

# FLIPTHEGUN

MANUAL

Dear purchaser,

We are very thankful for Your interests in our projects. We glad that You help us to stay up and support us financially. We are working truly for You – developers, to provide with the best product, which could help You to unleash Your fantasy and don't be worry for lack of experience. Our main goal is to teach more people programming basics and inspire them to become independent creators who could change the world with their products. Our team is always ready to provide professional support, we will respond to You as soon as possible. We would appreciate if You could express an opinion on the marketplace. In this way, You will help us to develop and create new content faster.

Good Luck!

DeckOfDev Team

# CONTENT

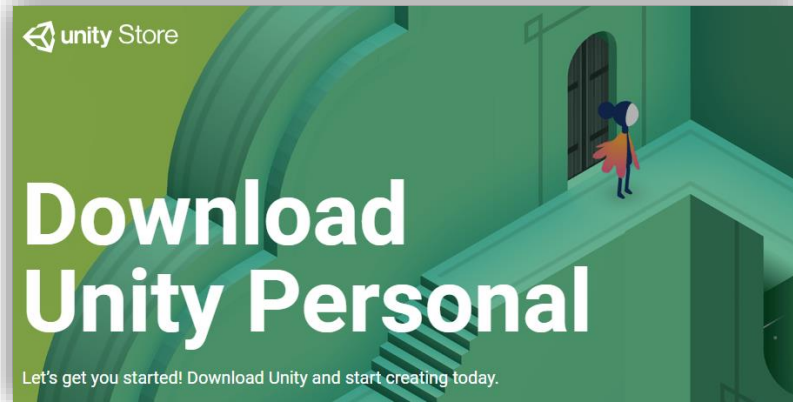
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## Video Tutorials Link

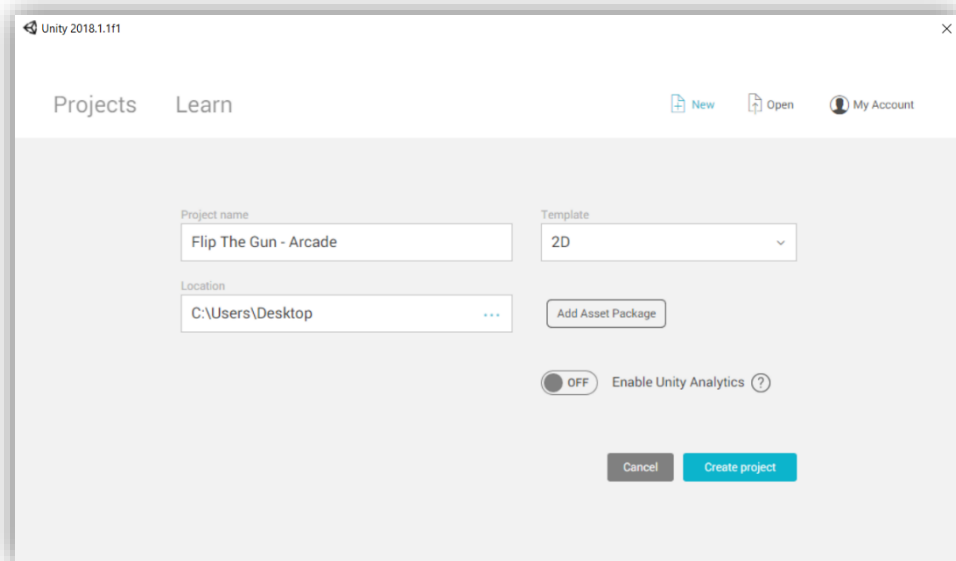
Contact email: [deckofdev@gmail.com](mailto:deckofdev@gmail.com)

# 1. PROJECT

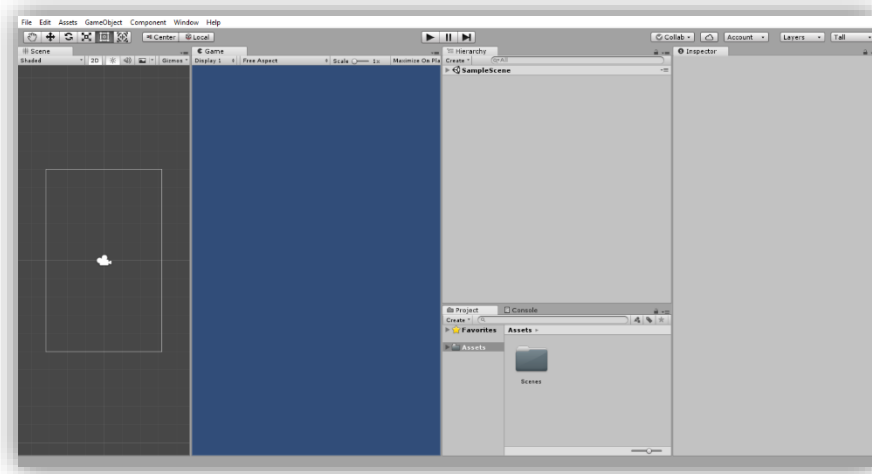
1. At first we will need the engine. Download the newest version of Unity3d. On this documentation we will use Unity version 2018.1.1f1. You can download Unity 3D from the website link: [Go to Unity3d website.](#)



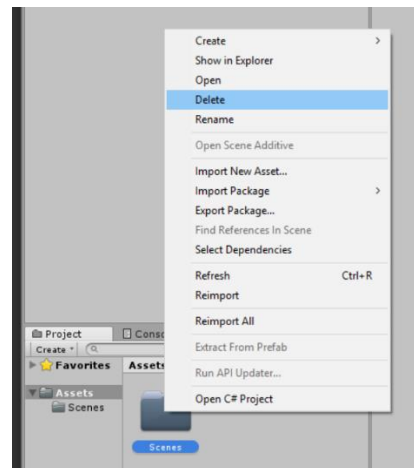
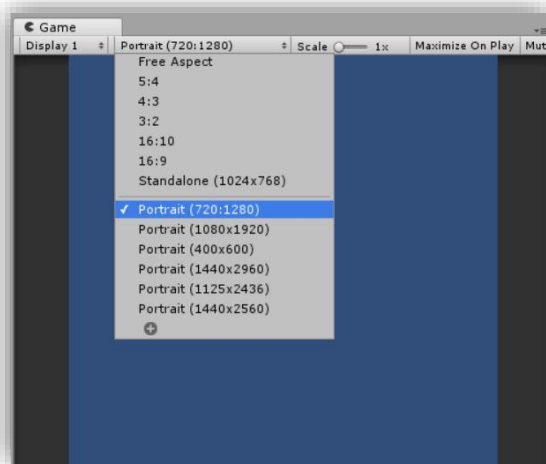
2. Install engine using recommended settings and launch the program.
3. Create new project. Write your project name and select file location. In template select 2D mode. We don't need to add any standard asset packages.



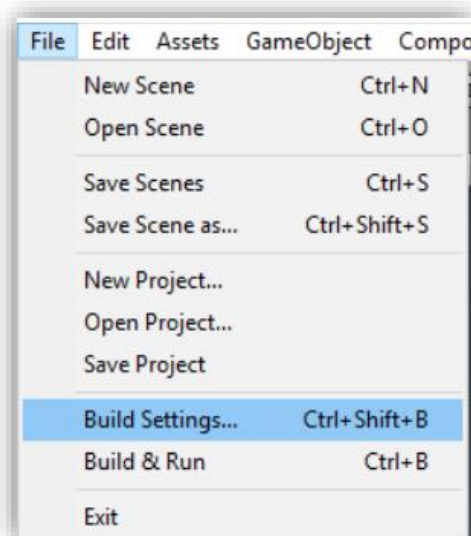
4. Change the editor layout as you like. Our basic layout will look like this:



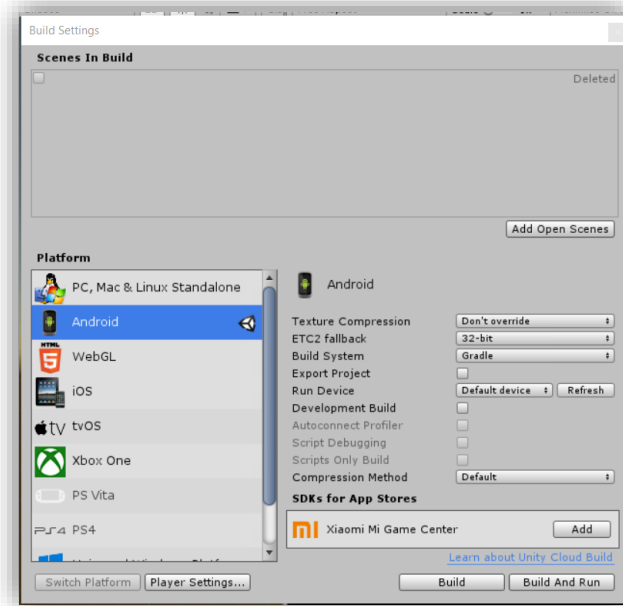
5. Change screen ratio from free aspect to portrait or create your own custom portrait aspect ratio. Remember that this game is created specifically for portrait mode, otherwise it will not work correctly. Also, delete scene folder. It won't be important for us.



6. Go to File/Build Settings.



7. Switch platform to Android or iOS(We will choose Android platform).

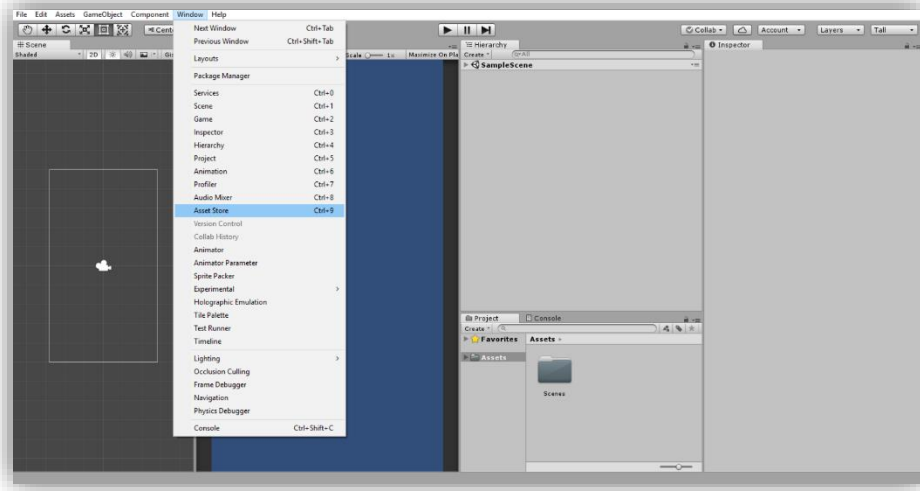


8. Great now we have fully working project. Next step will be importing asset.

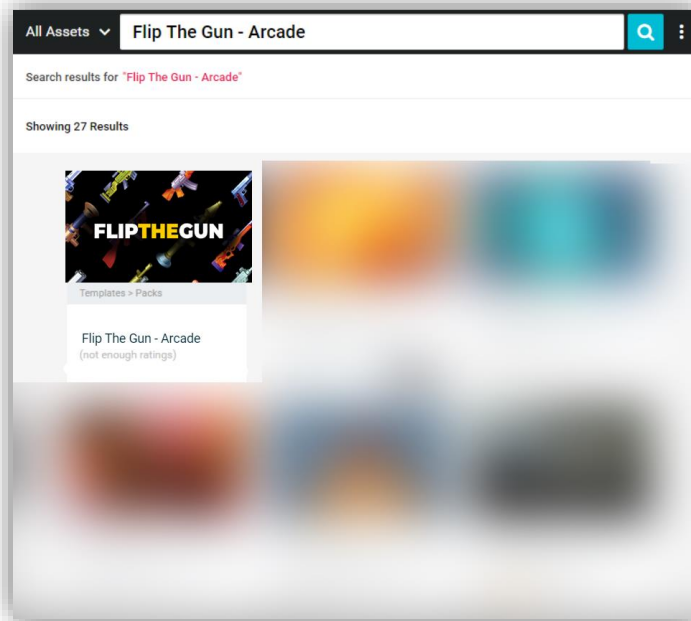
## 2. IMPORT PACKAGE

There's two ways to import the project. Using Unity3D program or .unitypackage file. We will show you both ways how to import asset into your scene.

