



# HOVERSHIFT TEMPLATE

## USER GUIDE

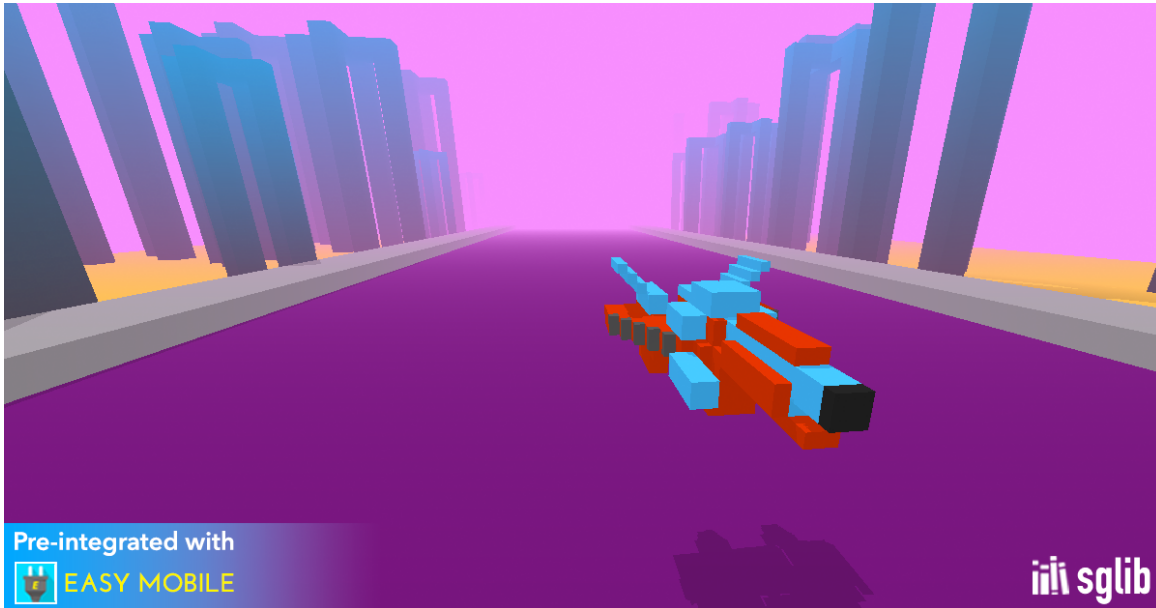
We strive to provide the best service as we can, if you have any questions or suggestions, please contact us!  
Thank you!

SgLib Games

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## 1 INTRODUCTION



Tap left or right at the right time to control the hovercraft avoid the obstacles on an exciting journey. Collect items for special effects, and coins to unlock new characters. **HOVERSHIFT** is a simple yet exciting and addictive game that will keep the player entertained for hours.

This game is ready for release out-of-the-box. Everything just works. It is also flexible and customizable. Some highlights:

- Addictive one-touch gameplay
- Daily reward system for better retention
- 20 built-in unlock-able characters with cute blocky style
- Free-to-use assets (fonts, sounds, music, model, etc.)
- Optimized for mobile

Most importantly, this template is pre-integrated with **Easy Mobile** plugin, making it a truly fully-featured game that is release-ready. Easy Mobile is a comprehensive, cross-platform package that provides most of desired features of mobile games:

- Support for AdColony, AdMob, Chartboost, Heyzap and UnityAds
- In-app purchasing
- Support for Game Center (iOS) and Google Play Games Services (Android) for leaderboards and achievements
- Sharing to social networks
- Push notification using OneSignal service

- Native rating request popup (rate my app)

*\* Being pre-integrated means this template is already configured to work with Easy Mobile. All you need is import Easy Mobile and do a few setup steps, and have all the above features readily implemented. You don't even have to write a single line of integration code!*

*\* This template DOES NOT include Easy Mobile.*

*\* The use of Easy Mobile is totally optional: as long as it's not imported, all the integration code will automatically be excluded from compilation, so that no impact will be made on the game, which is fully functioning on its own.*

## 2 GETTING STARTED

### 2.1 Enter app information

The project contains a game object called AppInfo where you can fill in important app-related metadata like AppStore Id and Bundle Id. These values will be used for features like Rate Us button and opening Facebook or Twitter page.

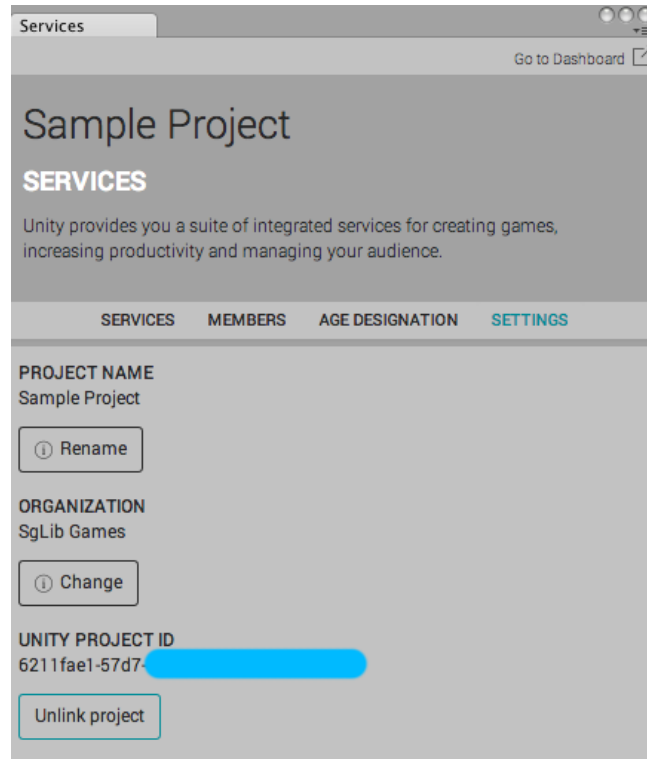


Field Name	Placeholder Value
APP_NAME	[YOUR_APP_NAME]
APPSTORE_ID	[YOUR_APPSTORE_ID]
BUNDLE_ID	[YOUR_BUNDLE_ID]
APPSTORE_HOMEPAGE	[YOUR_APPSTORE_PUBLISHER_LINK]
PLAYSTORE_HOMEPAGE	[YOUR_GOOGLEPLAY_PUBLISHER_NAME]
FACEBOOK_ID	[YOUR_FACEBOOK_PAGE_ID]
TWITTER_NAME	[YOUR_TWITTER_PAGE_NAME]
SUPPORT_EMAIL	[YOUR_SUPPORT_EMAIL]

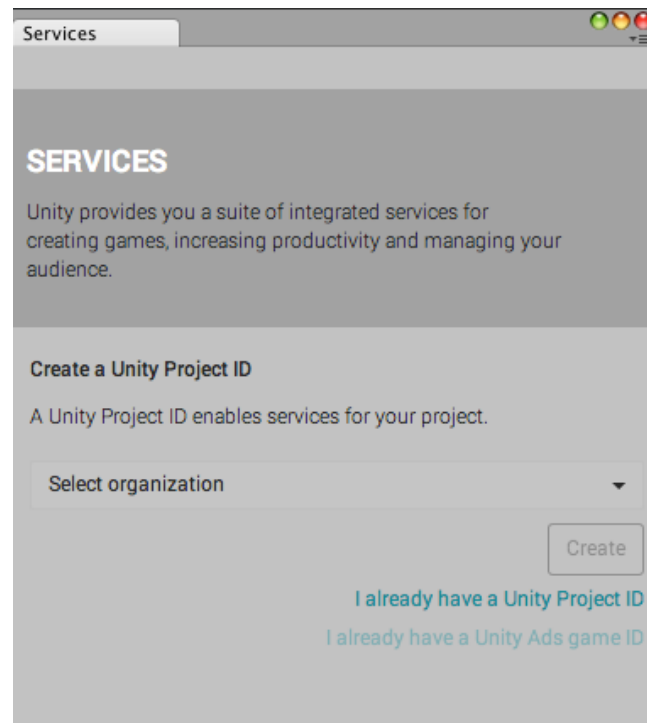
### 2.2 Link the game to your Unity project

When developing this template, we normally need to link it to our own Unity project for testing, therefore you may need to unlink it from our project and link it to your own one, if you're going to use Unity services (e.g. if you want to enable premium features of this template, you'll need to use Unity IAP service). To unlink the project:

- Select Window -> Unity Services
- Select SETTINGS tab
- Click Unlink Project button



Now you can create a new project for the game.



