SETTING UP WORD SEARCH PUZZLE

Thanks for puchasing Word Search Puzzle game. Before the game to Play Store, you must download Android Studio IDE and Android SDK. If you don't have them installed, please point your browser to https://developer.android.com/sdk/index.html. If you already have Android Studio installed please update to the latest.

Start the IDE when it is ready. It will open with a dialog as in the following screenshot. Press the option to the left of the green arrow and open the project you purchased:
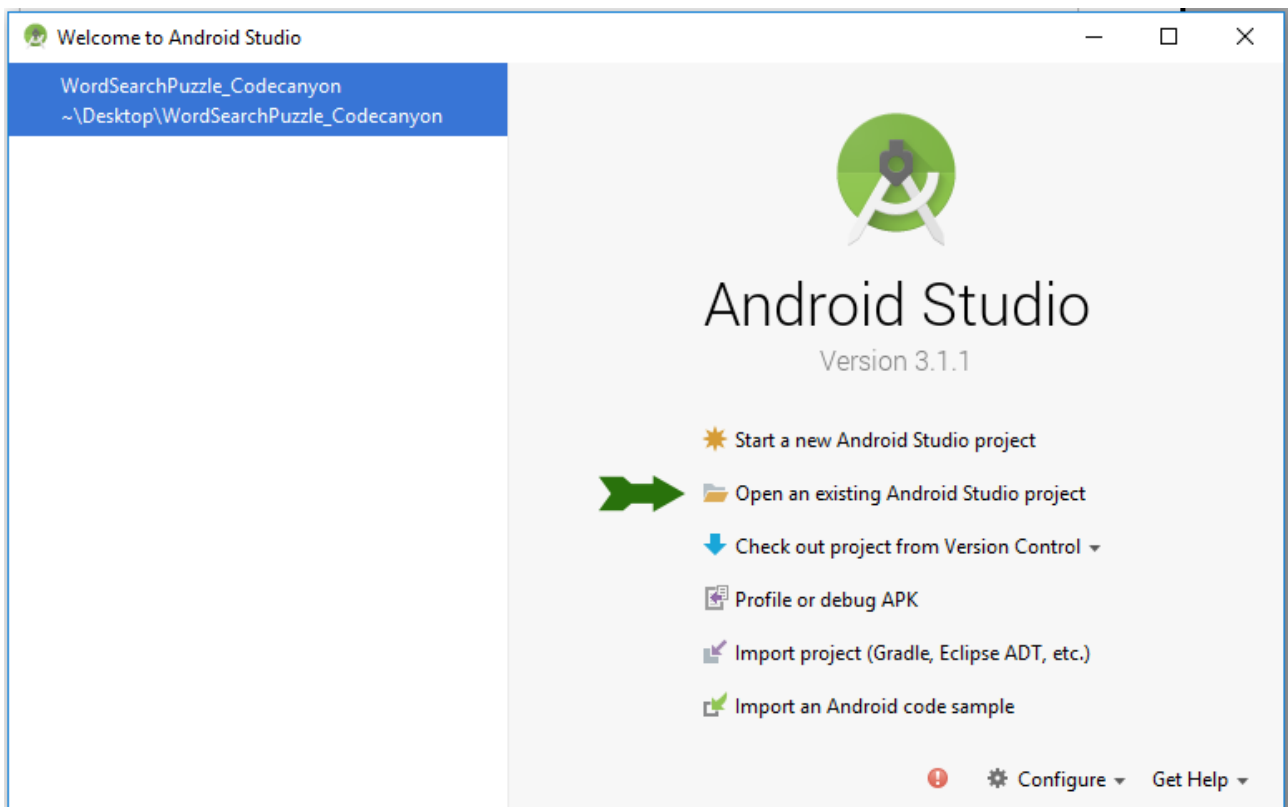
Every app in Play Store must have a unique identifier. You should change the application identifier following these steps:

1) Open AndroidManifest.xml file.
2) Find net.codecanyon.trimax.wordsearch and replace it with a similar identifier that will uniquely be associated with your app.
3) Go to Build -> Rebuild Project. Android Studio will report errors.
4) Go to each of the Java files of the project and find the following line
5) import net.codecanyon.trimax.wordsearch.R;
6) Replace the old parts with your new identifier.