- A. Using Unity3D asset store(If you bought game from unity asset store):
1. Go to Window>Asset Store or press Ctrl+9.



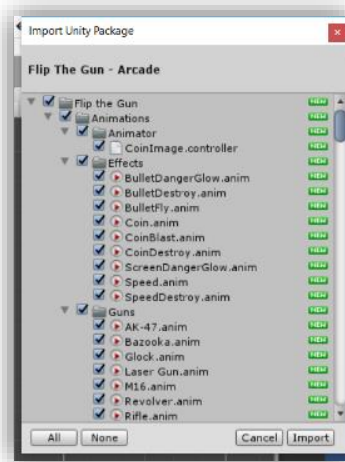
2. Type into search bar "Flip The Gun - Arcade" and find the project.



3. On the new page click import. The table with information will pop-up, just click again import.

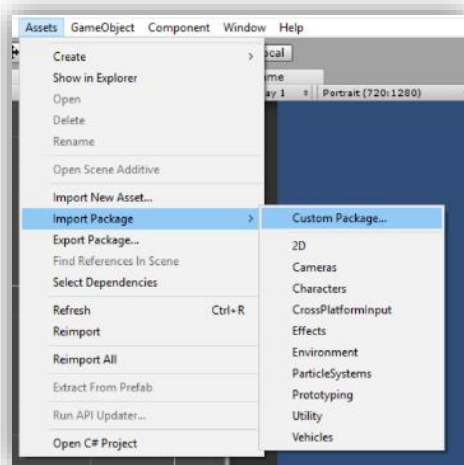
Import

4. The table with all project files will popup. Check them all and press import.



B. Using .unitypackage file(If you bought the game from other marketplace)

1. Go to Assets>Import Package>Custom Package



2. Go to your asset download location, select "Flip The Gun - Arcade.unitypackage" and click open.

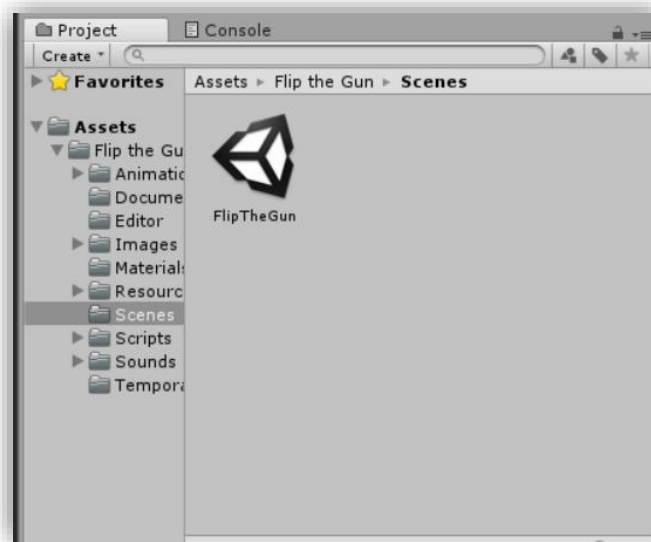




3. The table with all project files will pop-up. Check them all and press import.



4. Go to Flip The Gun/Scenes and open FlipTheGun scene in project window.

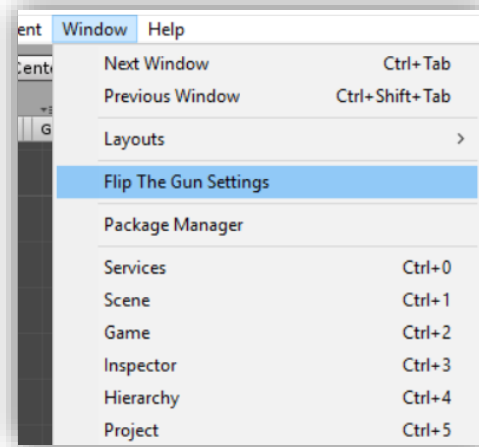


5. Perfect! Now we have imported asset and loaded game scene.

### 3. OPEN PROJECT SETTINGS

Now we will open project settings window where we will be able to change most of the project settings.

1. Go to Windows/Flip The Gun Settings



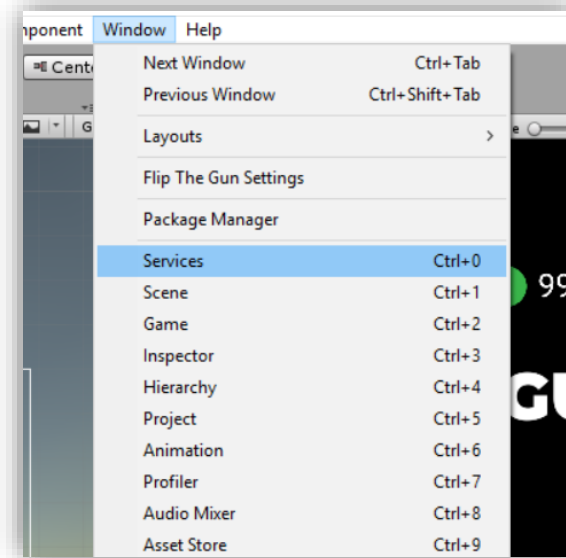
2. Snap window to next to inspector. It will be easier to navigate.



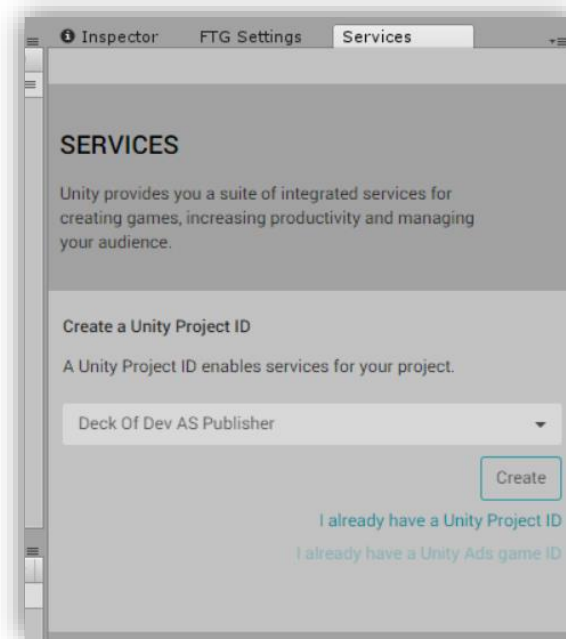
## 4. UNITY ADS

Now we will setup Unity Ads in order to show rewarded videos.

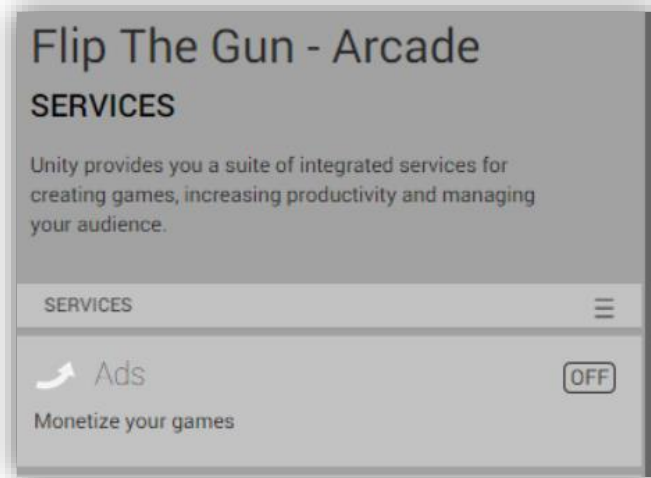
1. At first we will see warning button. In order to disable it we have to enable Unity Ads. Go to Window/Services.



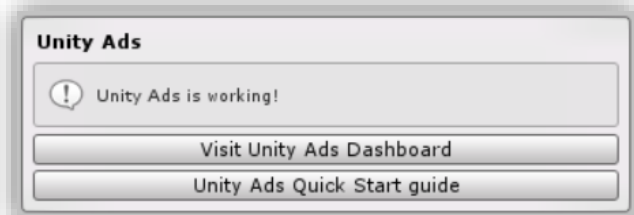
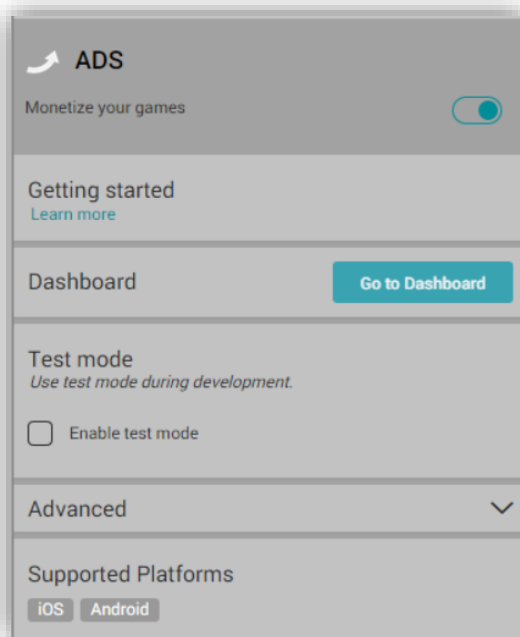
2. Create a Unity project ID



- After creating project ID, select Ads and enable it. (Press back arrow and if you see that ads still off then press it again and enable it one more time)



- Now you should see this window. You can always enable test mode when testing game. Restart game and warning from FTG Settings window will dissappear.

