

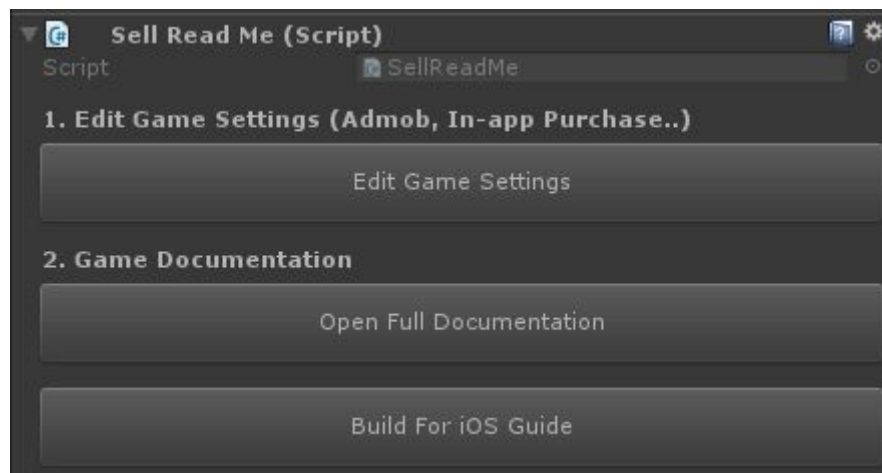
# Uno Documentation

## 1. Requirement

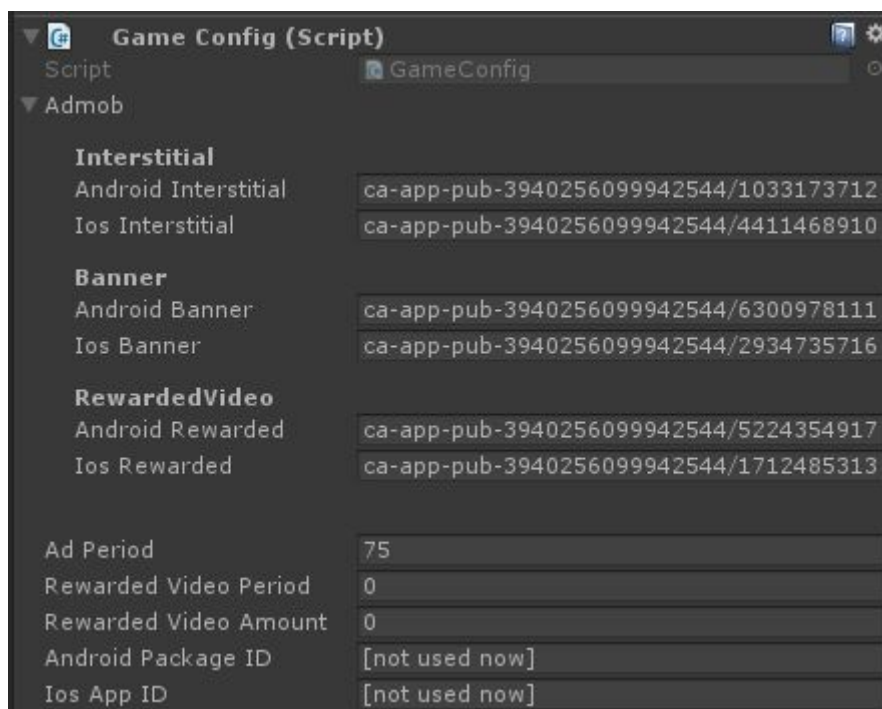
- Unity 2019.1.3 or higher
- This game is made with Unity 2019.1.3 so if any errors show up due to the Unity version, you are required to switch to the version that the game is made or contact us for some advice.

## 2. Edit game settings (Admob, In-app purchase ..)

Open any scenes in Assets/Uno/Scenes and click on **---Read Me---** object. Then click on "Edit Game Settings" button on the right side.



Expand "Admob" in GameConfig section to see the configurations there



### 3. Build for iOS

#### Video guide:

<https://www.youtube.com/watch?v=15aWg2dAHf8>

#### Library to use:

Google Mobile Ads SDK for iOS:

<https://developers.google.com/admob/ios/download>

Above is video guide for “Plumber” game, but it applies to this game, too. If you encounter any problems related to building game, please contact us.

#### Notes:

- In Xcode, please go to tab Build Phases and expand “Link binary with libraries” and remove the file **-IPods-Unity-iPhone.a** if it exists.
- If you get the error “**Module GoogleMobileAds not found**”, please follow this guide to fix it: <https://youtu.be/b573NVSS0X0>
- Remember to set “**Enable Modules**” to Yes and “**Enable Bitcode**” to No in Xcode Build Settings tab.
- If your iOS devices don’t show Rewarded Video ad, please make sure that **Limit Ad Tracking** is turned off (in Settings → Privacy → Advertising)

### 4. How to build for Android

Building for Android sometimes get errors because of your environment. If you encounter any errors, please make sure that your building environment is set up correctly by creating new empty project and then build. If it failed 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 2019.1.3)
- Feel free to contact us

### 5. How to change computer names or multiplayer names

The names are stored in Assets/Uno/Resources folder.

- ComputerProfiles.txt file
- MultiplayerNames.txt file

### 6. How to reskin avatars

You can find avatar list under Assets/Uno/Resources/Avatar folder. If you want to change the number of avatars, you have to set the number in GameManager.cs file.

```
public const int TOTAL_AVATAR = 15;
```

Please make sure that you name the avatar picture by number (0, 1, 2, 3, ... )

### 7. Note in Multiplayer mode

Please note that this game has a fake multiplayer system (the users playing in multiplayer mode are **not real**) for the following reason:

- This fake system looks so cool and real. Your users will think they are real people.
- It's not easy to make a real multiplayer system.
- It's complicated to set up a real-time system and they are all not free to use.
- The disadvantage of using real-time system is that you need a large number of users first. Because if you don't have many users, it's very hard to match a game to begin.

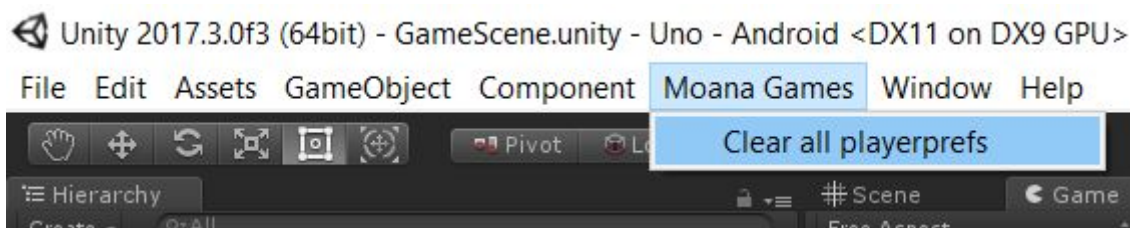
### 8. Uno icons (free to use)

We designed 5 different icons and we would like to share them with you. You can use these icons for your game and publish it to stores safely.

See and download them here:

<https://drive.google.com/open?id=1r6DWzqXZY7nAqs3f9Qa8yWK4PhgUc9Es>

### 9. Reset the game



### 10. Contact us

Email: [moana.gamestudio@gmail.com](mailto:moana.gamestudio@gmail.com)