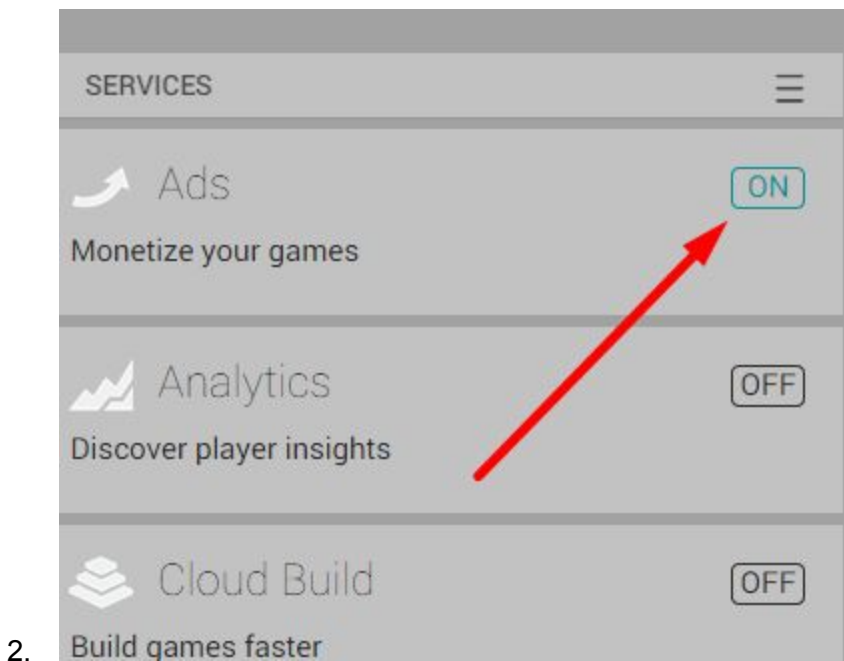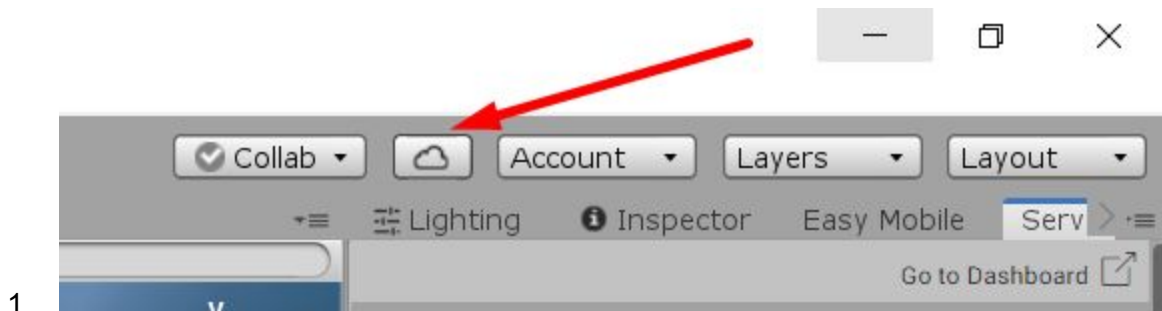# SLAP CHAMP Game Source Code Documentation

