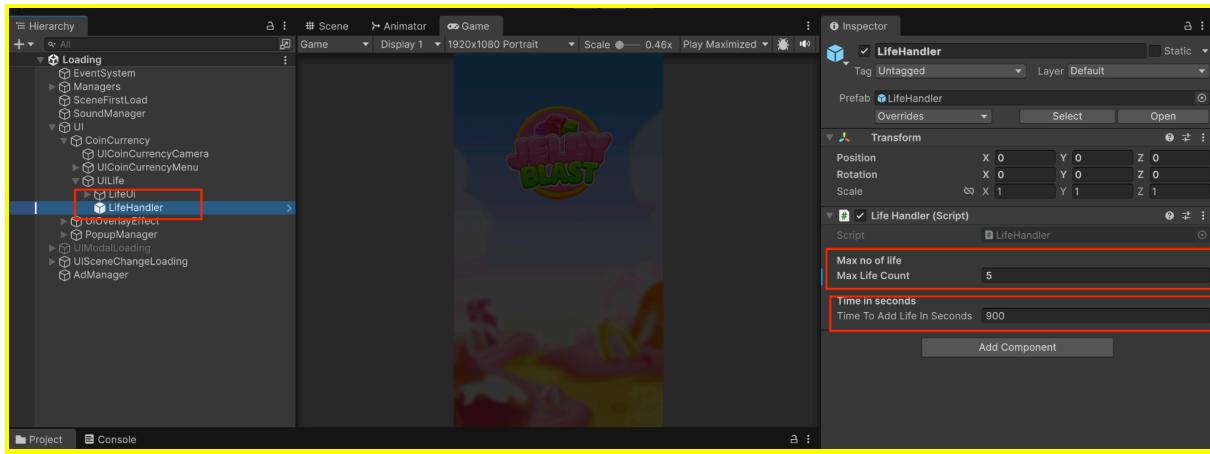
- Click Download google-services.json.

- Open the Project window of your Unity project, then move your config file(s) into the Assets folder.

In Loading Scene, select **LifeHandler and change**

16 .Contact us

If you have any questions, do not hesitate to contact me via
Email: dotmobstudio@gmail.com