Now your game is linked to your own Unity project and is ready to use Unity

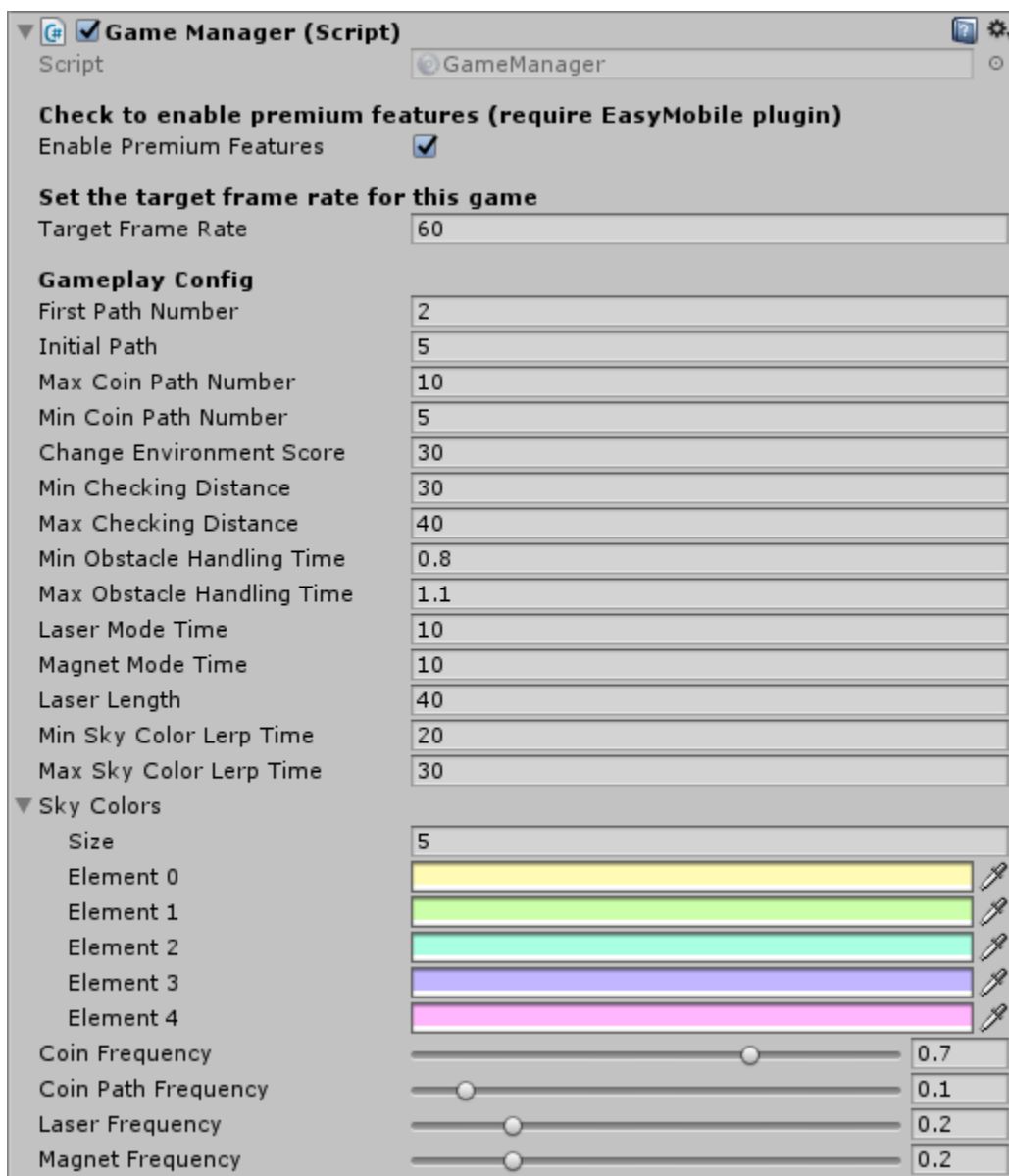
services.

### 3 TEMPLATE CUSTOMIZATION

#### 3.1 Gameplay tweaking

##### 3.1.1 *GameManager*

Most of important gameplay parameters can be configured within the GameManager component which is attached to a game object also named GameManager in the hierarchy.



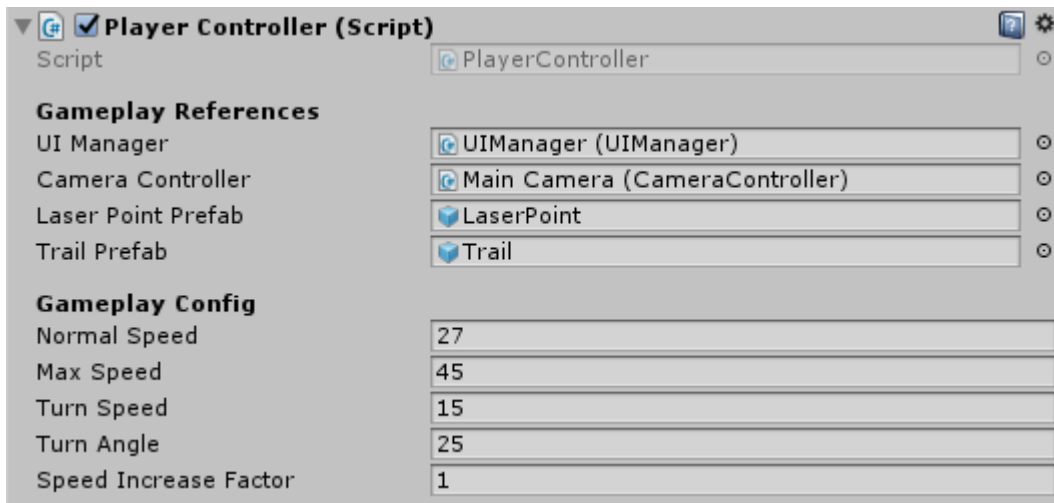
You can tweak the gameplay by modifying following variables:

- *TargetFrameRate*: the target frame rate for the game, which should be at least 60fps for games requiring smooth, fast motion.
- *FirstPathNumber*: the number of the path that generated without obstacles when that game start.
- *InitialPath*: the number of the path that generated with obstacle when the game start.
- *MaxCoinPathNumber&MinCoinPathNumber*: the maximum and minimum value of coin path number, the actual number of coin path will be random by these value. (Coin path is the path that filled by coin).
- *ChangeEnvironmentScore*: score to update environment.
- *MinCheckingDistance&MaxCheckingDistance*: minimum and maximum checking distance of obstacles, the actual checking distance will be random by these value. (Checking distance is the min distance between the obstacle and player).
- *MinObstacleHandlingTime&MaxObstacleHandlingTime*: minimum and maximum handling time of obstacles, the actual handling time will be random by these value. (Handling time is the time that obstacle use to handle its function).
- *LaserModeTime*: the exist time of laser mode.
- *MagnetModeTime*: the exist time of magnet mode.
- *LaserLength*: the length of laser.
- *MinSkyColorLerpTime&MaxSkyColorLerpTime*: minimum and maximum lerp time of sky's color.
- *SkyColors*: the array of sky's color.
- *CoinFrequency*: probability to create coin.
- *CoinPathFrequency*: probability to create coin path.
- *LaserFrequency*: probability to create laser item.
- *MagnetFrequency*: probability to create magnet item.

### 3.1.2 PlayerController

Another important object in the hierarchy is the object named *Player*, which holds

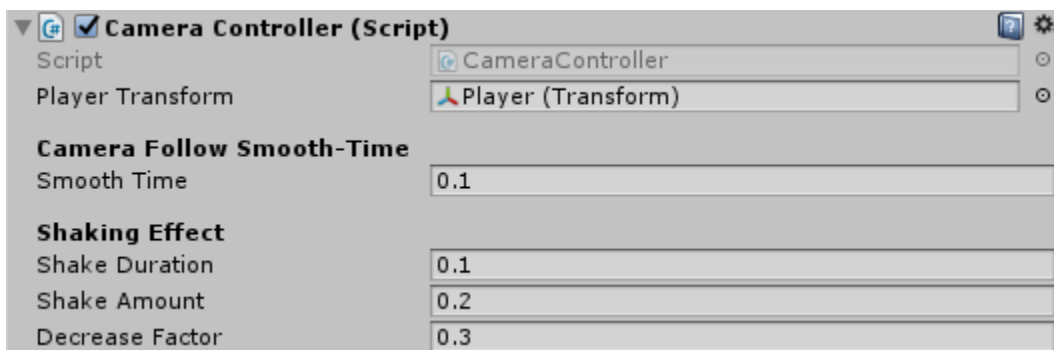
the *PlayerController* component.



- *NormalSpeed*: the normal speed of player.
- *MaxSpeed*: the maximum speed of player.
- *TurnSpeed*: the turning speed of player.
- *TurnAngle*: the turning angle of player.
- *SpeedIncreaseFactor*: the speed increase factor of player, *NormalSpeed* and *MaxSpeed* will be plus by this value everytime the environment have changed.

### 3.1.3 CameraController

The CameraController component is attached to the Main Camera object in the hierarchy.