- SETUP UNITY ADS
- SETUP ADMOB ADS
- CHANGING CHARACTERS
- CHANGING LEVELS

Setup UnityAds:
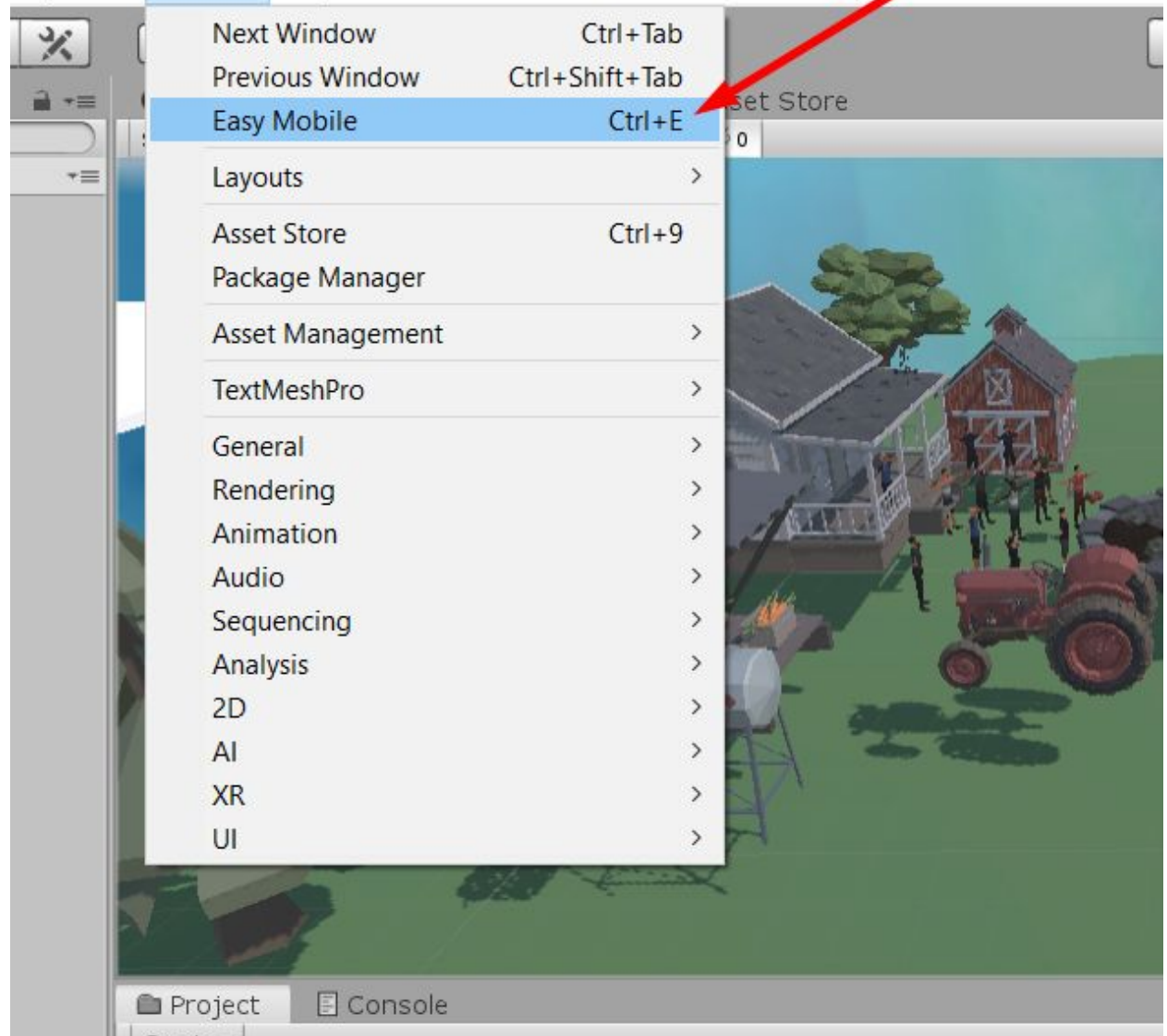
FOR SETUP UNITY ADS INTO SOURCE CODE YOU HAVE TO LOGGED IN YOUR UNITY ACCOUNT IN UNITY EDITOR

FOLLOW STEPS SHOWN IN BELOW SCREENSHOTS

1.

2.

ity 2019.2.15f1 Personal <DX11>

omponent | Window | Help

Next Window	Ctrl+Tab
Previous Window	Ctrl+Shift+Tab
Easy Mobile	Ctrl+E
Layouts	>
Asset Store	Ctrl+9
Package Manager	
Asset Management	>
TextMeshPro	>
General	>
Rendering	>
Animation	>
Audio	>
Sequencing	>
Analysis	>
2D	>
AI	>
XR	>
UI	>

📁 Project 📄 Console

3.

EASY MOBILE Pro
Version 2.5.2

SETTINGS   BUILD   TOOLS

ADVERTISING

The Advertising module offers a unified API for a wide range of ad networks and other features that enable fast and flexible ads integration for your game.