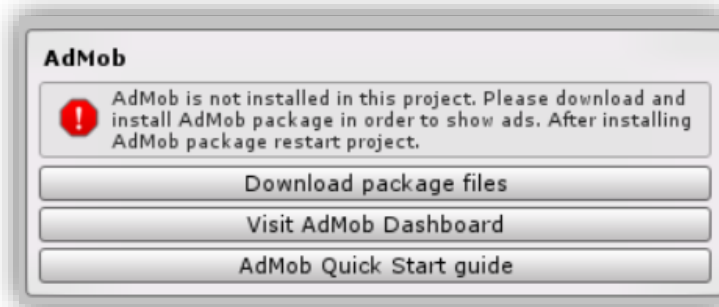


- Great, now you have working Unity Ads! You can always Visit Unity Ads Dashboard or check more information on Quick Start guide.

## 5. AD MOB

Now we will setup Ad Mob in order to show Ad banner at the top of the screen.

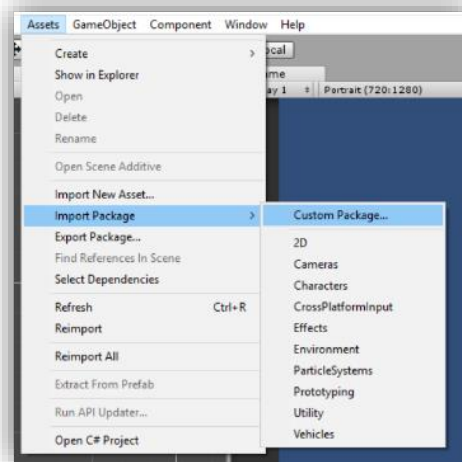
1. We have to download Ad Mob package from the Internet. Press “Download Package Files” button.



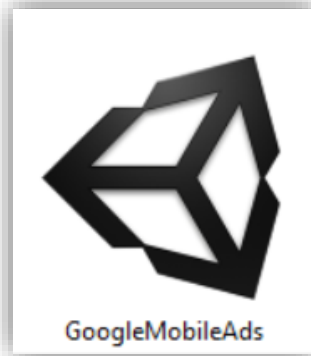
2. In the open web browser select GoogleMobileAds.unitypackage and download it.



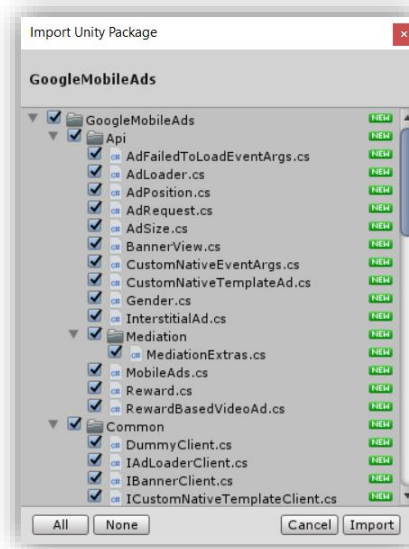
3. Go back to Unity and navigate to Assets/Import Package/Custom Package



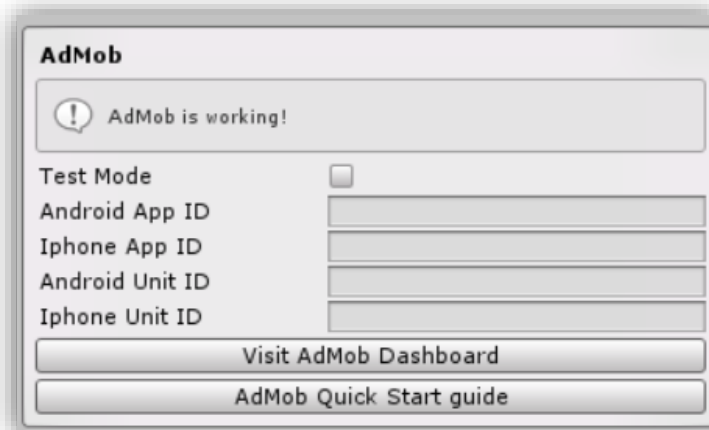
- Go to your asset download location, select “GoogleMobileAds.unitypackage” and click open.



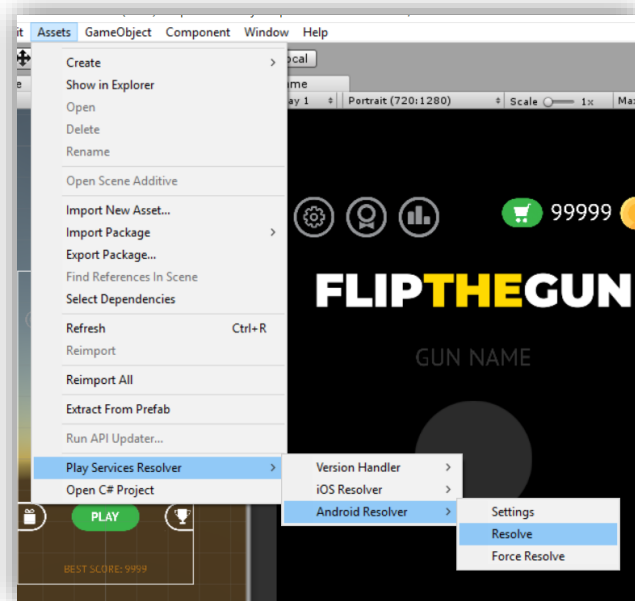
- Select all files and press Import.



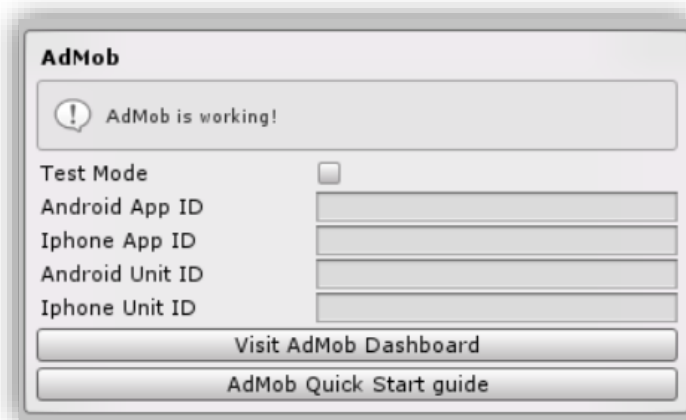
- Restart Unity and now you should see that Ad Mob is working.



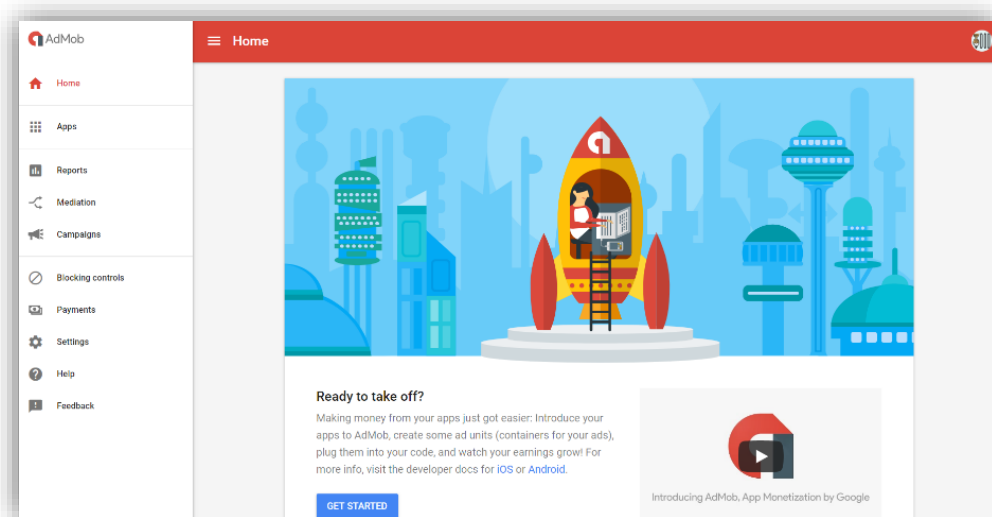
7. Go to Assets/Play Services Resolve/Android or iOS Resolver/Resolve and press it.



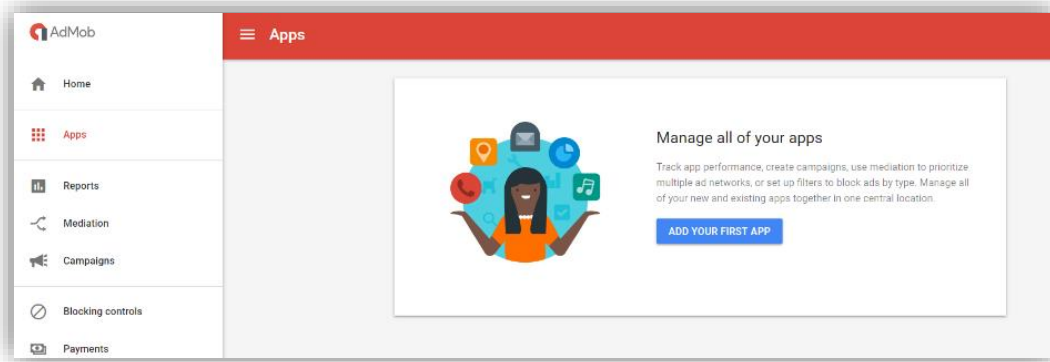
8. In the FTG Settings window select Visit AdMob Dashboard.



9. If you have AdMob account you should see this page. If you don't have AdMob account then you will have to create it.



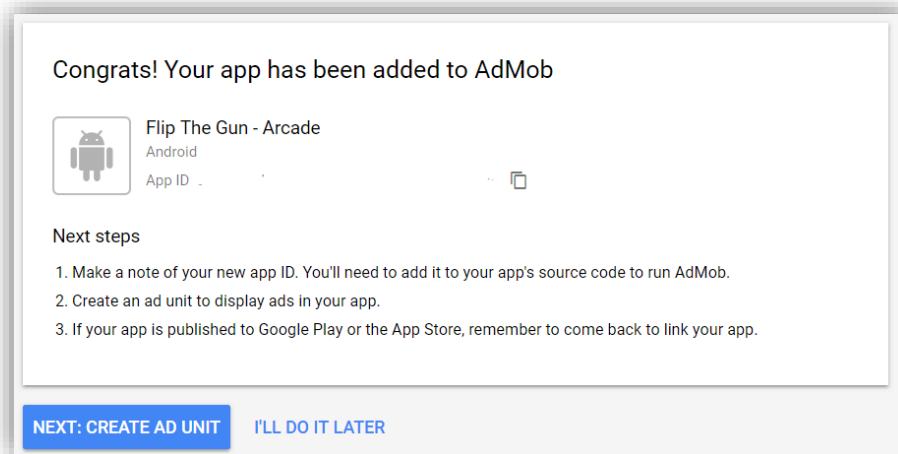
10. Go to Apps and select to add first app.