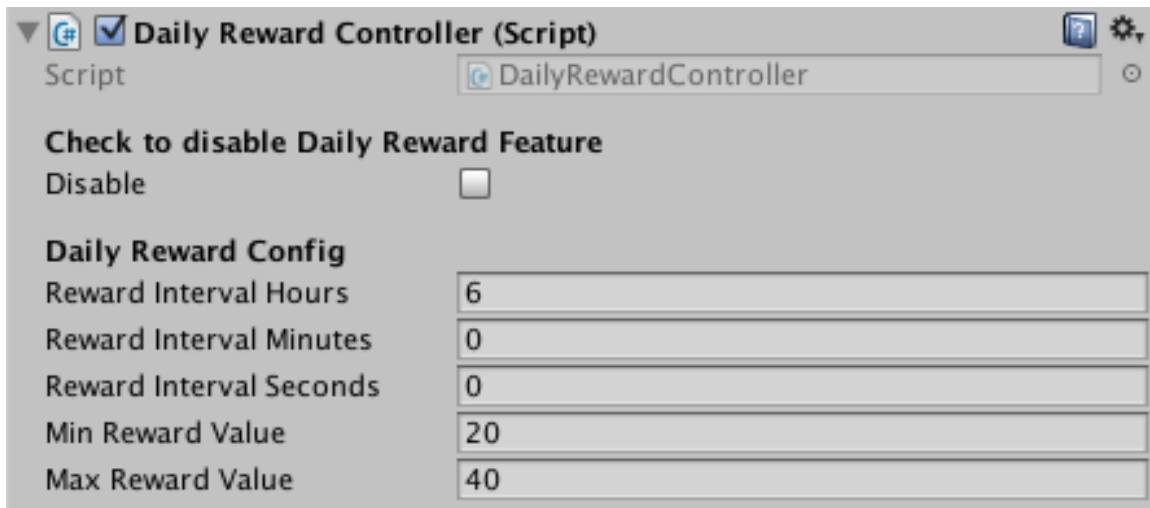


- *SmoothTime*: the smooth time of camera.
- *ShakeDuration*: how long the camera shaking.
- *ShakeAmount*: amplitude of the shake, a larger value shakes the camera harder.
- *DecreaseFactor*: the decrease value of shaking.



### 3.2 Daily reward feature

This template has a built-in daily reward system in which the user will be rewarded with coins every predefined interval of time. This is an effective way to increase user engagement and retention for your game. You can configure this feature from the *DailyRewardController* object in the hierarchy.



- *Disable*: check to disable this feature
- *Reward Interval Hours, Minutes and Seconds*: the amount of time until the next reward
- *Min Reward Value & Max Reward Value*: the actual rewarded coins will be randomized between these two values

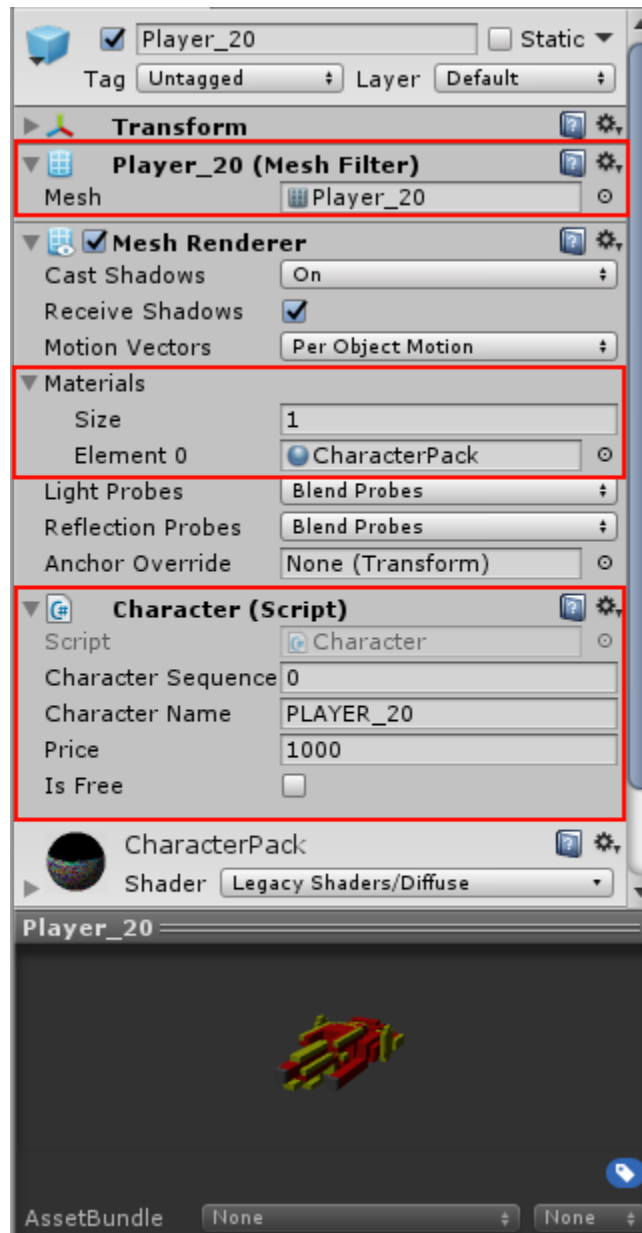
### 3.3 Adding more characters

Out-of-the-box, this game is already packed with 30 characters, cute and ready to use! If you want to add more, follow these simple steps:

- Create a character model with the pivot at the bottom center.
- Navigate to *Assets/Prefabs/Characters/CharacterPrefabs* and duplicate one of the available character prefabs.
- Change the name of the prefab to a preferred one.
- Replace the *Mesh* in the *MeshFilter* component with your new model mesh.
- Replace the *Material* in the *MeshRenderer* component with your new character material.
- Enter the character name and price to the *Character* component. Check the *isFree* option if you want to give out this character for free (it will be

automatically unlocked). **Important:** the new character's name must not repeat any existing character name.

- g. Resize the character array in *CharacterManager* game object then drag the new character to it and hit Apply to save changes to its prefab.



#### \* IMPORTANT: TRAIL AND LASERPOINT OF THE CHARACTER

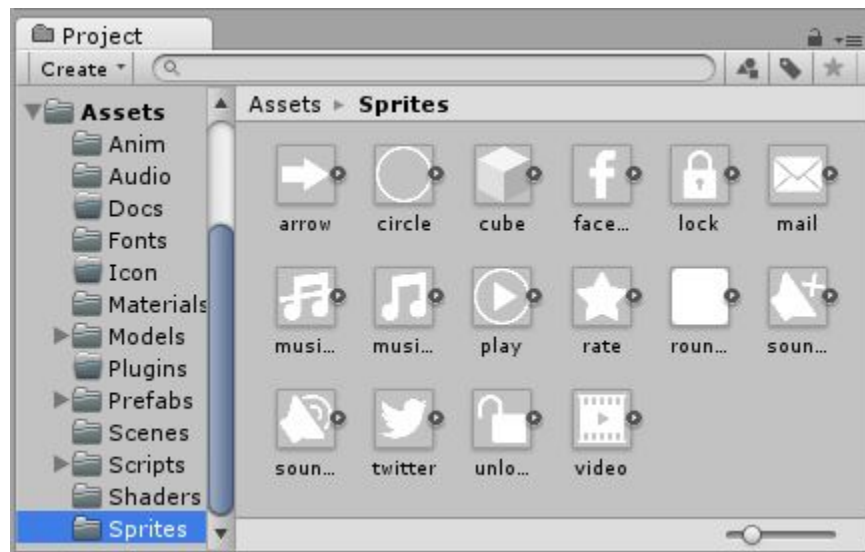
Every character in this template have one Trail object and one or many LaserPoint object, Trail object is the object has "Trail" tagged and player take its position to create trail, LaserPoint object is the object has "LaserPoint" tagged and player take

its position to create laser. Please make sure your character follows the rules.

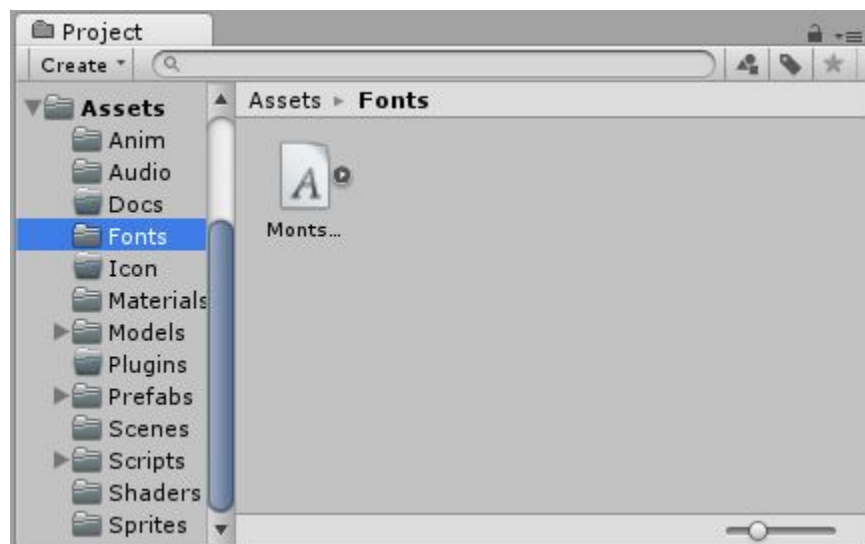
Now the new character has been added and ready to use in game! You will see it listed in the *CharacterSelection* scene.

