FLIP**THE**GUN

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.
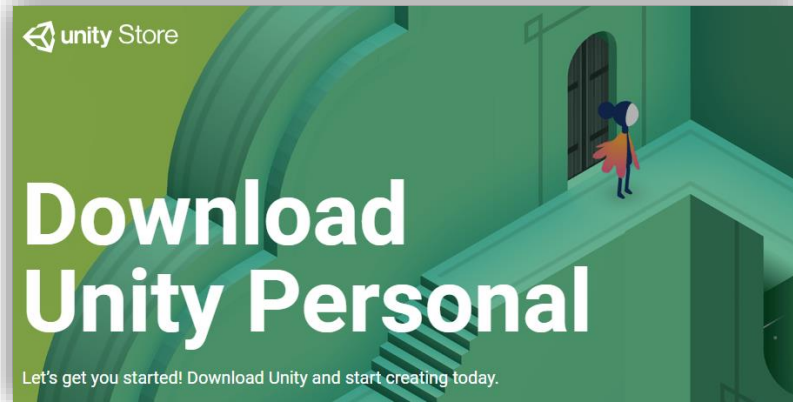
Good Luck!

DeckOfDev Team

CONTENT

Video Tutorials Link

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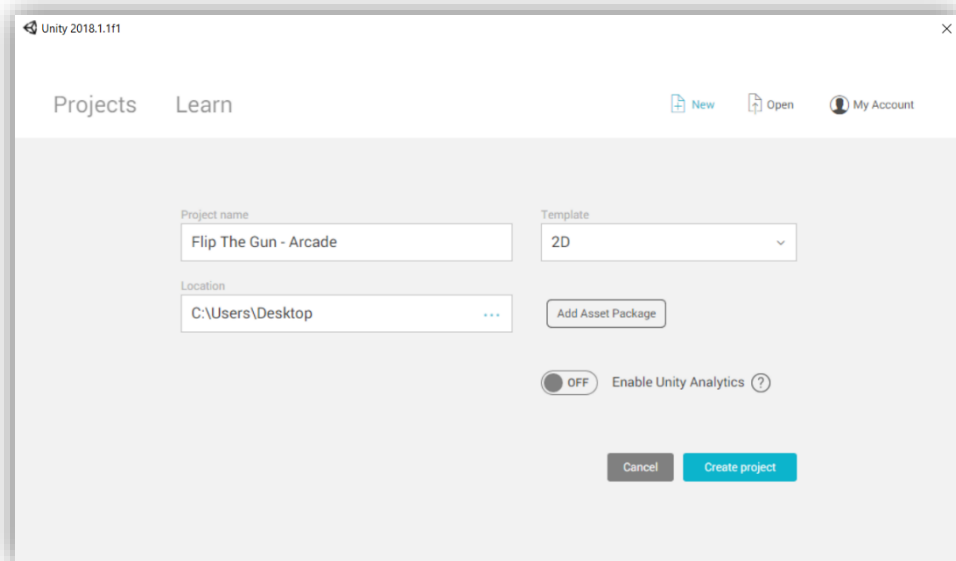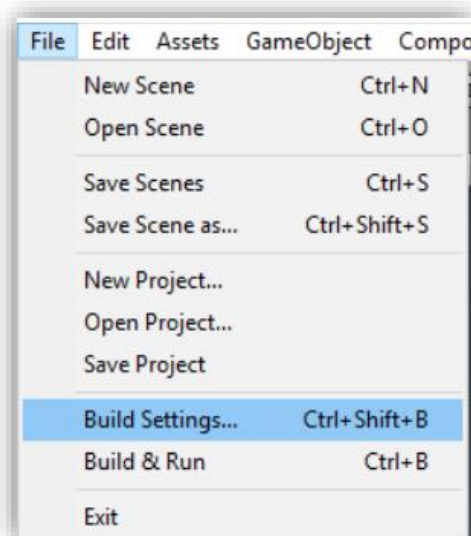
4. Change the editor layout as you like. Our basic layout will look like this:
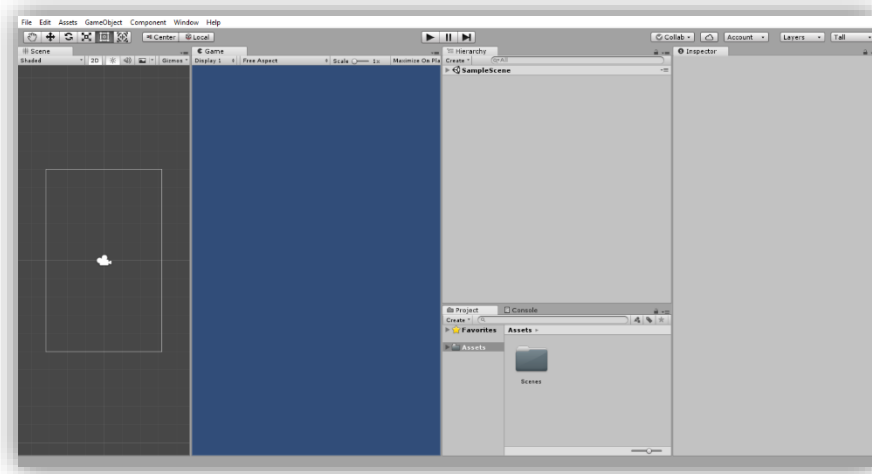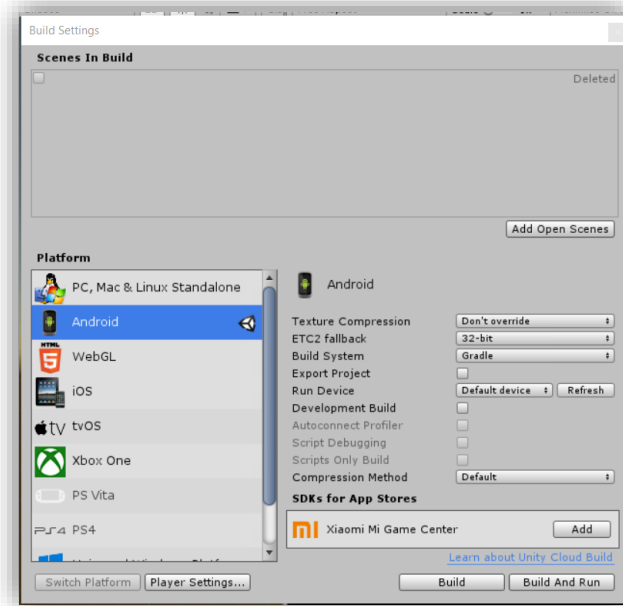