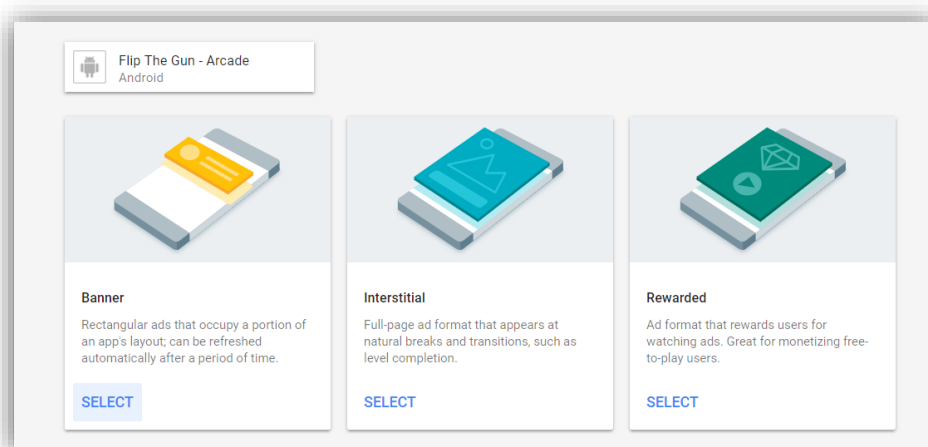
11. Enter app name and select which platform you will be using(We will use Android platform).

The screenshot shows the 'Enter your app information' form. The title 'Enter your app information' is at the top. Below it is a text input field containing 'Flip The Gun - Arcade' with a character count '21 / 80' on the right. Underneath is the 'Platform' section with two radio buttons: 'Android' (which is selected) and 'iOS'. At the bottom of the form are two buttons: 'ADD' and 'GO BACK'.

12. On the next window press Create Ad Unit.

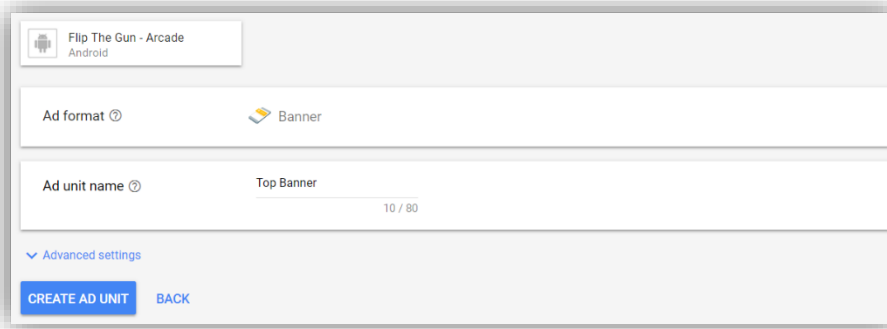


13. Select banner ad.



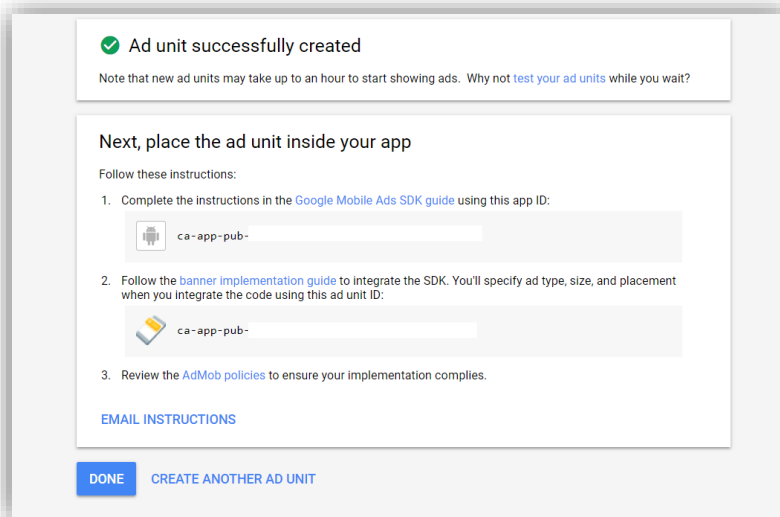


14. Enter ad Unit name and press create ad unit.



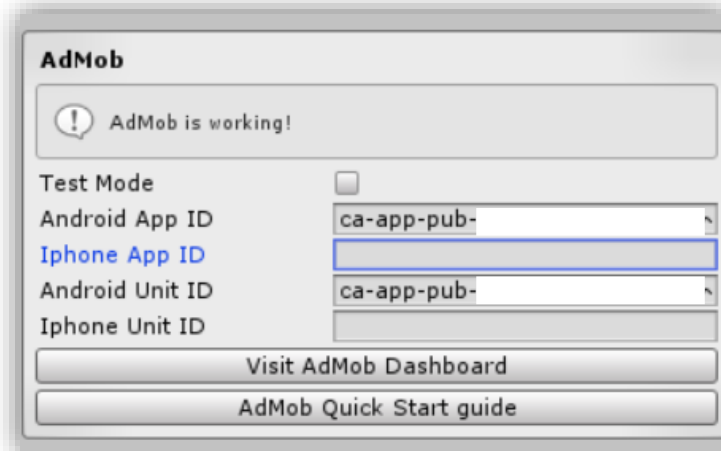
The screenshot shows the 'Create Ad Unit' page in the AdMob dashboard. At the top, there's a header for 'Flip The Gun - Arcade' on Android. Below that, the 'Ad format' is set to 'Banner'. The 'Ad unit name' field contains 'Top Banner' with a character count of '10 / 80'. There's a link for 'Advanced settings' and two buttons at the bottom: 'CREATE AD UNIT' and 'BACK'.

15. Fully copy both app and unit ID's and press done.



The screenshot shows a confirmation screen titled 'Ad unit successfully created'. It includes a note that new ad units may take up to an hour to start showing ads and suggests testing them. Below this, it instructs the user to place the ad unit inside their app, providing three steps: 1. Complete the instructions in the Google Mobile Ads SDK guide using the app ID (ca-app-pub-...), 2. Follow the banner implementation guide to integrate the SDK, specifying ad type, size, and placement using the ad unit ID (ca-app-pub-...), and 3. Review the AdMob policies. There's a link for 'EMAIL INSTRUCTIONS' and two buttons at the bottom: 'DONE' and 'CREATE ANOTHER AD UNIT'.

16. Go back to Unity program and paste both ID's to the appropriate places.



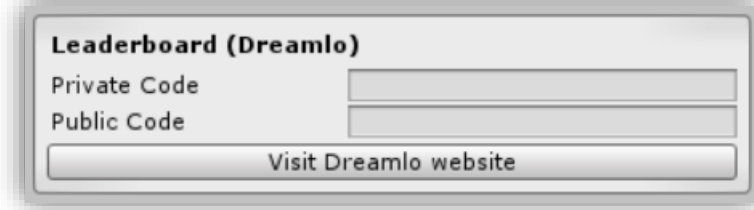
The screenshot shows the 'AdMob' configuration window in the Unity program. It has a status bar at the top that says 'AdMob is working!'. Below that, there's a 'Test Mode' checkbox which is currently unchecked. The 'Android App ID' field contains 'ca-app-pub-'. The 'Iphone App ID' field is empty and highlighted with a blue border. The 'Android Unit ID' field contains 'ca-app-pub-'. The 'Iphone Unit ID' field is empty. At the bottom, there are two buttons: 'Visit AdMob Dashboard' and 'AdMob Quick Start guide'.

17. Great now you have fully working admob banner! You can always Visit AdMob Dashboard or check more information on Quick Start guide. Make sure that when you're testing ads that Test mode bool would be activated!

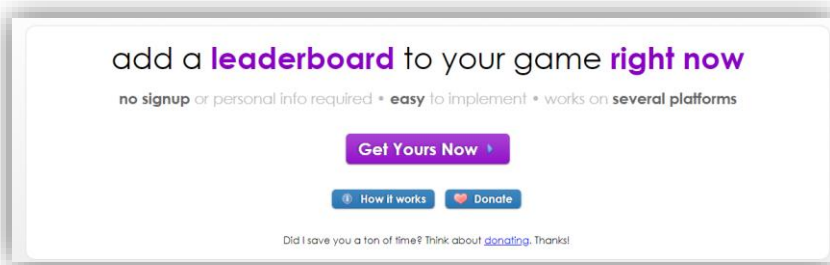
## 6. LEADERBOARD

Now we will setup leaderboards using Dreamlo website.

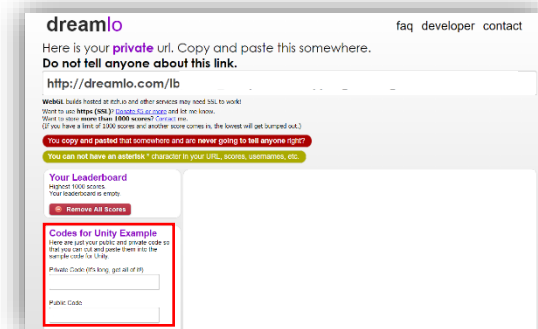
1. In FTG Settings window press Visit Dreamlo Website.



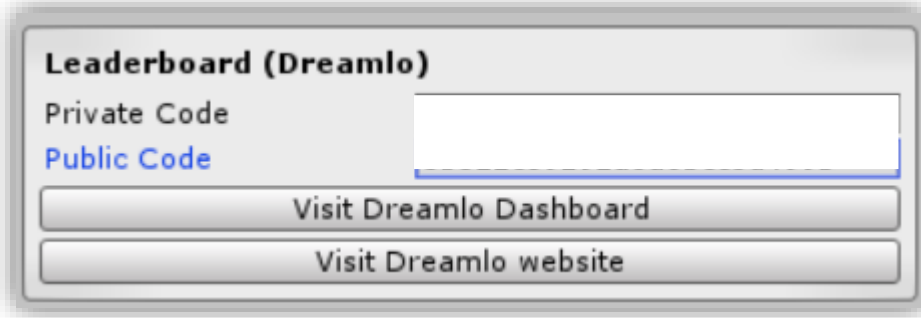
2. In new browser window under leaderboard text press Get Yours Now button.