### 3.4 Customizing UI

All sprites used in this game (for buttons and other UI components) are located under the *Sprites* folder. You can replace them with your own sprites to modify the UI as you like.

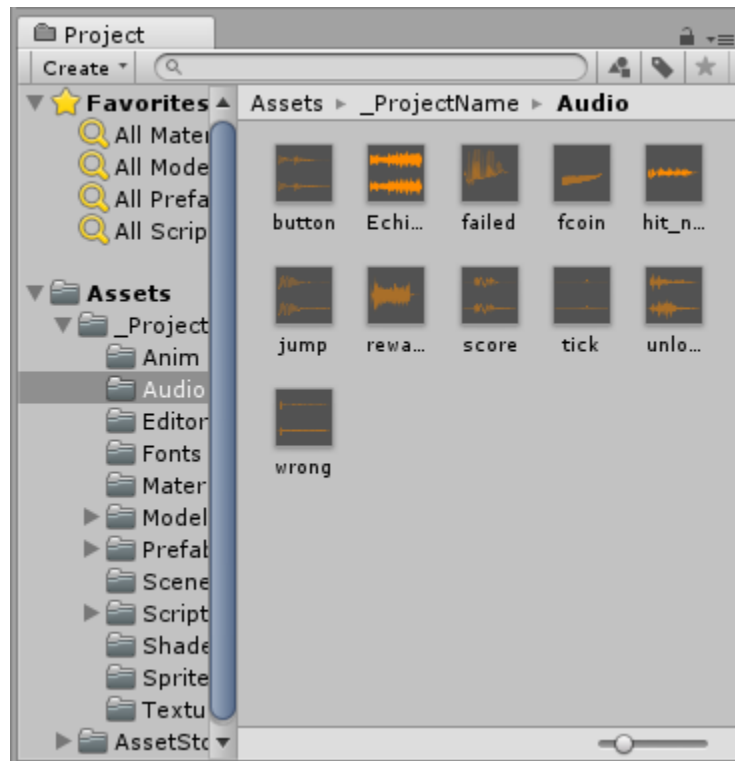


All fonts used in this game are free-to-use in commercial projects. Fonts are located under the *Fonts* folder together with appropriate license files.

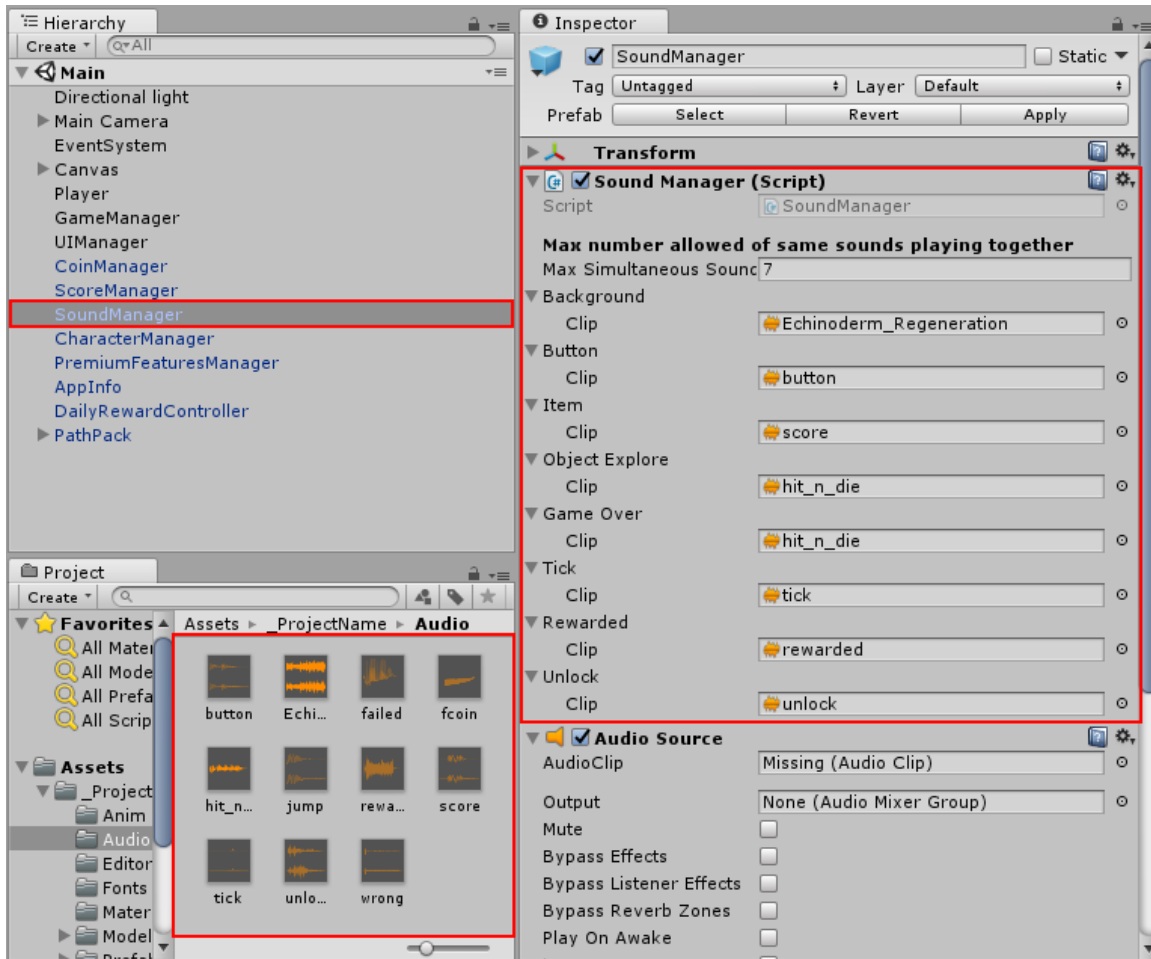


### 3.5 Sounds

All sounds included in this game are free-to-use in commercial projects and are located under the *Audio* folder.



This game features a *SoundManager* class to manage activities in game like playing music or mute/unmute sounds. If you want to replace sounds in this game, simply drag and drop new sounds to appropriate slots in the *SoundManager* component.



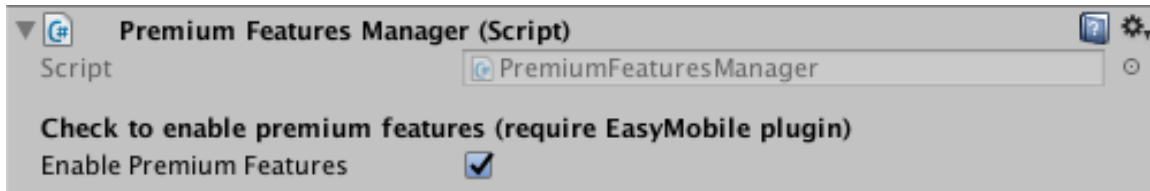
## 4 ENABLING PREMIUM FEATURES

To enable premium features of this template, you need to download and import Easy Mobile plugin from <http://u3d.as/Dd2>.

This section provides a guide on configuring each feature for your game. If you're not familiar with using Easy Mobile, it is strongly recommended that you read through its user guide to familiarize yourself with the plugin.

### 4.1 Before You Begin

- In the Main scene's hierarchy, there's an object named *PremiumFeaturesManager* which contains all the relevant components from which you can configure how premium features behave in your game.
- Make sure the *EnablePremiumFeatures* option in the *PremiumFeaturesController* object is checked.

