# Color Card Documentation

1. Requirement
- Unity 2019.4.21 or higher
- This game is made with Unity 2019.4.21 so if any errors show up due to the Unity version, you are required to switch to Unity 2019.4.21 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 the "Edit Game Settings" button on the right side. After that click on "Open Prefab".
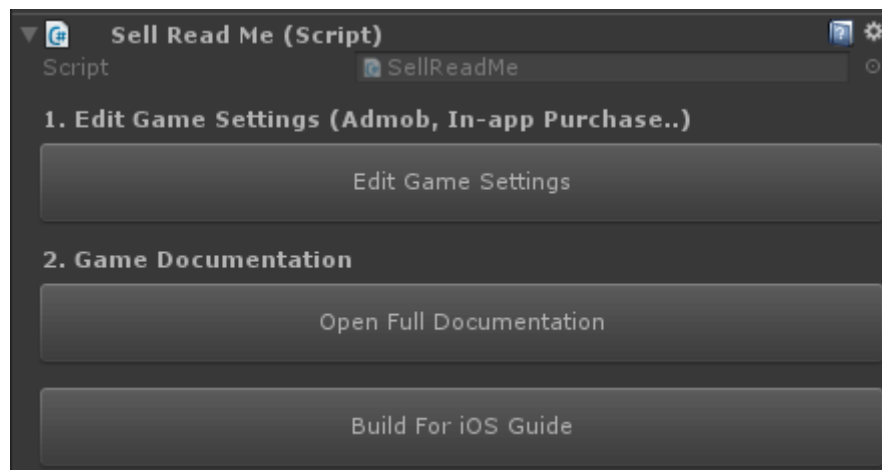
Expand "Admob" in GameConfig section to see the configurations there
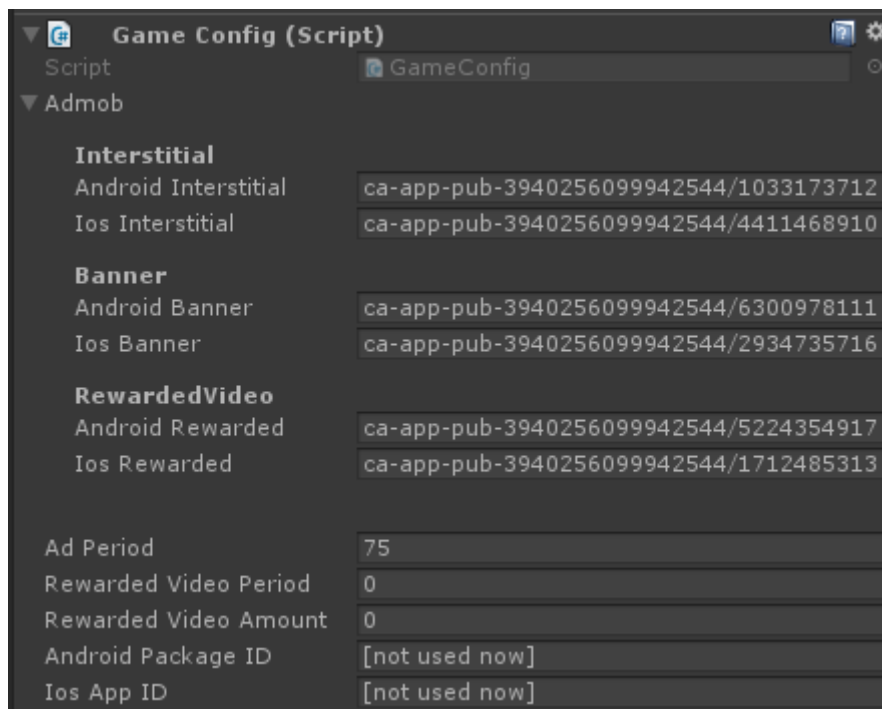
5. How to change computer names or multiplayer names

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

- ComputerProfiles.txt file
- MultiplayerNames.txt file

6. How to reskin avatars

You can find the avatar list under Assets/Uno/Resources/Avatar folder. If you want to change the number of avatars, you have to set the number in the 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 a 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 with.
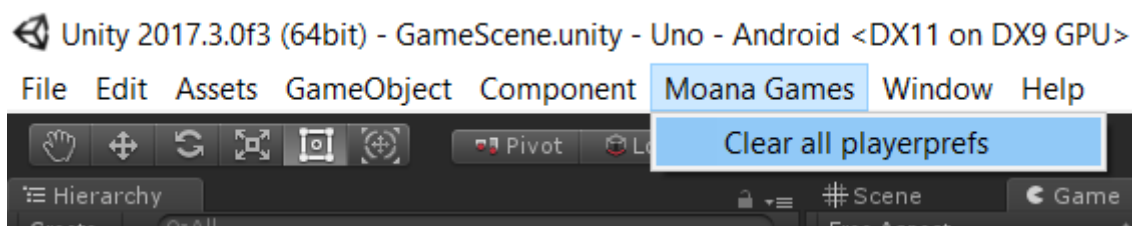
8. Uno icons (free to use)

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