3. In the left bottom corner find private and public code and copy them.



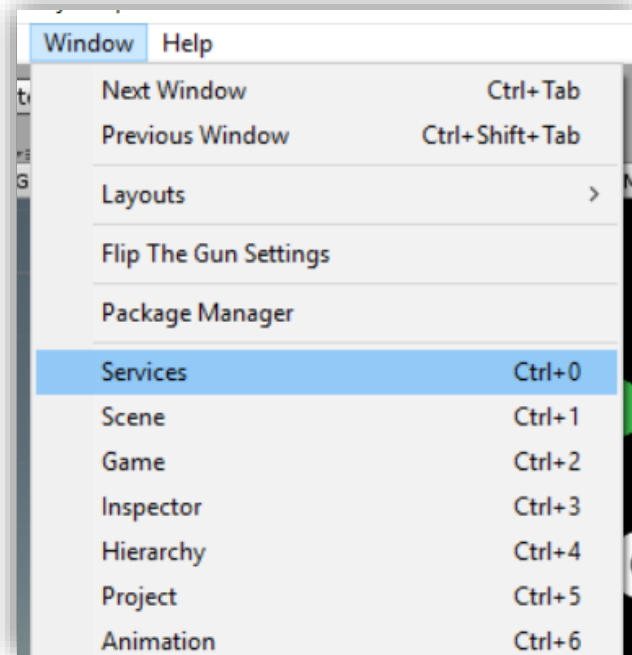
4. Go back to Unity program and paste private and public code in leaderboard menu.



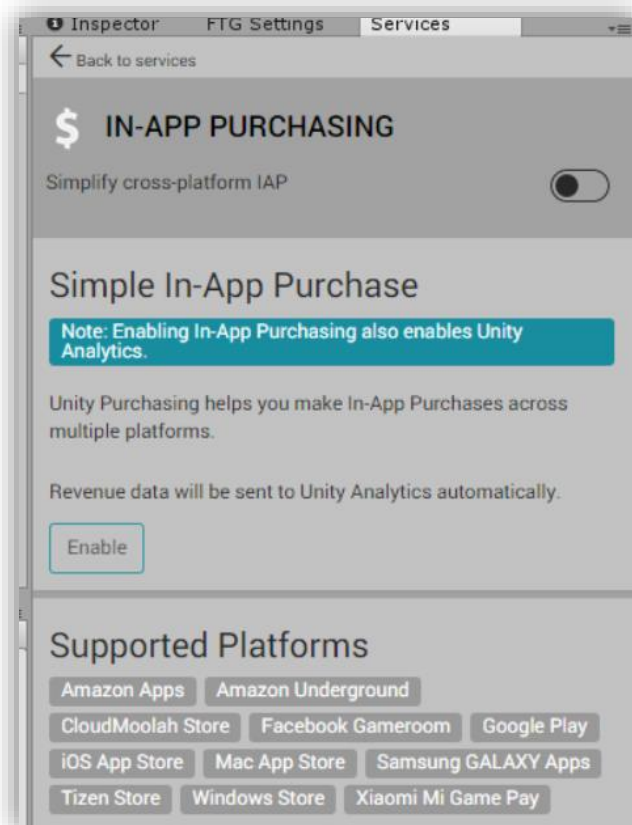
## 7. IN-APP PURCHASE

Now we will enable In-App purchase in game.

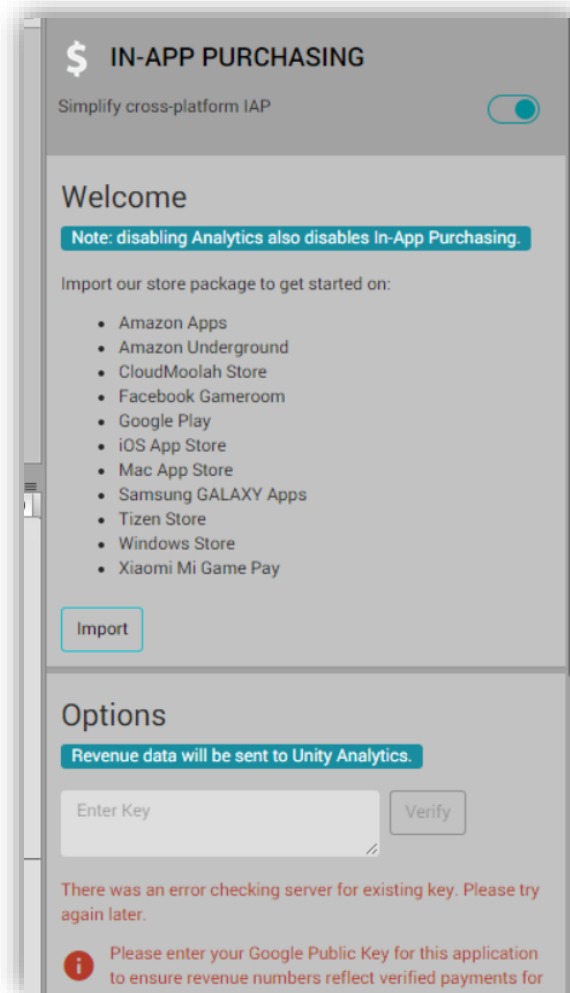
1. Go to Window/Services



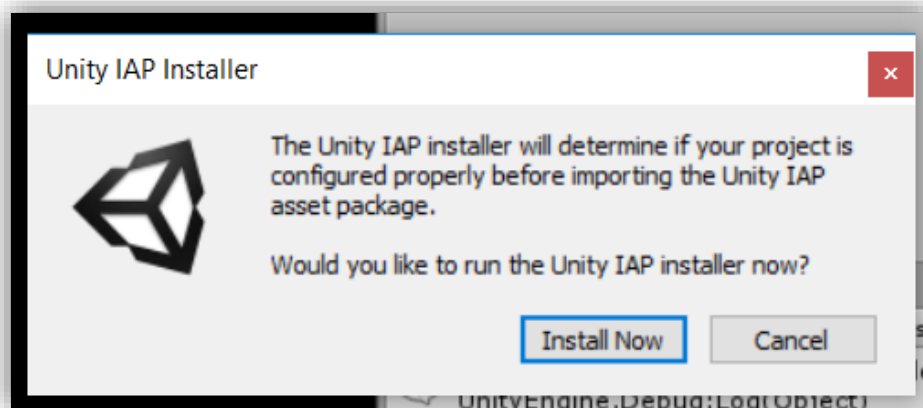
2. z



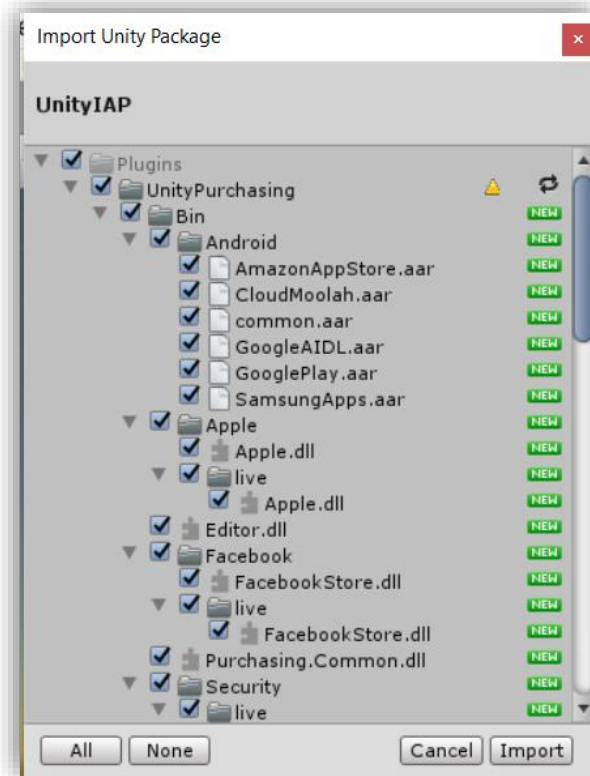
3. Select Import button.



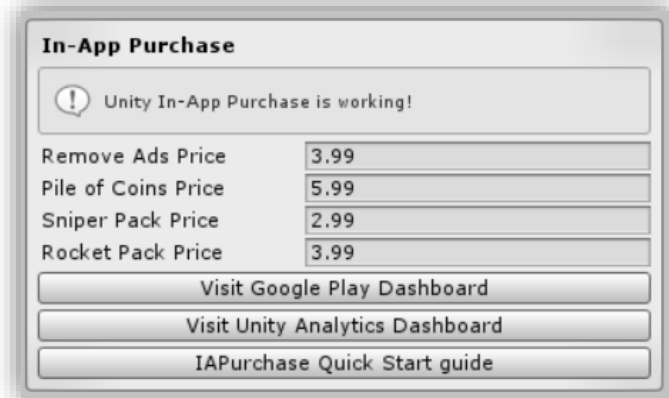
4. After couple seconds window will pop-up, press Install Now.



5. Select and import all IAP assets.



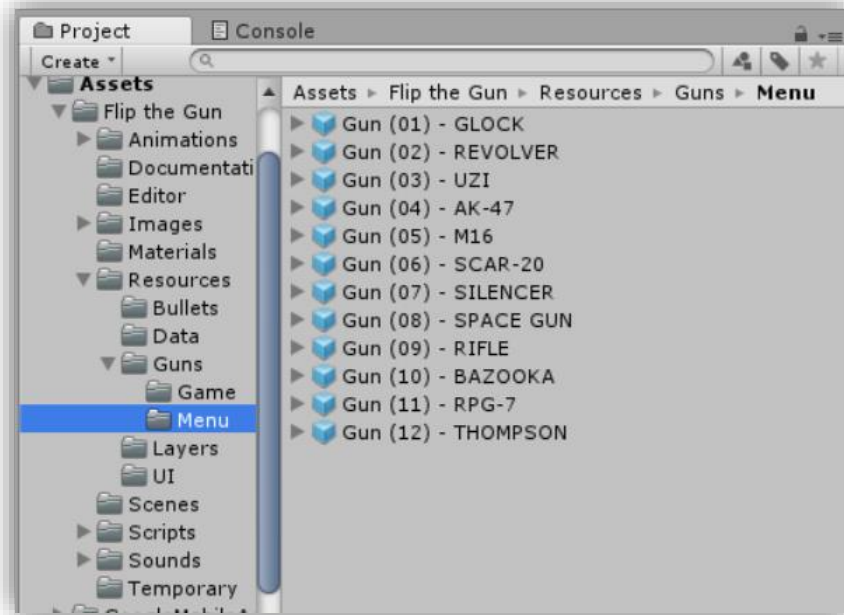
6. Restart Unity and you should see that IAP is working!