5. Change screen ratio from free aspect to portrait or create your own custom portrait aspect ratio. Remember that this game is created specifically for portrait mode, otherwise it will not work correctly. Also, delete scene folder. It won't be important for us.
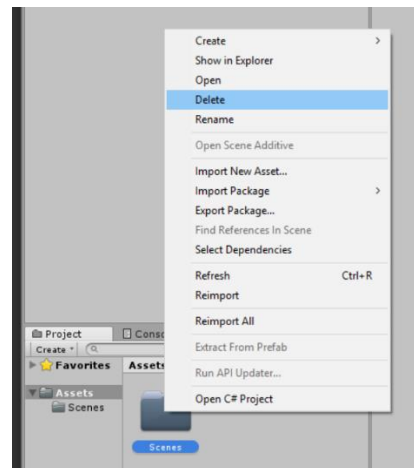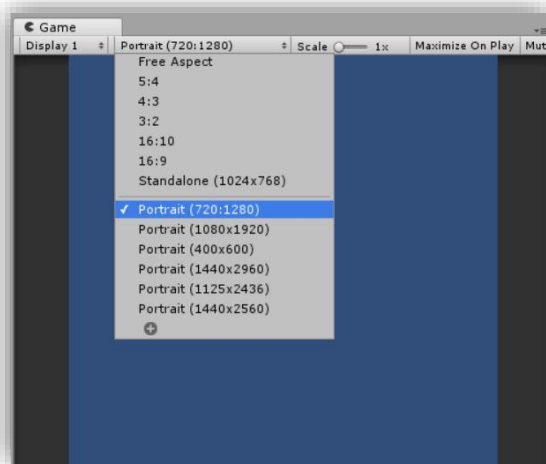
6. Go to File/Build Settings.