ADMOB

There are 3 types of ad in the project: banner, interstitial and rewarded. If you don't want you can turn off banner and insterstitial ads in the Config.java file. You can't turn off rewarded video.

To run admob go to your admob account and create a new app with 3 different ad units. After setting the up, open the file strings.xml and find the section about admob towards the end of the file. Copy the indentifiers of the ad units you've just created and paste them onto the relevant place where it says "here" in the strings.xml file. By default you app wil run test ads for your safety. You should turn it to normal before uploading it to Play Store. For this open GameActivity.java and ResultActivity.java, then search for the lines "addTestDevice" and comment them with double slash //.

CUSTOMIZING THE APP

You can customize the colors of the app in places: The first one is to replace colors in res/colors.xml file. The other is to replace images in res/drawable folders. Open the folder drawable-xxxhdpi folder. This folder holds the images with largest size. Edit them in your editor such as Photoshop and export it to this folder again. To resize and copy the edited image to smaller size folders you should use Final Android Resizer.jar. You can download it here: https://github.com/asystat/Final-Android-Resizer/blob/master/Executable%20Jar/Final%20Android%20Resizer.jar?raw=true

LEADERBOARDS AND ACHIEVEMENTS

Leaderboards and Achievements (LA) are disabled by default. If you want them go to Config.java file and enable it. This is not enough of course:

1) Go to Google Play Developer Console/Game Services and create a new game.
2) To test your work add your email address to the testers section.
3) Go to Achievements section and create the following 18 achievements:

Solve an "Extremely Easy" puzzle
Solve a "Very Easy" puzzle
Solve an "Easy" puzzle
Solve a "Medium" puzzle
Solve a "Difficult" puzzle
Solve a "Very Difficult" puzzle
Solve an "Excessively Difficult" puzzle
Solve an "Extremely Difficult" puzzle
Solve a "Supremely Difficult" puzzle
Solve a time limited "Extremely Easy" puzzle
Solve a time limited "Very Easy" puzzle
Solve a time limited "Easy" puzzle
Solve a time limited "Medium" puzzle
Solve a time limited "Difficult" puzzle
Solve a time limited "Very Difficult" puzzle
Solve a time limited "Excessively Difficult" puzzle
Solve a time limited "Extremely Difficult" puzzle
Solve a time limited "Supremely Difficult" puzzle

Then create the following 9 leaderboards:

Revealed Words (5x5)
Revealed Words (6x6)
Revealed Words (8x8)
Revealed Words (10x10)
Revealed Words (12x12)
Revealed Words (14x14)
Revealed Words (16x16)
Revealed Words (18x18)
Revealed Words (20x20)

After this step please perform other tasks such as description, icons and etc.

Now go to either Leaderboards or Achievements section and at the bottom of the page there is a link with title ""get resources". Click it and copy the text that appears in the pop up. Paste this text by replacing the similar text at the bottom of the strings.xml file. You will read the comment in that file.

You can only test LA with a signed APK. You can create a signed APK in Android Studio by going to Build -> Generate Signed APK. When you generate the APK copy and paste it to the platform-tools folder of your Android SDK installation. Then open a CMD window or terminal here and execute the following command with your smart phone connected to your PC, developer mode on and USB debugging enabled: adb install your_file.apk. Now you can test your LA. Don't forget to publish them before uploading your APK to Play Store.

I used a few open source libraries in this app:

SmoothCheckBox – Apache License - https://github.com/andyxialm/SmoothCheckBox
Sql Asset Helper - Apache License - https://github.com/jgilfelt/android-sqlite-asset-helper
AV Loading Bar - Apache License - https://github.com/81813780/AVLoadingIndicatorView
Page Indicator View - Apache License - https://github.com/romandanylyk/PageIndicatorView
BaseGameUtils - Apache License - https://github.com/grantland/android-samples