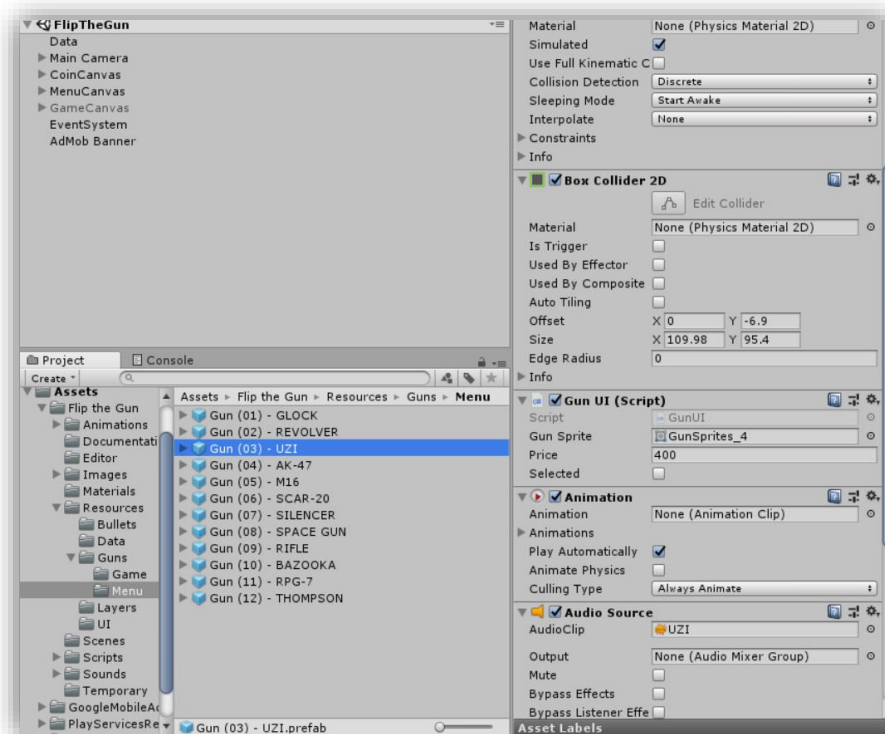
7. Great, now you have implemented In-App Purchase in your game! You can change default product prices to your own. Also, you can visit Google Play Dashboard and Unity Analytics for more data. You can always check more information on IAPurchase Quick Start guide.

## 8. CHANGE GUN PRICE

1. You can change default gun price to your custom one. In project window go to Flip The Gun/Resources/Guns/Menu and select which gun price you would like to change.

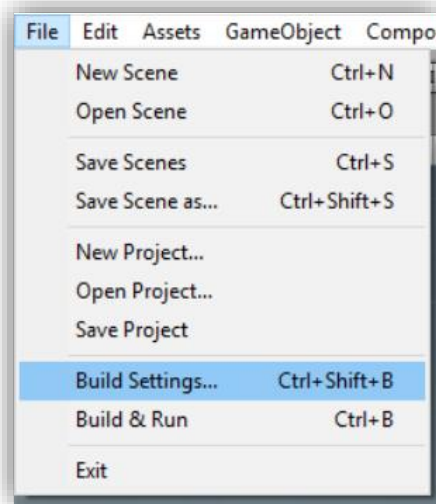


2. Find Gun UI script and change Price value to your own.

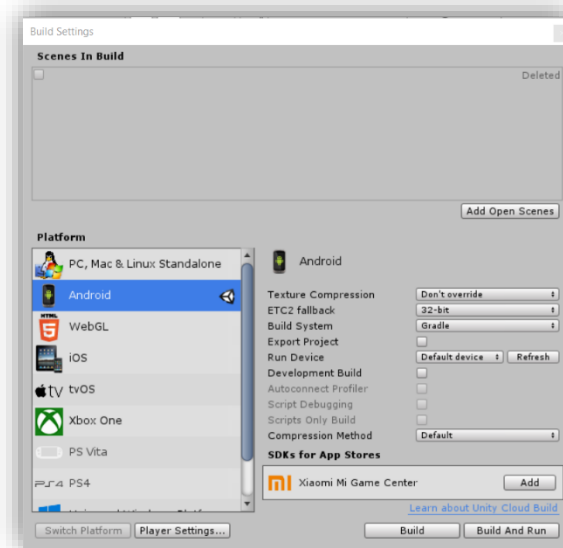


## 9. UPLOAD GAME TO GOOGLE PLAY

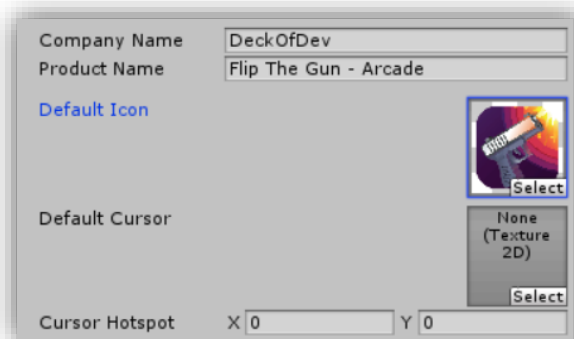
1. Go to File/Build Settings.



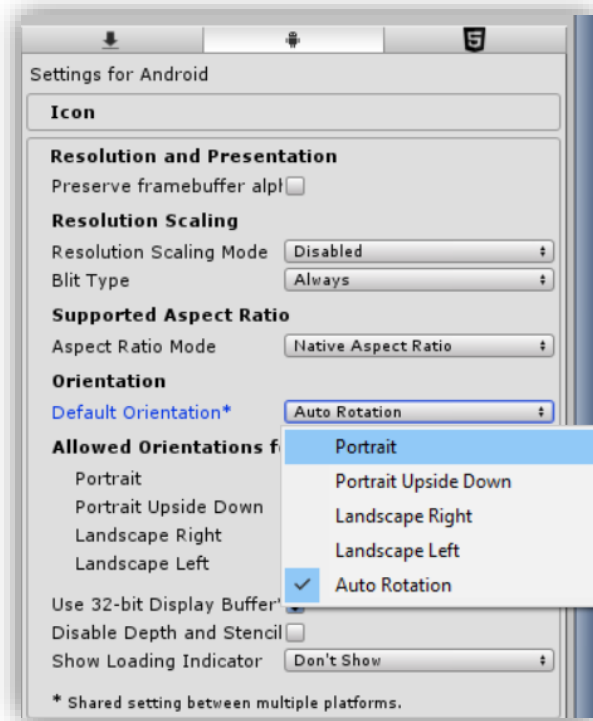
2. Select Player Settings



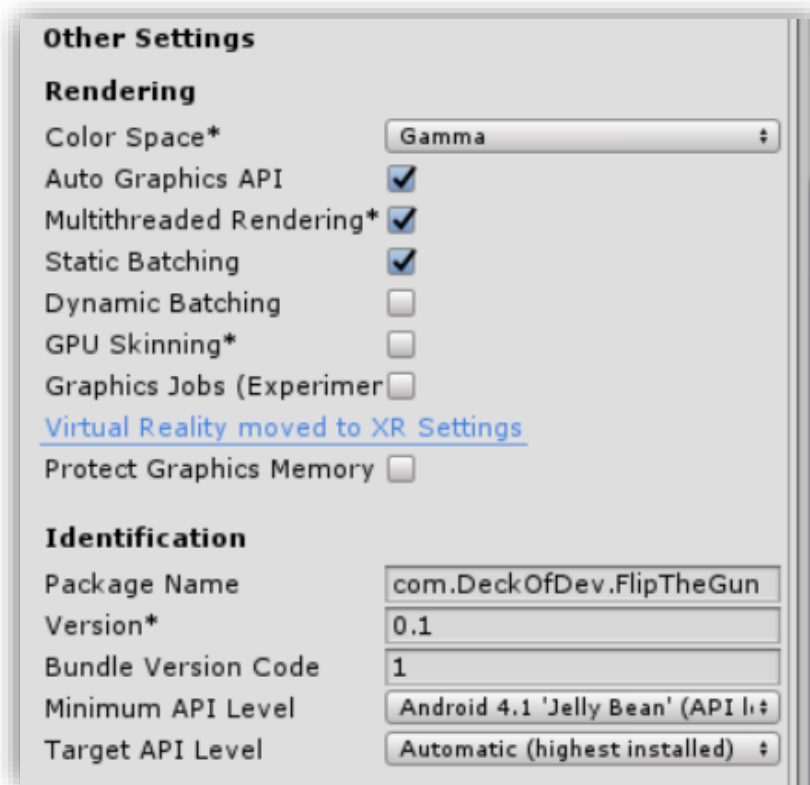
3. Change Company name and select default icon from project menu.



- Under Resolution and Presentation change Default Orientation from Auto Rotation to Portrait.



- Under Other Settings change Package Name





- Under Publishing Settings check to create a new keystore and input password. Then press Browse Keystore and save your key.



**Publishing Settings**

**Keystore**

☐ Use Existing Keystore    ☒ Create a new keystore..

Browse to select keystore name

Keystore password:

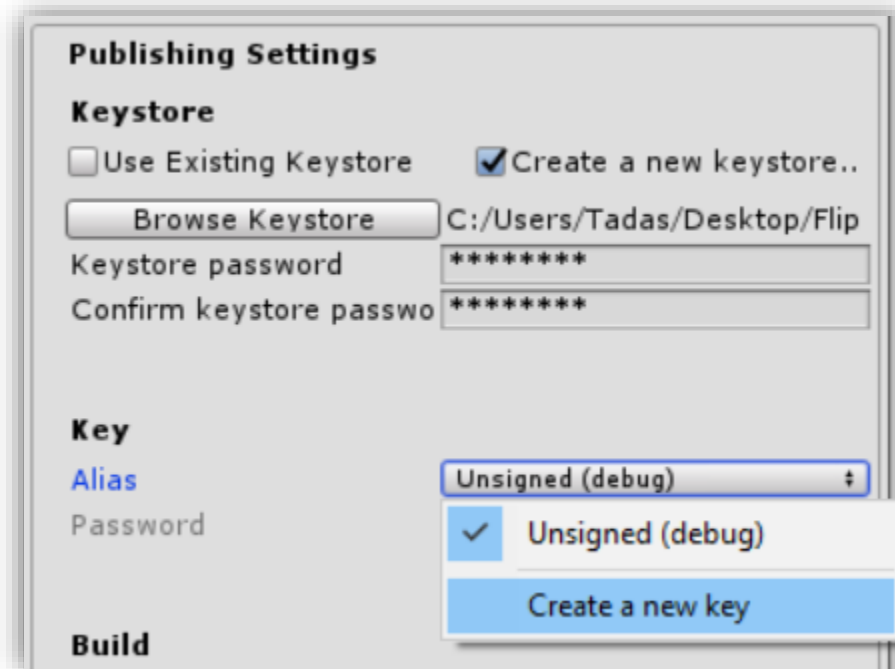
Confirm keystore password:

**Key**

Alias:

Password:

- Select from alias to create a new key.



**Publishing Settings**

**Keystore**

☐ Use Existing Keystore    ☒ Create a new keystore..