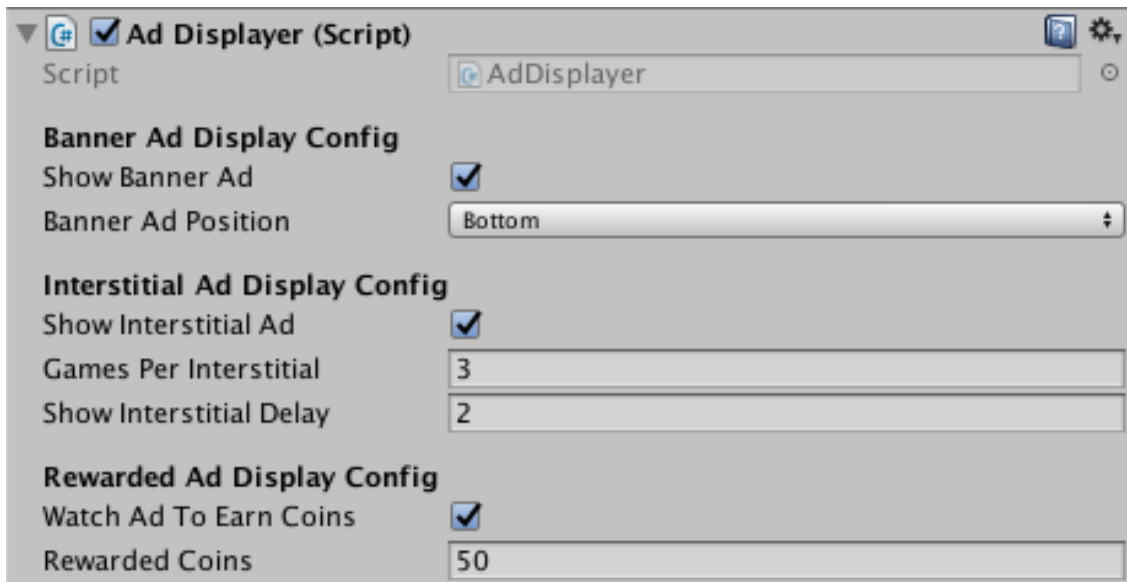


- Make sure to add the EasyMobile prefab to the Main scene, you can find the prefab at folder *Assets/EasyMobile*. It is necessary for the plugin to function properly.
- The settings interface of Easy Mobile can be opened via menu *Window > Easy Mobile > Settings*, this is the only place to go to configure this plugin.
- Note that you won't need to write a single line of integration code for Easy Mobile to work, as the integration was done beforehand, you only need to configure the plugin in the editor (that means you can ignore all the Scripting sections in Easy Mobile user guide if you wish to).

## 4.2 Advertising

### 4.2.1 Template-specific setup

The PremiumFeatureManager object contains a component named *AdDisplayer* which is responsible for all ads displaying activities in the game. There you can configure how ads should be served in your game.



Banner ads are configured in the **Banner Ad Display Config** section.

- *Show Banner Ad*: whether to show a banner ad in game
- *Banner Ad Position*: which position the banner should be placed

Interstitial ads are configured in the **Interstitial Ad Display Config** section.

- *Show interstitial ad*: whether to show interstitial ads when game over
- *Games Per Interstitial*: how many games to be played before showing ad
- *Show Interstitial Delay*: how many seconds after game over that ad is shown

Rewarded ads are configured in the **Rewarded Ad Display Config** section.

- *Watch Ad To Earn Coins*: whether to allow the user to watch an ad to earn extra coins
- *Rewarded Coins*: how many coins should be awarded after watching an ad

#### **4.2.2 Easy Mobile setup**

Open Easy Mobile's settings interface to start configuring its Advertising module (see its user guide for more information). With Easy Mobile you'll have support for AdColony, AdMob, Chartboost, Heyzap (with mediation) and Unity Ads. You can use multiple ad networks at once and have different configurations for iOS and Android. Below is the settings interface of the Advertising module.

**ADVERTISING**

**ADMOB SETUP**

Google Mobile Ads (AdMob) plugin was imported.

Reimport Google Mobile Ads Plugin

► [iOS] AdMob Ids  
► [Android] AdMob Ids

**CHARTBOOST SETUP**

Chartboost plugin not found. Please download and import it to show ads from Chartboost.

Download Chartboost Plugin

**HEYZAP SETUP**

Heyzap plugin not found. Please download and import it to show ads from Heyzap.

Download Heyzap Plugin

**UNITY ADS SETUP**

Unity Ads service is enabled.

**AUTO AD-LOADING CONFIG**

Auto-Load Default Ads ☒

Ad Checking Interval 10

Ad Loading Interval 20

**DEFAULT AD NETWORKS**

▼ [iOS] Default Ad Networks

Banner Ad Network Ad Mob

Interstitial Ad Network Ad Mob

Rewarded Ad Network Unity Ads

▼ [Android] Default Ad Networks

Banner Ad Network Ad Mob

Interstitial Ad Network Ad Mob

Rewarded Ad Network Unity Ads

You can setup the module in just a few steps as below. Please see the Advertising section in Easy Mobile’s user guide for detailed instructions on each step.

- Setup the ad networks you want to use, including importing the required plugins, please see Easy Mobile user guide for more information
- Enable auto ad-loading feature: simply leave the *Auto-Load Default Ads* option as checked and other parameters as default, the plugin will automatically load ads in the background
- Select default ad networks for each platform: choose your preferred network for each type of ad on each platform

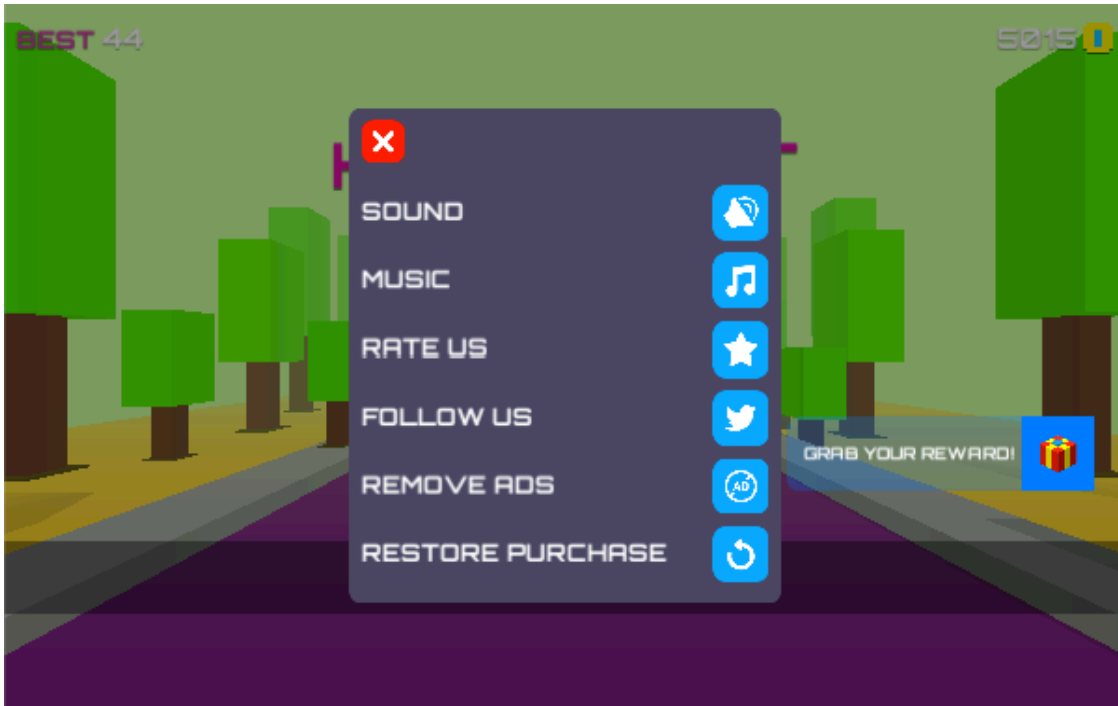
That’s it! Now your game is ready for showing ads!