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.
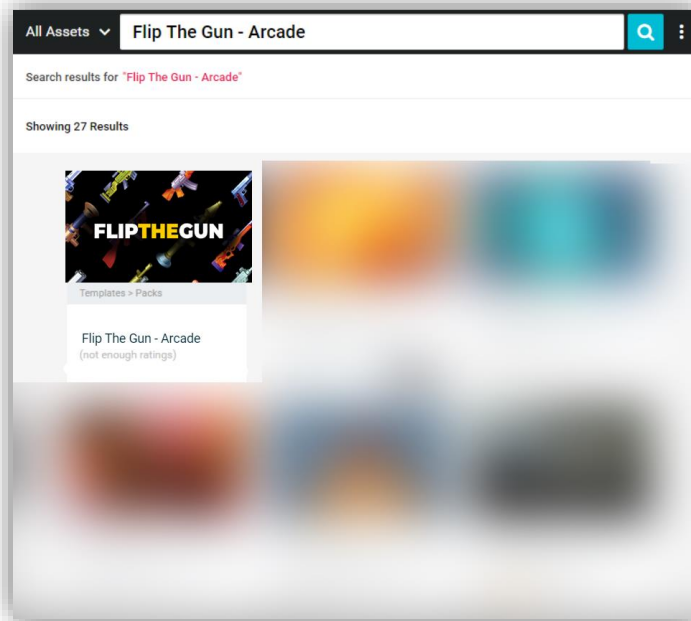
2. IMPORT PACKAGE

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):
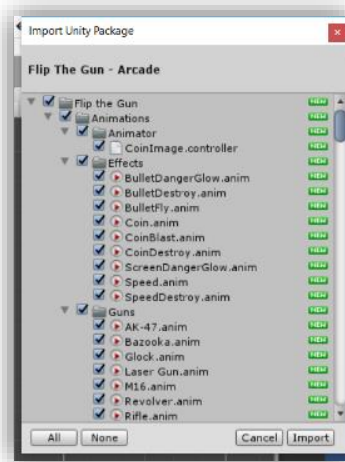   1. Go to Window>Asset Store or press Ctrl+9.
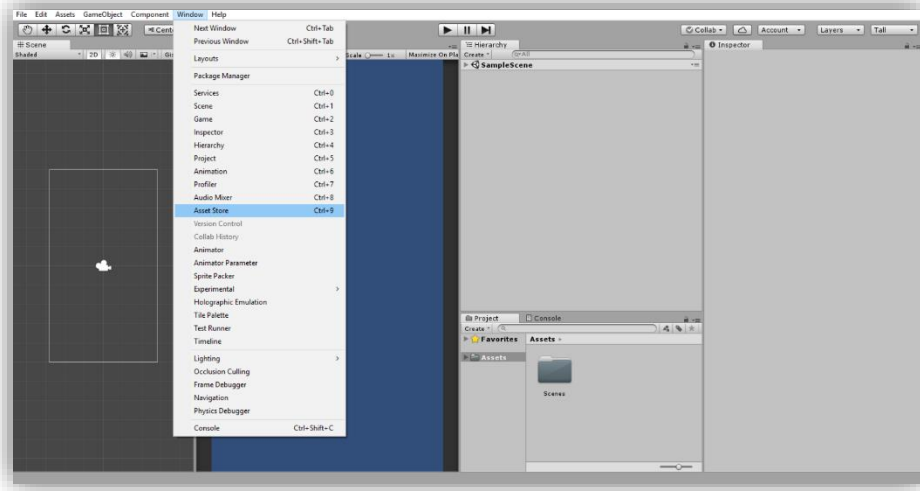
   2. Type into search bar "Flip The Gun - Arcade" and find the project.