GAME SERVICES

The Game Services module streamlines the integration of Game Center (iOS) and Google Play Games Services (Android) into your game.
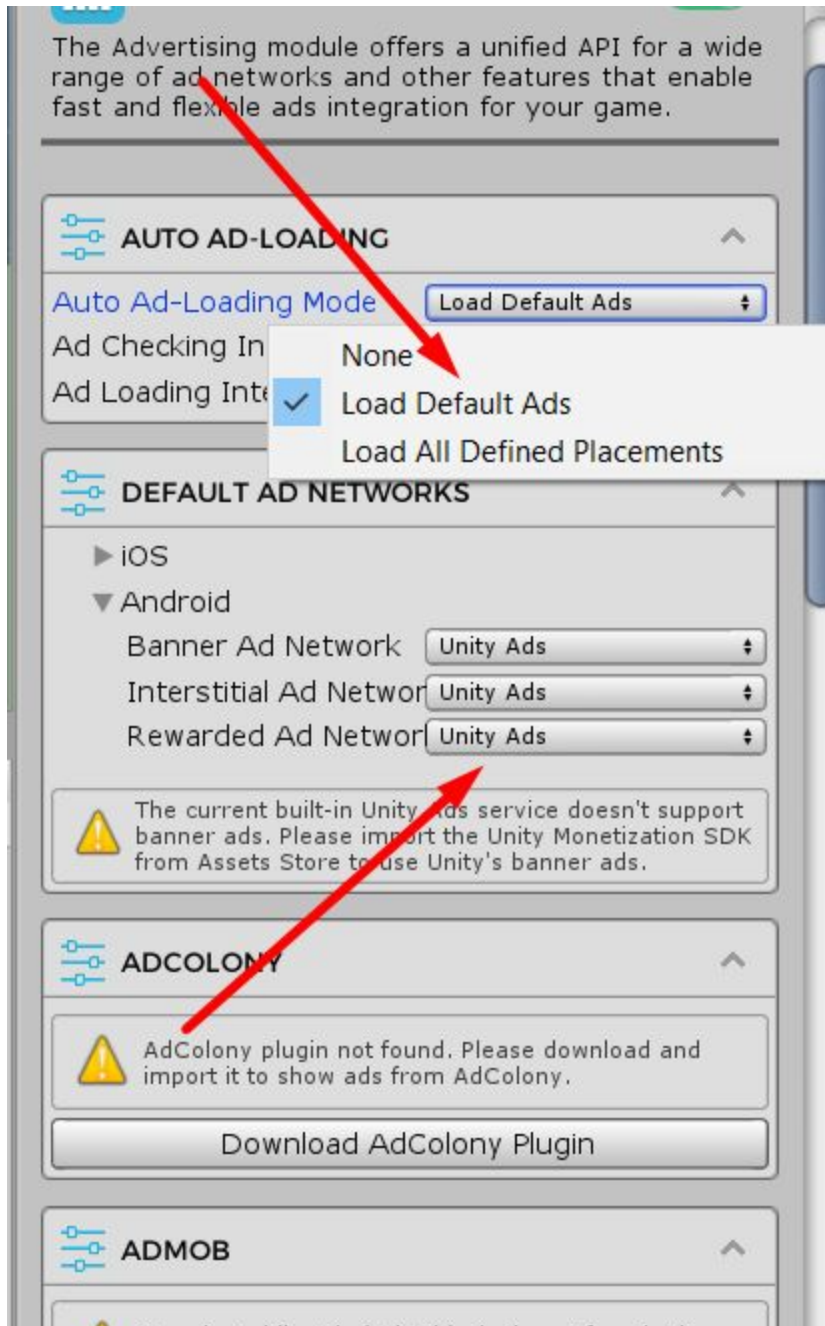
IN-APP PURCHASING

The In-App Purchasing module leverages Unity IAP to

4.

5.