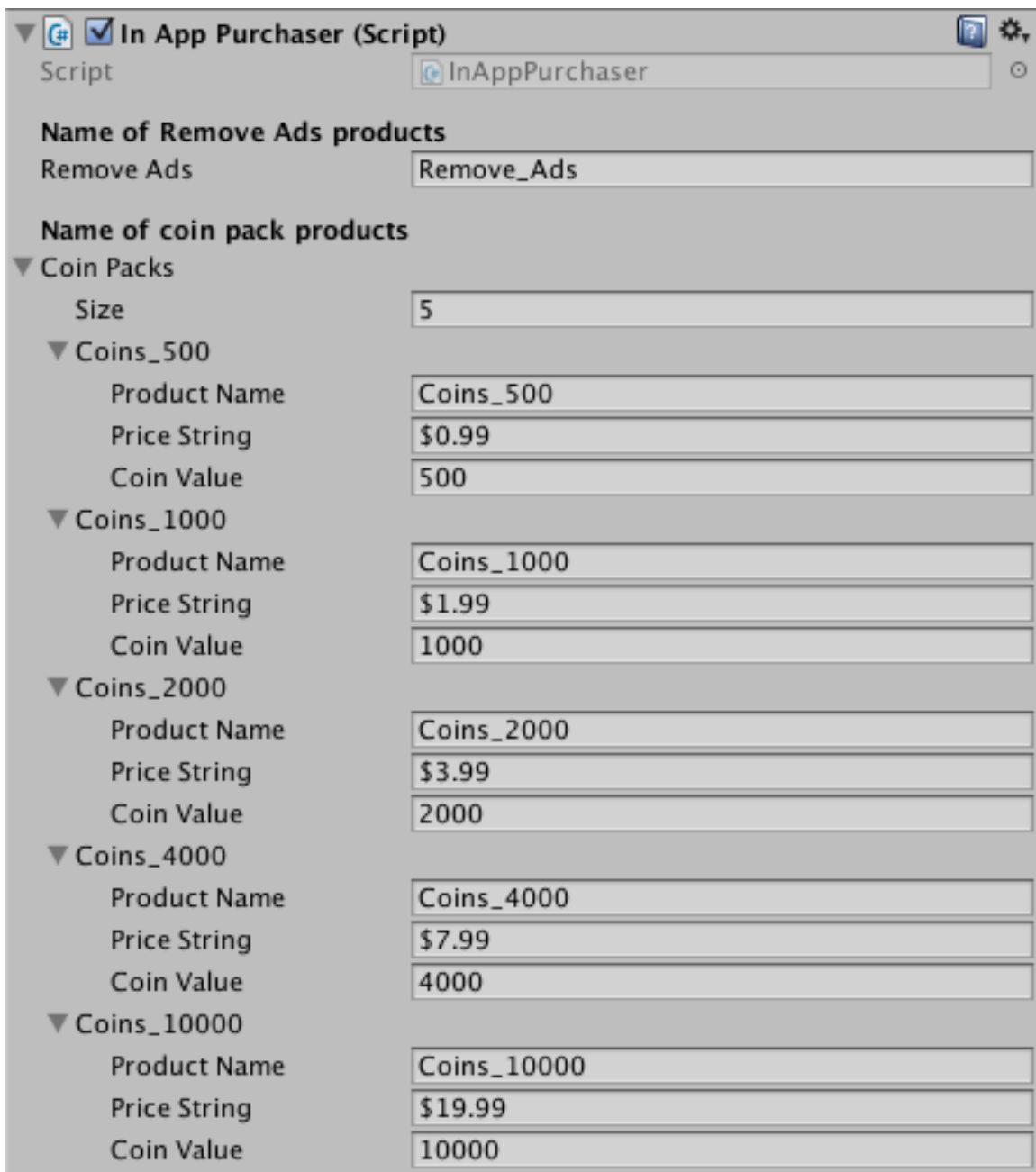
## 4.3 In-App Purchasing

### 4.3.1 Template-specific setup

The built-in in-app purchases of this template include a *Remove Ads* button, and several coin packs. You can modify existing products and add more coin packs if you like. There's also one *Restore Purchase* button as required on iOS.



The `PremiumFeaturesManager` object contains a component named *InAppPurchaser* which manages all the in-app purchasing activities in this game.



**In App Purchaser (Script)**

Script: InAppPurchaser

**Name of Remove Ads products**

Remove Ads: Remove\_Ads

**Name of coin pack products**

▼ Coin Packs

Size: 5

▼ Coins\_500

Product Name: Coins\_500

Price String: \$0.99

Coin Value: 500

▼ Coins\_1000

Product Name: Coins\_1000

Price String: \$1.99

Coin Value: 1000

▼ Coins\_2000

Product Name: Coins\_2000

Price String: \$3.99

Coin Value: 2000

▼ Coins\_4000

Product Name: Coins\_4000

Price String: \$7.99

Coin Value: 4000

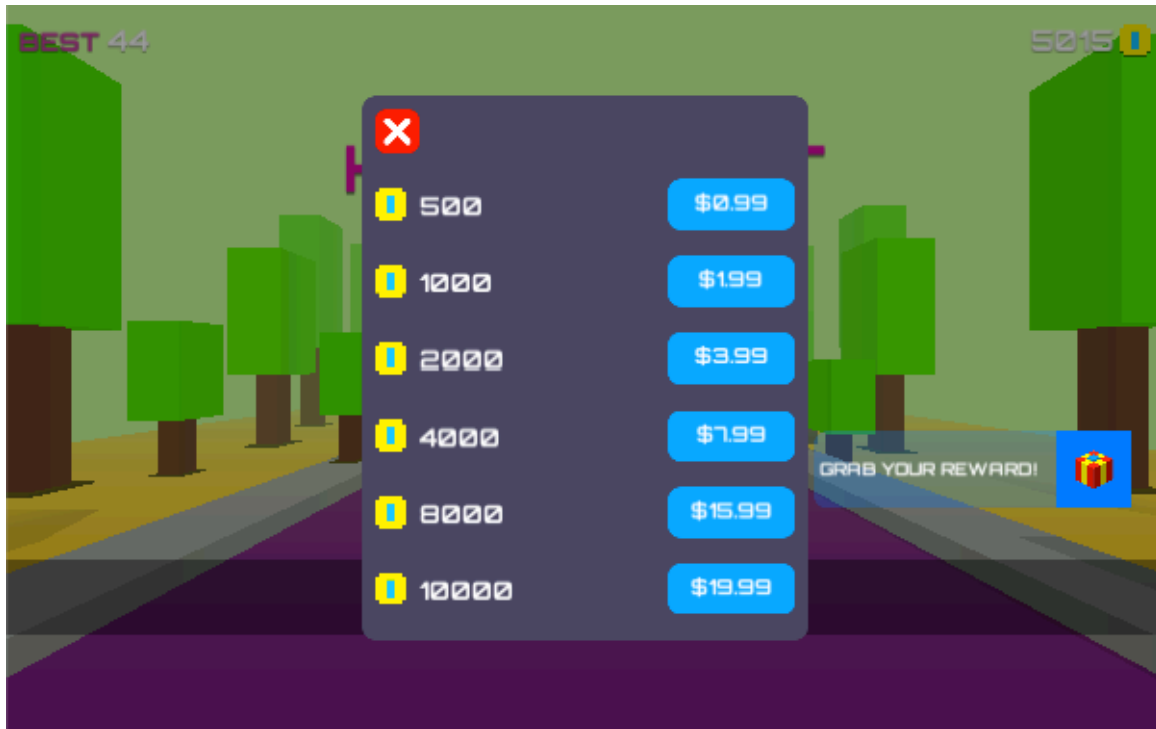
▼ Coins\_10000

Product Name: Coins\_10000

Price String: \$19.99

Coin Value: 10000

Here you can modify the product definitions including the displayed name, price or coin value of the coin packs. To add more coin packs, simply increase the *CoinPacks* array size and enter necessary information for your new packs. The built-in store UI will automatically update to your changes in the product list without you having to do anything.



#### 4.3.2 Easy Mobile setup

Setting up the In-App Purchasing module of Easy Mobile includes the following steps. Please see the In-App Purchasing section in Easy Mobile's user guide for detailed instructions on each step.

- a. Enable Unity In-App Purchasing service
- b. Select target store if you're on Android
- c. Enable receipt validation if you wish
- d. Declare the products

Below is the settings interface of the In-App Purchasing module of Easy Mobile.

## IN-APP PURCHASING

### [ANDROID] TARGET STORE


Target Android Store Google Play

### RECEIPT VALIDATION

Unity IAP offers local receipt validation for extra security. Apple stores and Google Play store only.

Validate Apple Receipt ☐

Validate Google Play Receipt ☐



Please go to Window > Unity IAP > IAP Receipt Validation Obfuscator and create obfuscated secrets to enable receipt validation for Apple stores and Google Play store. Note that you don't need to provide a Google Play public key if you're only targeting Apple stores.

### PRODUCTS

► 6 Products

Add New Product

### CONSTANTS CLASS GENERATION

Generate the static class EasyMobile.EM\_IAPConstants that contains the constants of product names. Remember to regenerate if you make changes to these names.

Generate Constants Class

Note that the products declared with Easy Mobile must have names that match with the ones you have in the aforementioned *InAppPurchaser* component. Also note that *Remove Ads* is a non-consumable product, while the coin packs must be consumable.

The screenshot displays a configuration interface for in-app purchases. It features two main sections, each with a title, input fields for Name, Type, and Id, and a 'More (Optional)' link. To the right of each section are three vertically stacked buttons: an up arrow, a minus sign, and a down arrow.