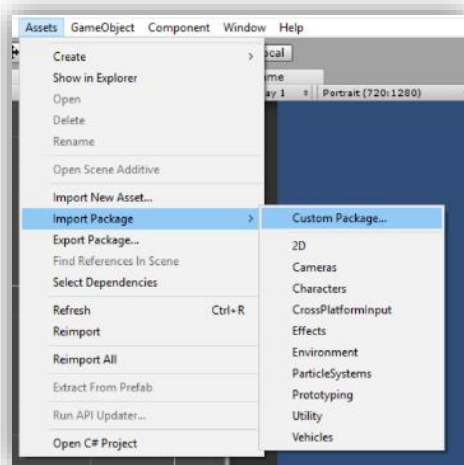   3. On the new page click import. The table with information will pop-up, just click again import.

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

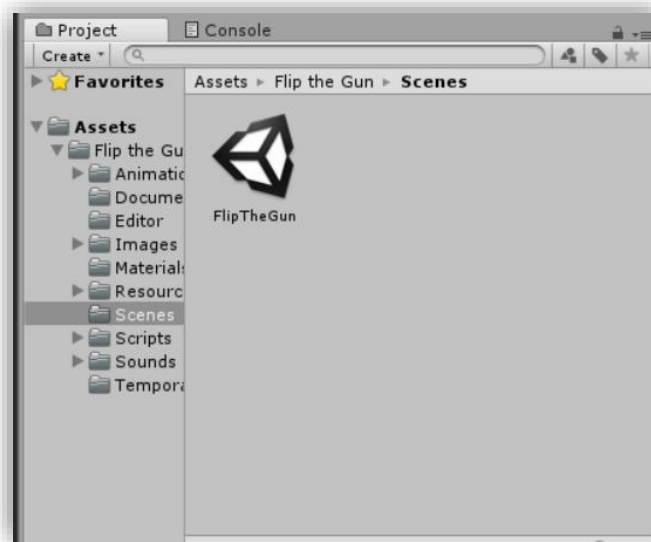2. Go to your asset download location, select "Flip The Gun - Arcade.unitypackage" and click open.

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

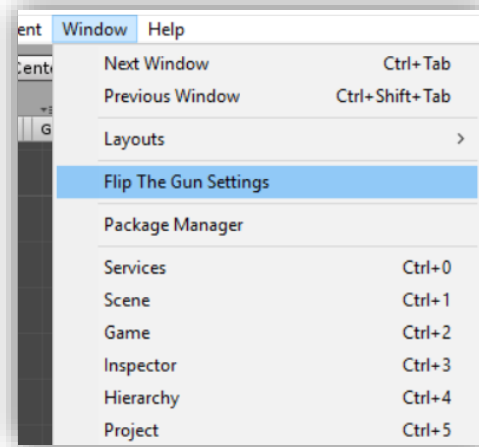4. Go to Flip The Gun/Scenes and open FlipTheGun scene in project window.

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

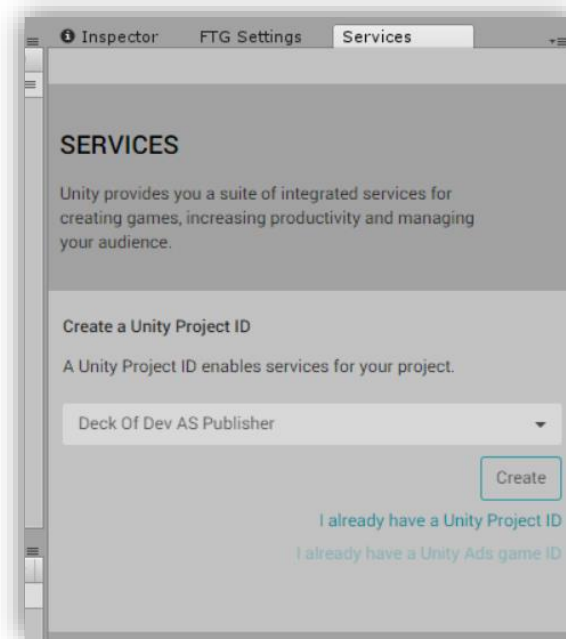2. Snap window to next to inspector. It will be easier to navigate.