C:/Users/Tadas/Desktop/Flip

Keystore password:

Confirm keystore password:

**Key**

Alias:

Password:

**Build**

Unsigned (debug) [dropdown arrow]

✓ Unsigned (debug)

Create a new key

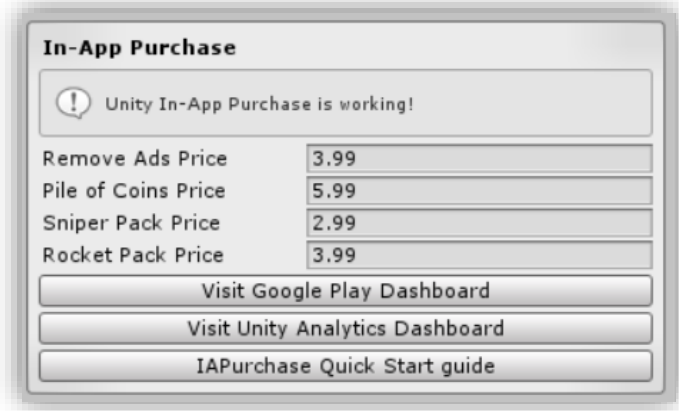
8. Change alias name, set password and create key.

The screenshot shows the 'Create a new key' dialog box. The title bar says 'Tool | Create a new key'. The dialog is titled 'Key Creation'. It contains several input fields: 'Alias' with the value 'flipthegun', 'Password' with '\*\*\*\*\*', 'Confirm' with '\*\*\*\*\*', 'Validity (years)' with '50', 'First and Last Name' (empty), 'Organizational Unit' (empty), 'Organization' with 'DeckOfDev', 'City or Locality' (empty), 'State or Province' (empty), and 'Country Code (XX)' (empty). A 'Create Key' button is at the bottom right.

9. Reenter Key password and build game to apk.

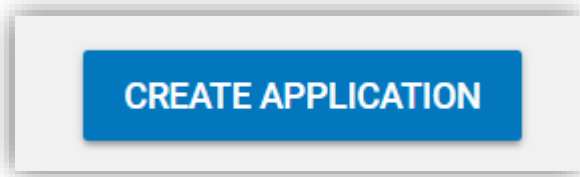
The screenshot shows the 'Publishing Settings' dialog box. It has two sections: 'Keystore' and 'Key'. In the 'Keystore' section, the 'Use Existing Keystore' checkbox is checked, and the 'Create a new keystore..' checkbox is unchecked. Below these is a 'Browse Keystore' button and a text field showing the path 'C:/Users/Tadas/Desktop/Flip'. Below that are 'Keystore password' and 'Confirm keystore password' fields, both containing '\*\*\*\*\*'. In the 'Key' section, the 'Alias' dropdown menu shows 'flipthegun' and the 'Password' field contains '\*\*\*\*\*'.

10. Go to FTG Settings window and press Visit Google Play Dashboard.

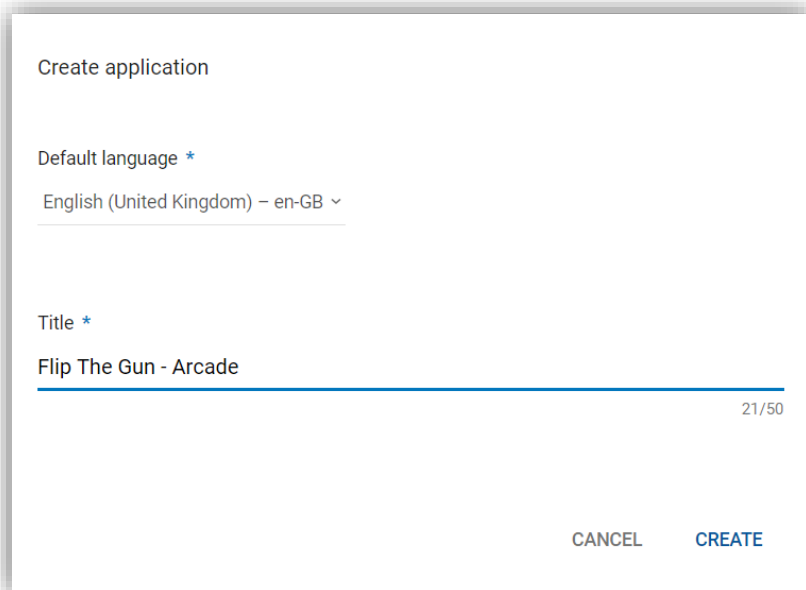


11. Login to your google play publisher account. If you don't have one then you'll have to create it.

12. At top left position press Create application button.



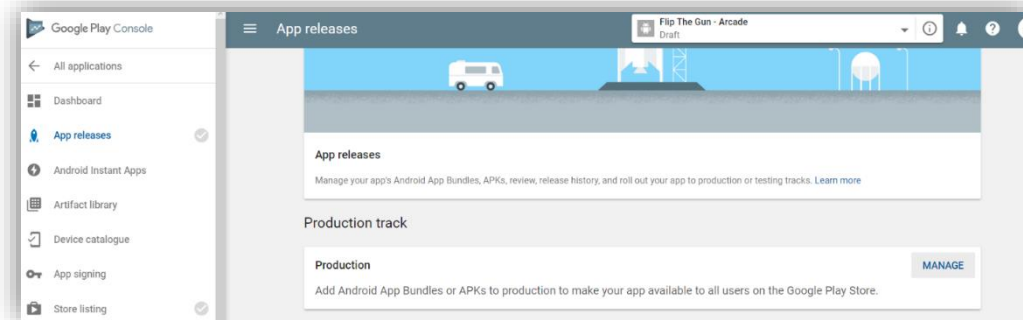
13. Write down game title and press create button



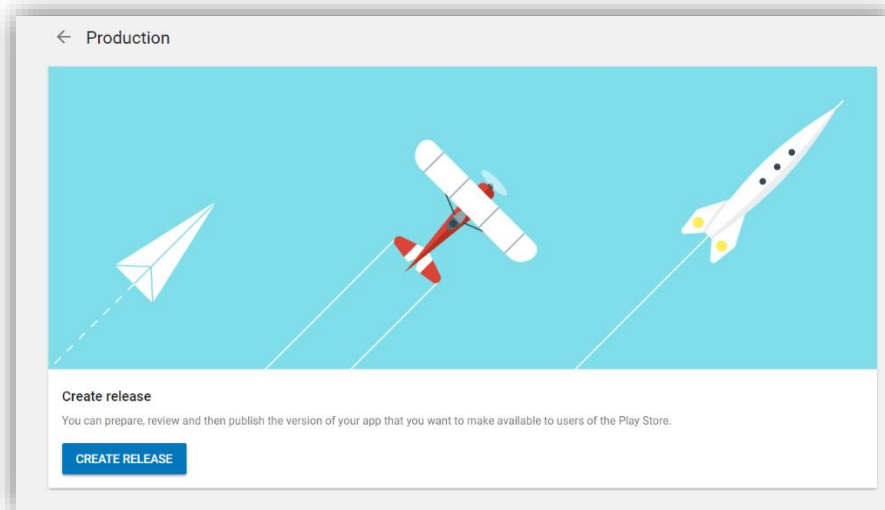
14. Edit product details by yourself. Don't forget to add impressive description and a lot of images.

The screenshot shows the 'Product details' page for the app 'Flip The Gun - Arcade'. It is divided into two main sections: 'Short description' and 'Full description'. The 'Short description' field contains the text 'Shoot down to fly up! Get ready to feel the gun!' and has a character count of 40/100. The 'Full description' field contains a longer paragraph about the game's features, including 'Beautiful and colorful textures!', 'Tons of particles which make this game so gorgeous!', '12 Different animated guns! Each one has it's own mechanics!', 'More than 70 interesting challenges!', and '30 exciting achievements! Can you get them all?'. Below the descriptions, there are sections for 'Screenshots' (showing 4/8 screenshots), 'Feature graphic' (showing a gun icon), 'Promo Graphic' (showing the app title 'FLIP THE GUN'), and 'TV Banner' (showing a car icon). A 'BROWSE FILES' button is visible next to the screenshots section.

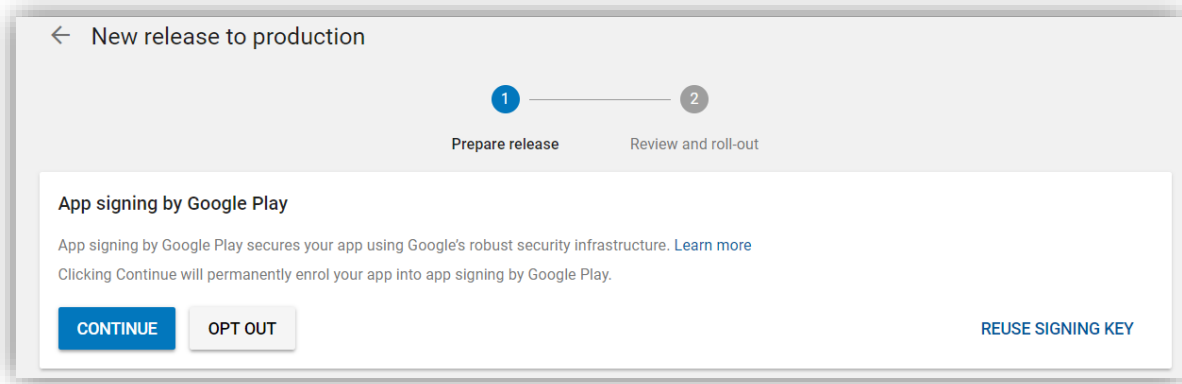
15. Go to App Releases and select manage in Production track window.



16. Select create release.



17. Press continue in app signing by Google Play.



← New release to production

1 — 2

Prepare release Review and roll-out

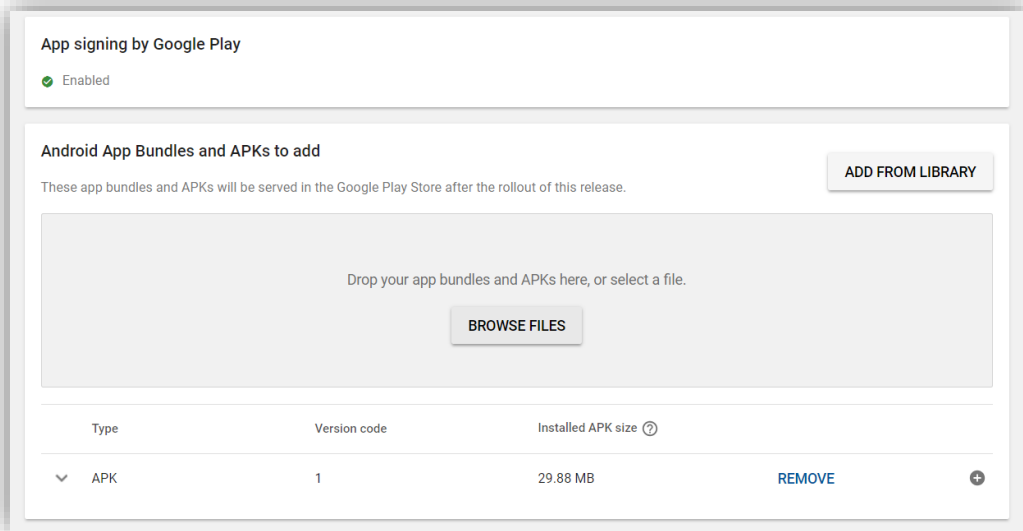
**App signing by Google Play**

App signing by Google Play secures your app using Google's robust security infrastructure. [Learn more](#)

Clicking Continue will permanently enrol your app into app signing by Google Play.