Product Name	Type	Id
Remove_Ads	Non Consumable	sglib.demogame.iap.remove_ads
Coins_500	Consumable	sglib.demogame.iap.coins_500

#### 4.3.3 Create the products for targeted stores

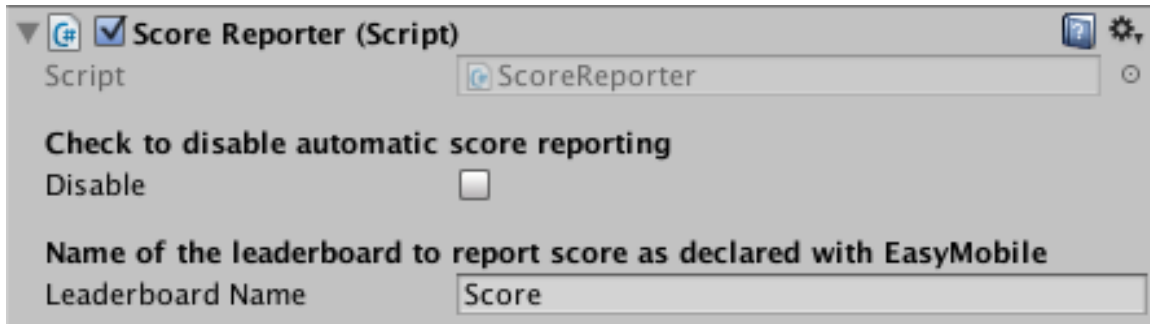
That last step in configuring the in-app purchasing feature is to create products for your targeted stores (e.g. Google Play and Apple App Store). Make sure the product ID, product type and price match the ones you have in your game.

### 4.4 Game Service

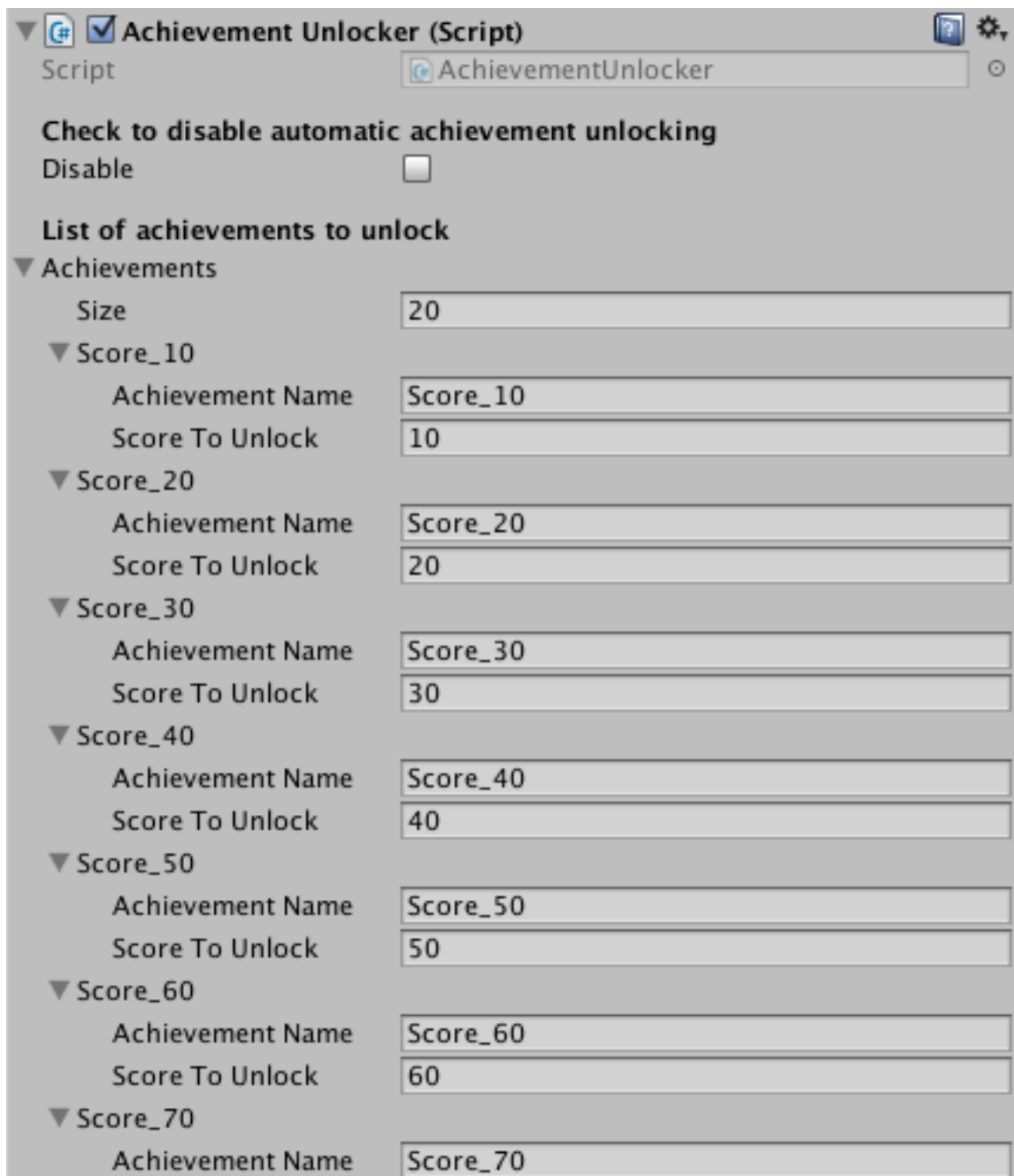
#### 4.4.1 Template-specific setup




This template has a built-in leaderboard for ranking users' scores, and many achievements. It works with Game Center (iOS) and Google Play Game Services (Android).

User's score will be submitted automatically when game over by a component named *ScoreReporter*, which is also attached to *PremiumFeaturesManager* object. There you can change the leaderboard name or even disable automatic score reporting altogether.



Achievements will be unlocked automatically when the user reaches a certain score. The achievement unlocking is handled by the component named *AutoAchievementUnlocker*. In this component, you can modify existing achievements and add or remove achievements. You can also disable the automatic achievement unlocking feature if you wish.



▼  ☒ Achievement Unlocker (Script)  

Script

**Check to disable automatic achievement unlocking**

Disable ☐

**List of achievements to unlock**

▼ Achievements

Size

▼ Score\_10

Achievement Name

Score To Unlock

▼ Score\_20

Achievement Name

Score To Unlock

▼ Score\_30

Achievement Name

Score To Unlock

▼ Score\_40

Achievement Name

Score To Unlock

▼ Score\_50

Achievement Name

Score To Unlock

▼ Score\_60

Achievement Name

Score To Unlock

▼ Score\_70

Achievement Name

#### 4.4.2 Setup for your targeted stores

The next step is to create the required leaderboard and achievements for your targeted stores (i.e. in iTunes Connect for App Store and the Developer Console for Google Play). Take note of their IDs for use in the next step.

#### 4.4.3 Easy Mobile setup

Setting up the Game Service module of Easy Mobile includes the following steps. Please see the Game Service section in Easy Mobile's user guide for detailed instructions on each step.

- Import Google Play Games plugin for Unity and setup it if you're targeting Android
- Enable the automatic initialization feature: just leave everything under the **AUTO-INIT CONFIG** section as default
- Declare the leaderboards and achievements

Below is the settings interface of the Game Service module of Easy Mobile.

**GAME SERVICE** ☒

! Google Play Games plugin is imported and ready to use.

Reimport Google Play Games Plugin

**[ANDROID] GOOGLE PLAY GAMES SETUP**

GPGS Debug Log ☐

Paste in the Android XML Resources from the Play Console and hit the Setup button.

**Android XML Resources**

```
<?xml version="1.0" encoding="utf-8"?>
<!--
Google Play game services IDs.
Save this file as res/values/games-ids.xml in your project.
-->
<resources>
<string name="app_id">104</string>
<string name="package_name">com.sglib.demogame</string>
<string name="achievement_score_10">Cgkl3tzAhK8eEAIQEg</string>
<string name="achievement_score_20">Cgkl3tzAhK8eEAIQAQ</string>
<string name="achievement_score_30">Cgkl3tzAhK8eEAIQEW</string>
</resources>
```

Setup Google Play Games

**AUTO-INIT CONFIG**

Auto Init ☒

Auto Init Delay

[Android] Max Login Request

**LEADERBOARD SETUP**

▶ 1 Leaderboards

Add New Leaderboard

**ACHIEVEMENT SETUP**

▶ 20 Achievements

Add New Achievement



Note that you must declare the leaderboard and achievements with the same names as the ones you have in the *AutoScoreReporter* and *AutoAchievementUnlocker* components. Also their IDs must match the ones you created in iTunes Connect and Google Play Developer Console.

## 4.5 Native Sharing

This template has a Share button that allows the user to share a screenshot of the gameplay (in animated GIF or static PNG format) to social networks using the native sharing functionality. This activity is managed by a component named *ScreenshotSharer*, which is also attached to the *PremiumFeaturesManager* object. When a new game starts, this component will setup and start a recorder to record the screen content, and stop the recorder when the game ends. The recorder automatically stores a few last seconds of the recording, and discards the rest. The recorded clip will then be exported to a GIF image, then uploaded to [Giphy](#), and finally its URL can be shared and played automatically on major social networks including Facebook and Twitter.