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.
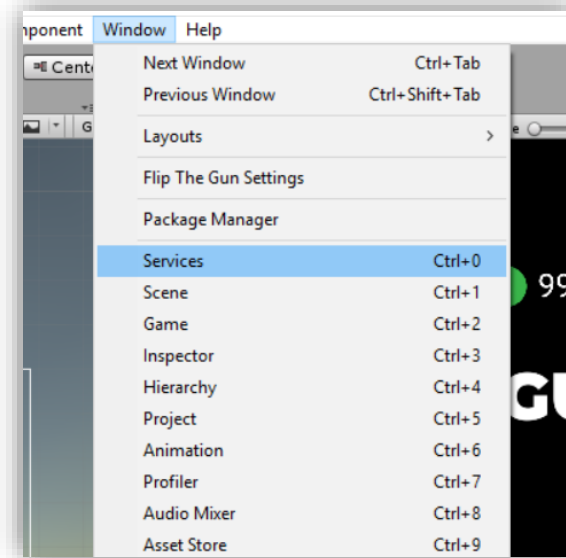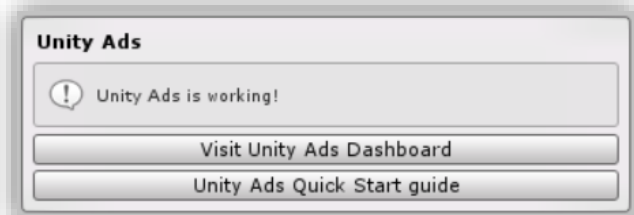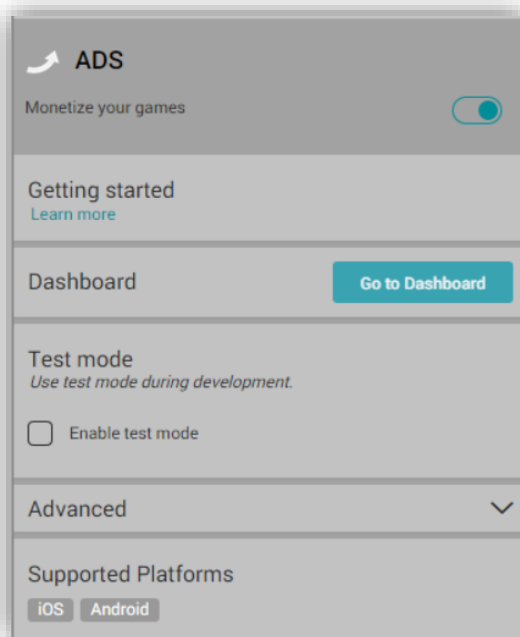

2. Create a Unity project ID

3. 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)
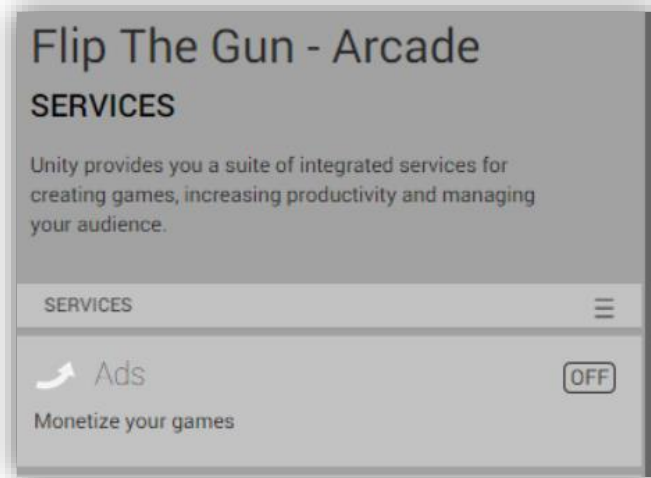
4. Now you should see this window. You can always enable test mode when testing game. Restart game and warning from FTG Settings window will dissappear.