**CONTINUE** **OPT OUT** **REUSE SIGNING KEY**

18. Browse files should be enabled. Press it, find your build .apk and add it to library.



**App signing by Google Play**

✓ Enabled

**Android App Bundles and APKs to add** **ADD FROM LIBRARY**

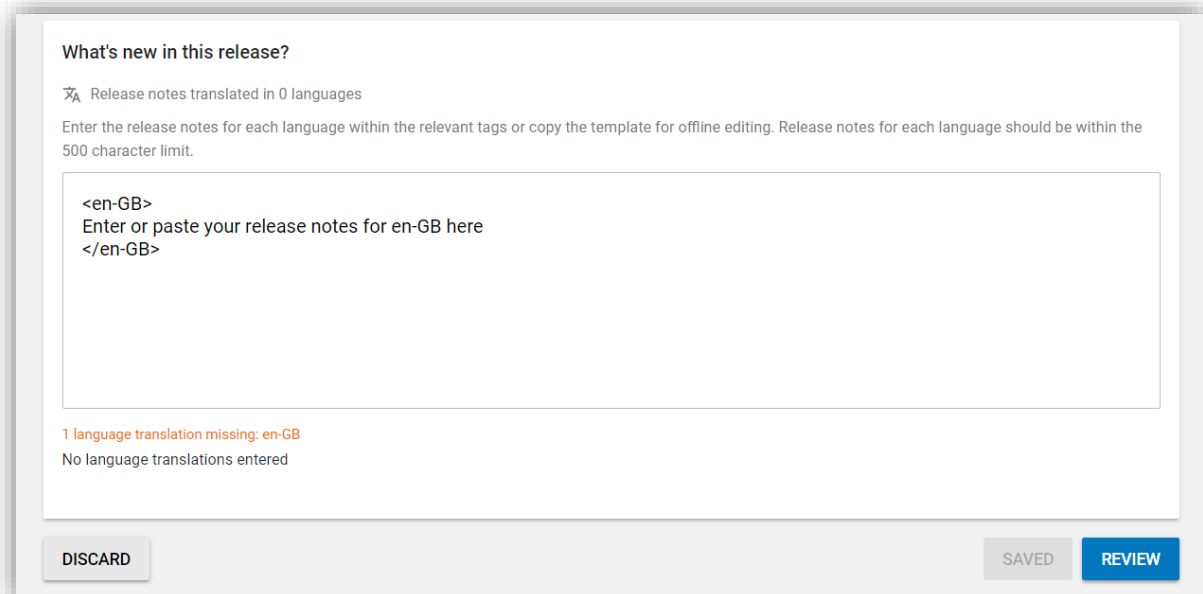
These app bundles and APKs will be served in the Google Play Store after the rollout of this release.

Drop your app bundles and APKs here, or select a file.

**BROWSE FILES**

Type	Version code	Installed APK size ?	
▼ APK	1	29.88 MB	<b>REMOVE</b> +

19. Change release notes and press save.



**What's new in this release?**

🌐 Release notes translated in 0 languages

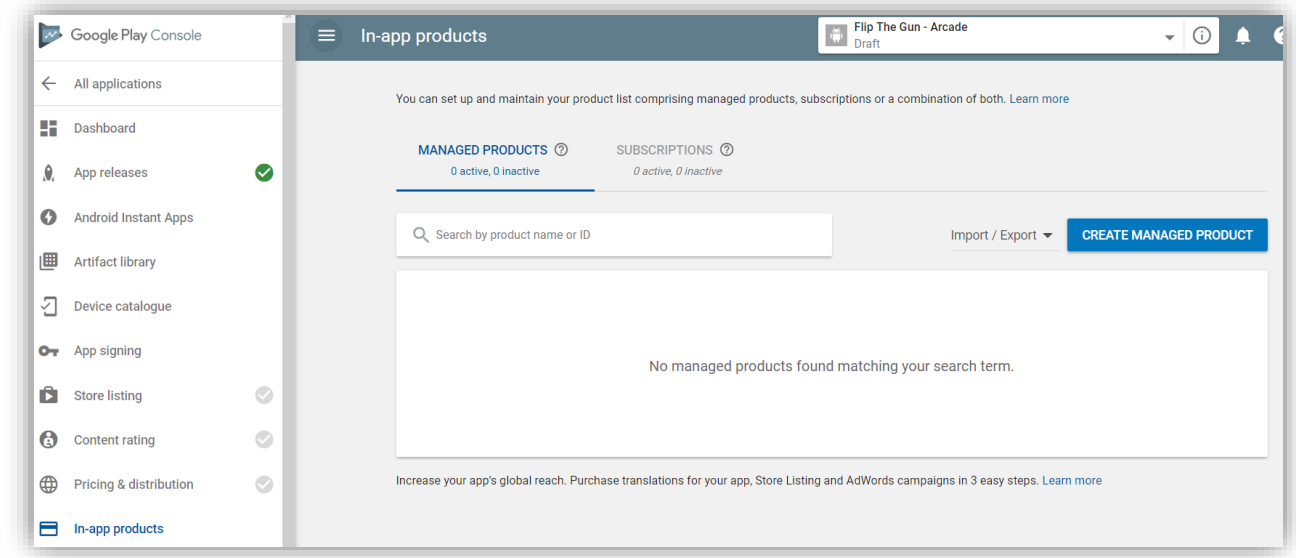
Enter the release notes for each language within the relevant tags or copy the template for offline editing. Release notes for each language should be within the 500 character limit.

<en-GB>  
Enter or paste your release notes for en-GB here  
</en-GB>

1 language translation missing: en-GB  
No language translations entered

**DISCARD** **SAVED** **REVIEW**

20. Now we will connect Google Play In-App purchase with your project. Go to In-App products and select to create managed product.



21. In product ID write “removeads” with no spaces and capital letters. Then write Title and small description about product.

Product ID \*

removeads

9/149

Starts with number or lowercase letter and can contain only numbers (0-9), lowercase letters (a-z), underscores (.) & full stops (.).

You can't modify a product ID after the item is created, and you can't reuse a product ID within an app.

[Learn more](#)

Managed product details

ENGLISH (UNITED KINGDOM) – EN-GB

ADD TRANSLATIONS

Title \*

English (United Kingdom) – en-GB

Remove Ads

10/55

Description \*

English (United Kingdom) – en-GB

User bought to remove ads

22. Press add price and change it to default “3.99” or your custom one. Click apply button.

Edit local prices

Your price is used to generate local prices in other countries. Local prices use today's exchange rate and country-specific pricing patterns. You can change your price, update local prices or manually adjust prices at any time. [Learn more](#)

Default price \* EUR 3.99 This price excludes tax

APPLY CANCEL

23. Save product.

Price \* ? EUR 3.99 Edit

Local prices

The list above only shows countries with a local currency. You can see the full list of countries your app and in-app products are distributed to on the 'Pricing and Distribution' page.

SAVED

24. Now create other three products. Don't forget that you have to paste product ID correctly. All 4 product ID's are in photo below. Also you can find product ID's in Unity program FTG settings window by holding longer on each price label under In-App Purchase.

Name & ID	Price	Last updated	Status
Pile Of Coins (pileofcoins)	EUR 5.99	20 Jul 2018	Active
Remove Ads (removeads)	EUR 3.99	20 Jul 2018	Active
Rocket Pack (rocketpack)	EUR 3.99	20 Jul 2018	Active
Sniper Pack (sniperpack)	EUR 2.99	20 Jul 2018	Active

**In-App Purchase**

Unity In-App Purchase is working!

Remove Ads Price 3.99

Pile of Coins Price 5.99

Sniper Pack Price 2.99

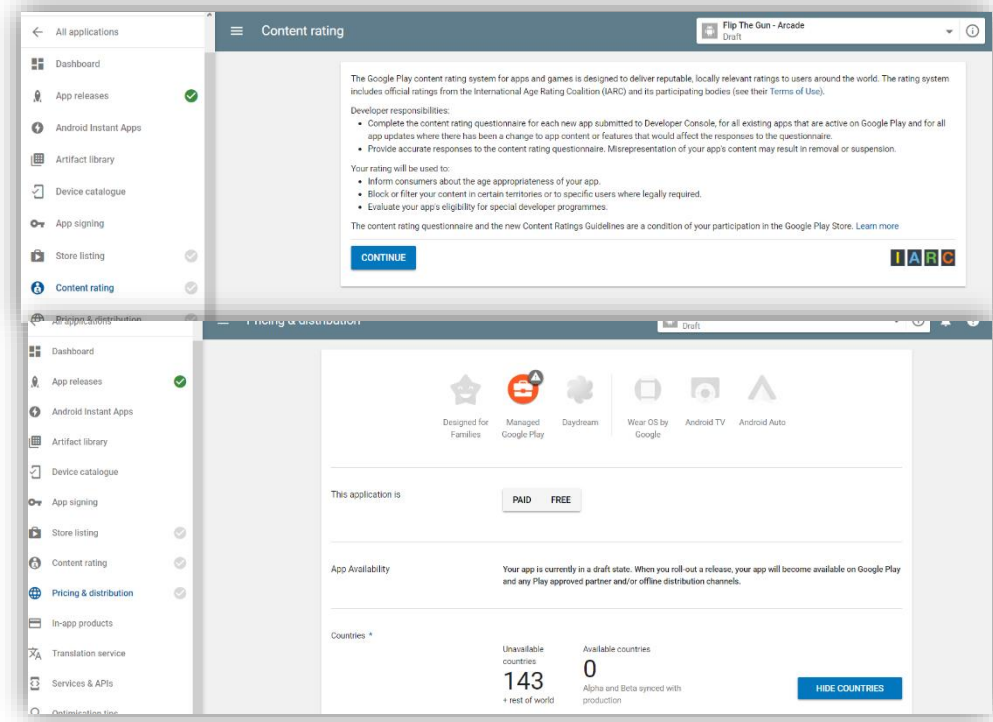
Rocket Pack Price 3.99

Visit Google Play Dashboard

Visit Unity Analytics Dashboard

IAPurchase Quick Start guide

25. Now fill Content Rating and Pricing & distribution fields and you can launch your project! Go back to app releases. Press edit release then select review and select start roll-out production!



26. That's it now you have fully working app in Google Play store!