**Screenshot Sharer (Script)**

Script: ScreenshotSharer

**Check to disable sharing**  
Disable Sharing: ☐

**Sharing Config**  
Shared Image Format: Both  
Share Message: Awesome! I've just scored [score] in [AppName]! [#AppName]

Gif Filename: animated\_screenshot  
Png Filename: screenshot

**GIF Settings**  
Gif Auto Height: ☒  
Gif Width: 320  
Gif Height: 480  
Gif Fps: 15  
Gif Length: 3  
Gif Loop: 0  
Gif Quality: 80  
Gif Thread Priority: Below Normal  
Enable Easy Mobile Attribution Mark: ☒

**Giphy Credentials - leave both empty to use Giphy Beta key**  
Giphy Username:   
Giphy Api Key:   
Giphy Upload Tags: dashy, worm

Here you can configure the sharing feature.

- *Disable Sharing*: disable this feature
- *Share Image Format*: you can share GIF or PNG image, or both
- *Share Message*: the default sharing message, note that [score] will be automatically replaced by actual score, and [AppName] will be replaced by the app name declared in AppInfo
- *Gif Filename*: filename to store the generated GIF image
- *Png Filename*: filename to store the captured PNG image

In the **GIF Settings** section, you can configure the generation of the GIF image.

- *Gif Auto Height*: automatically calculate the image height based on the specified width and the screen aspect ratio
- *Gif Width*: the image width
- *Gif Height*: the image height, will be overwritten if *GifAutoHeight* is enabled
- *Gif Fps*: frame per second of the GIF image
- *Gif Length*: the length of the GIF in seconds, as mentioned earlier, the recorder only keeps this many seconds of the recording, and discards old content
- *Gif Loop*: looping mode of the GIF; 0 means loop indefinitely, -1 means no loop, > 0 means loop a set number of times
- *Gif Quality*: quality setting value in range [1,100], bigger values mean better quality but slightly longer generation time; 80 is generally a good value in terms of quality-time balance
- *Gif Thread Priority*: the priority of the GIF generation thread
- *Enable Easy Mobile Attribution Mark*: whether to display Easy Mobile attribution when generating GIF images

You can also control the Giphy uploading activity with the following parameters:

- *Giphy Username & Giphy Api Key*: provide these values if you want to upload the GIF image to your own Giphy channel; otherwise leave them empty to use the [Giphy beta key](#)
- *Giphy Upload Tags*: comma-delimited list of tags of the uploaded image

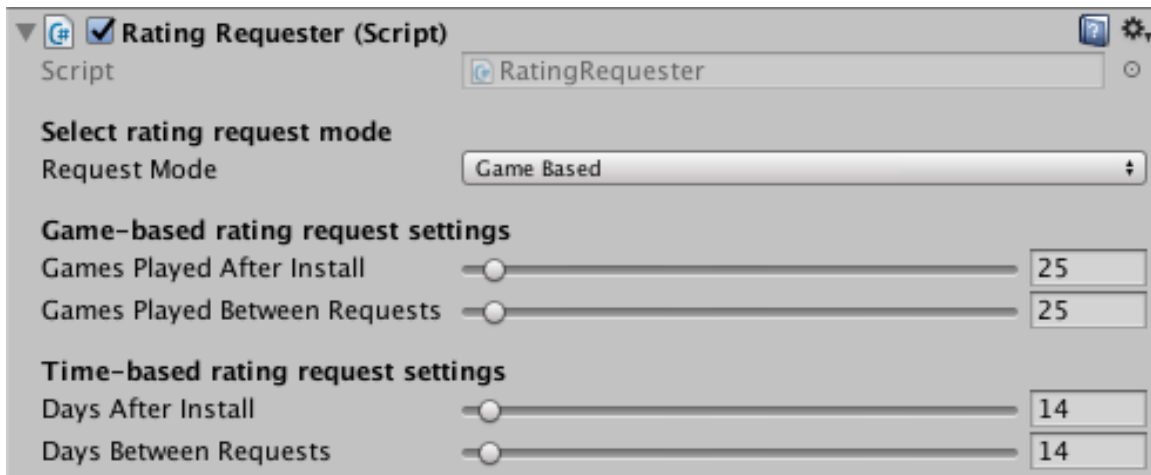
Note that you need to enable the *External Write Permission* for this feature to function properly on Android. Please see the Native Sharing section in Easy Mobile user guide for detailed instructions on doing that.

## 4.6 Rating Request

This template employs the Rating Request feature of Easy Mobile, to show a rate-

my-app popup when game over, if some certain conditions are met. The Rating Request feature of Easy Mobile allows us to show the built-in rating prompt on iOS (10.3+) and a native rating popup on Android. Please see the Rating Request section in Easy Mobile user guide for instructions on configuring the appearance and behavior of this popup.

You can set the conditions to show this rating popup using the *RatingRequester* component of the PremiumFeaturesManager object.



- *Request Mode*: whether to show the rating popup based on the number of games played (Game Based mode), or based on the time since the installation of the app (Time Based mode)

If you select *Game Based* mode, pay attention to these two variables:

- *Games Played After Install*: how many games should be played since the installation before a rating popup is shown
- *Game Played Between Requests*: how many games should be played since the last time a rating popup is shown (in case it was dismissed by the user) that a new popup can be shown

If you select *Time Based* mode, adjust these two variables:

- *Days After Install*: how many days after the installation that a rating popup is shown
- *Days Between Requests*: how many days since the last time a rating popup is shown that a new one can be shown

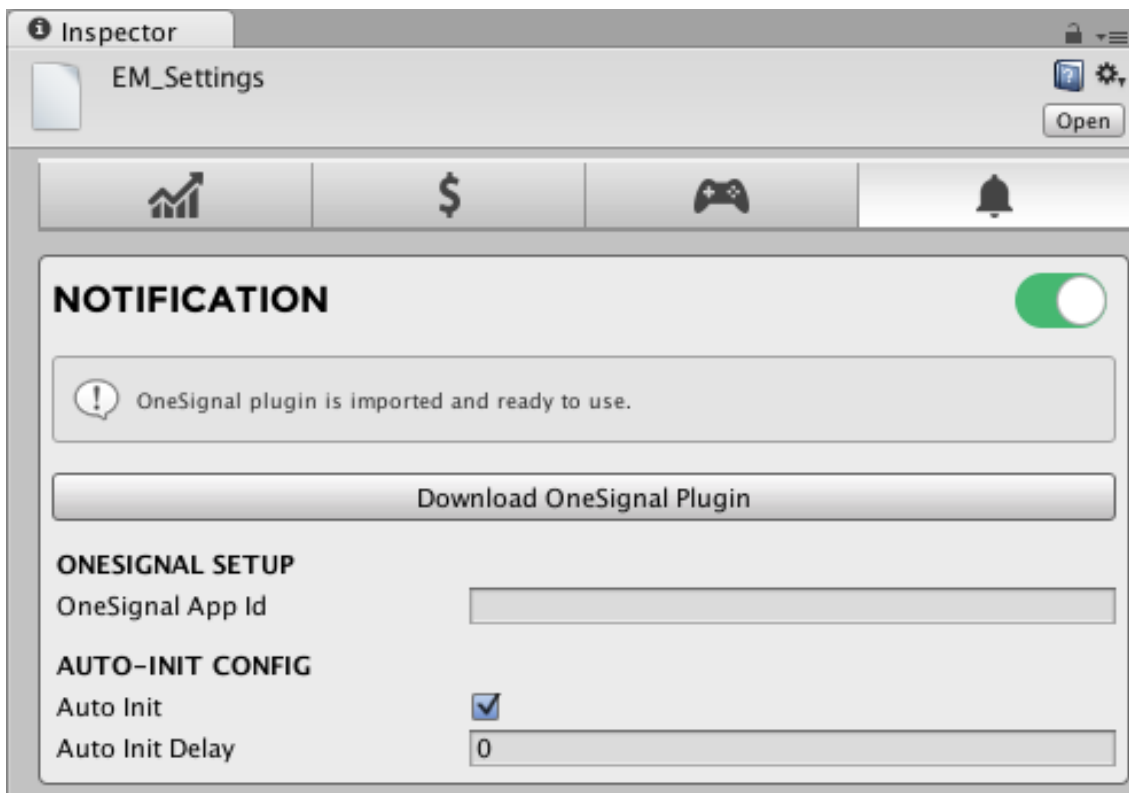
#### 4.7 Push notification

Enabling push notification for your app using OneSignal service includes following

steps. Please see the Notification section in Easy Mobile user guide for detailed instructions on each step.

- Open the Notification tab in Easy Mobile's settings interface
- Import OneSignal plugin
- Prepare your app for push notifications, e.g. enable the Push Notification capability for the provisioning profile on iOS (please see Easy Mobile user guide as well as OneSignal documentation for detailed instructions).
- Add your app to OneSignal dashboard
- Enter your app ID to Easy Mobile settings in Unity

Below is the settings interface of the Notification module of Easy Mobile after importing OneSignal plugin and you can enter your app ID.



That's it! You've just finished implemented premium features for your game!

**THANK YOU AND GOOD LUCK WITH YOUR GAMES!**