5. 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.
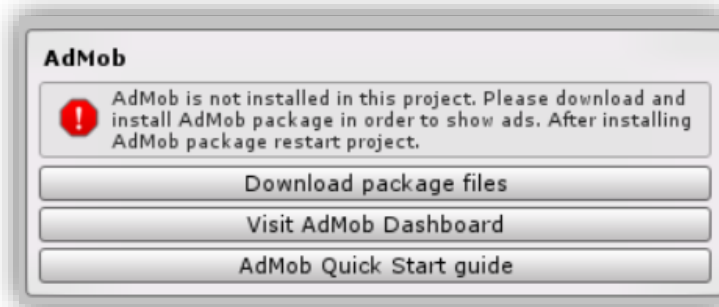
2. In the open web browser select GoogleMobileAds.unitypackage and download it.

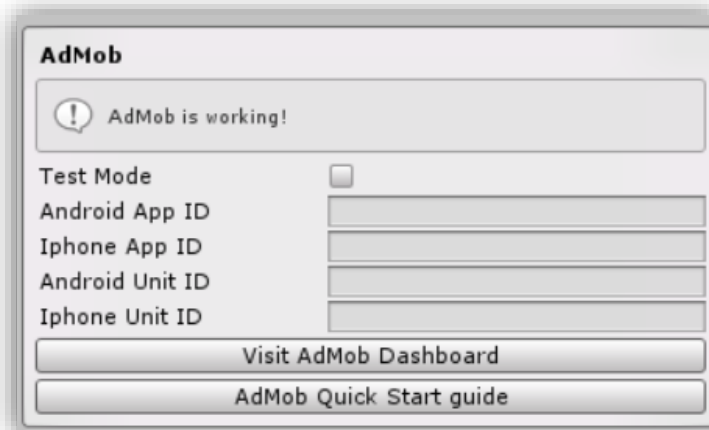3. Go back to Unity and navigate to Assets/Import Package/Custom Package
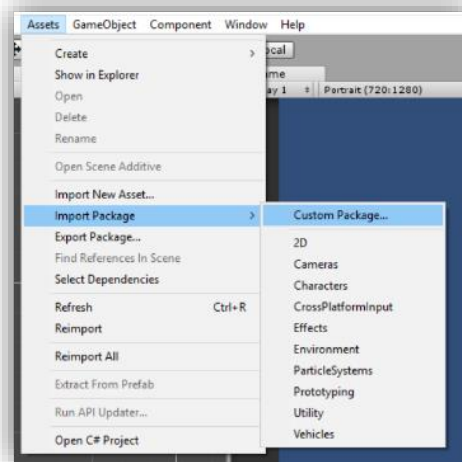
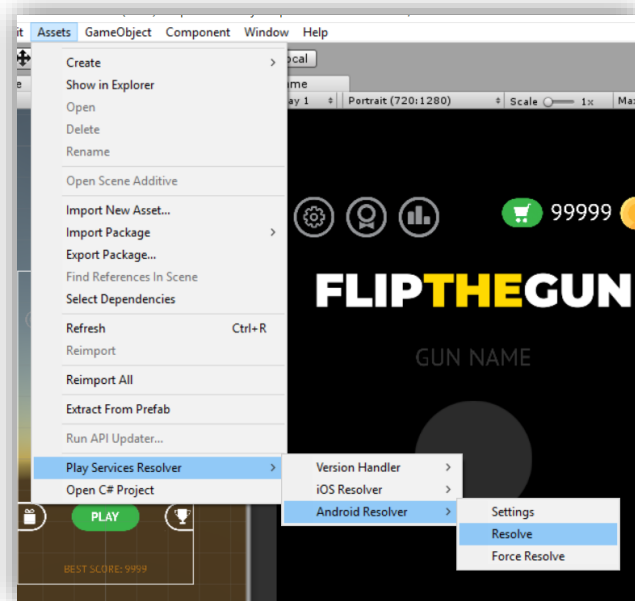4. Go to your asset download location, select " GoogleMobileAds.unitypackage" and click open.
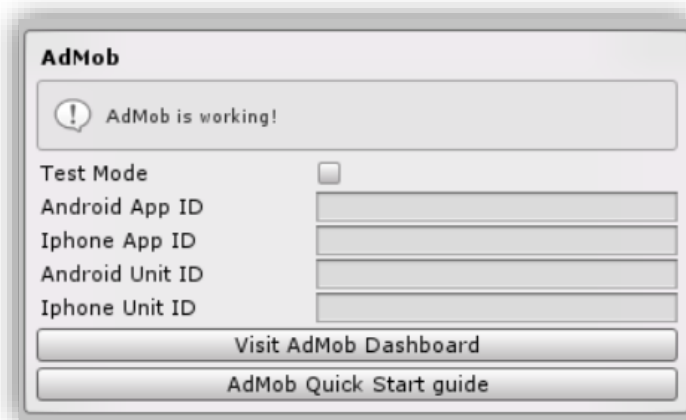