NOW UNITY SERVICE AUTOMATICALLY PICK AD UNITY ID AND PLACEMENT ID FROM YOUR LOGGED UNITY SERVICE ACCOUNT

AFTER THAT SECTION OF AD ID IN EASY MOBILE SHOULD LOOK LIKE THIS :

Setup ADMOB Ads:

If you want to setup admob ads follow exact same steps which showed in above unity ads setup

1. Import google ads sdk
2. choose default ads -> admob in all three placement (Banner,Interstitial,Rewards)
3. Put your admob id's in under easy mobile -> admob section

Setup

> (!) Click the below button to setup the Google Mobile Ads plugin with your App IDs. The entered IDs will be reflected here. IMPORTANT: failure to do this will cause AdMob ads to not function properly.

▶ App ID

Setup Google Mobile Ads

Default Placement

▼ Banner Ad
   iOS ID
   Android ID   `ca-app-pub-3940256099942544/6300978111`

▼ Interstitial Ad
   iOS ID
   Android ID   `ca-app-pub-3940256099942544/1033173712`

▼ Rewarded Ad
   iOS ID
   Android ID   `ca-app-pub-3940256099942544/5224354917`

Custom Placements

▶ Banner Ads
▶ Interstitial Ads
▶ Rewarded Ads

Targeting Settings

Tag For Child Directed Tre | Unspecified ⬍ |
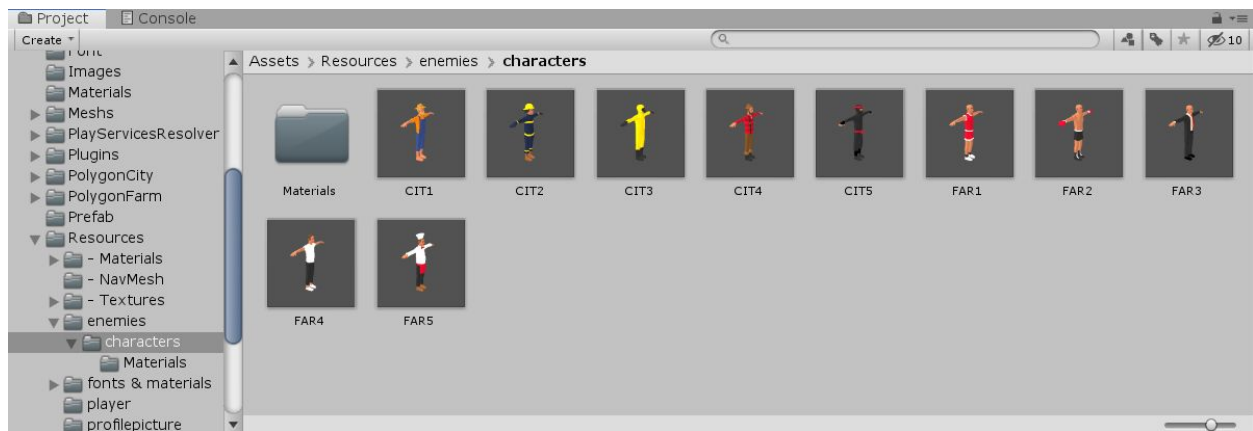
▶ Extra Options

Test Mode

Enable Test Mode   ☑

ADDING MORE CHARACTER

1. YOU CAN ADD MORE CHARACTER UNDER
    RESOURCES>ENEMIES>CHARACTERS FOLDER

2. GO TO **ASSETS>SCRIPTS>AICONTROLLER.CS**
    GO TO THIS LINE NUMBER 54
    int number = Random.Range(1,5);
    AND CHANGE RANGE ACCORDING TO ENEMIES YOU WANT TO ADD

ADDING MORE LEVELS

AFTER ADDING MORE LEVELS IN GAME
GO TO **ASSETS>SCRIPTS>AICONTROLLER.CS**
GO TO THIS LINE NUMBER 56

string name = SceneManager.GetActiveScene().name.Substring(0, 3) + number;

LIKE RIGHT NOW THERE ARE 3 SCENES SO IF YOU WANT TO ADD 2 MORE
RANGE WOULD BE (0,5)
example:
string name = SceneManager.GetActiveScene().name.Substring(0, 5) + number;

-----------------------------------x-----------------------------------x---

THANK YOU FOR PURCHASE