GoogleMobileAds
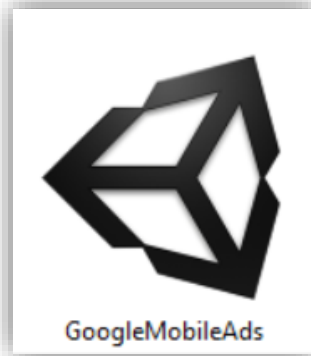
5. Select all files and press Import.
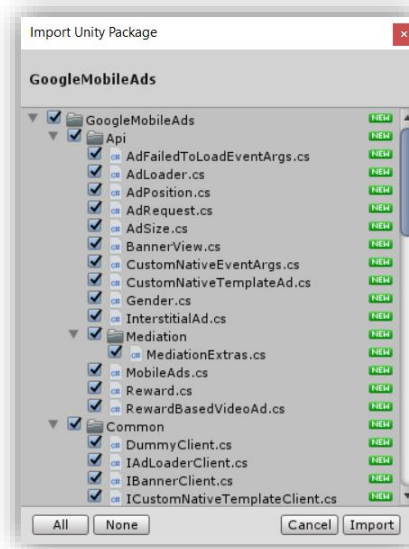
6. Restart Unity and now you should see that Ad Mob is working.

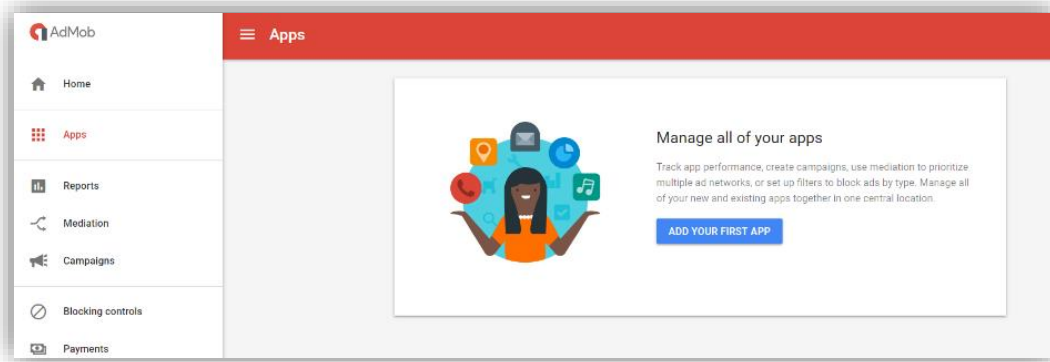7. Go to Assets/Play Serives Resolve/Android or iOS Resolver/Resolve and press it.

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

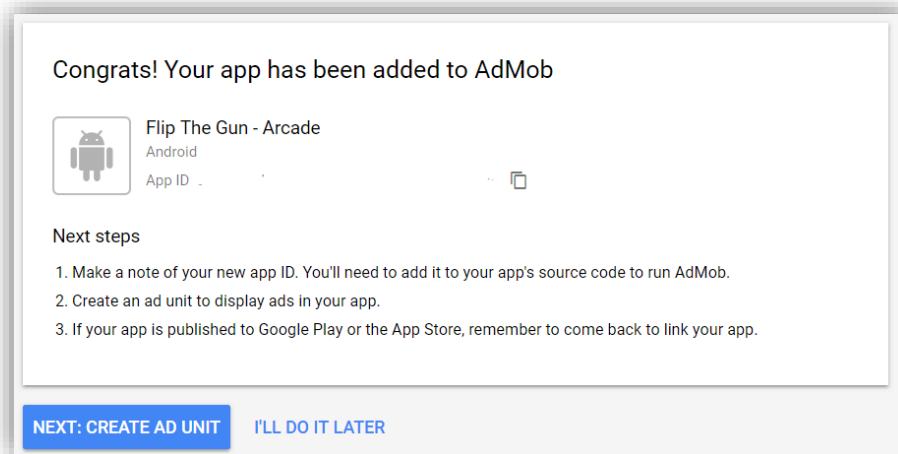9. If you have AdMob account you should see this page. If you don't have AdMob account then you will have to create it.
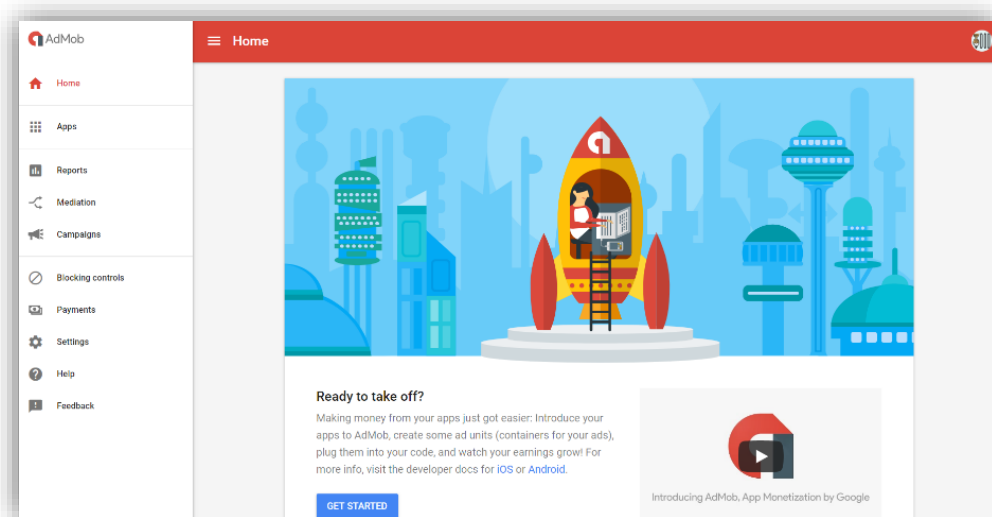
10. Go to Apps and select to add first app.

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

12. On the next window press Create Ad Unit.
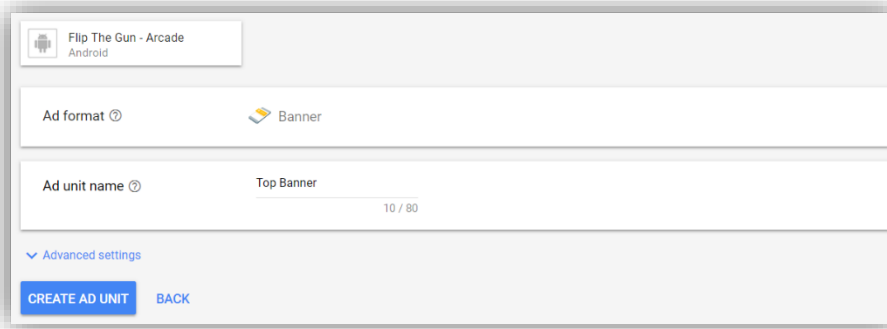
13. Select banner ad.
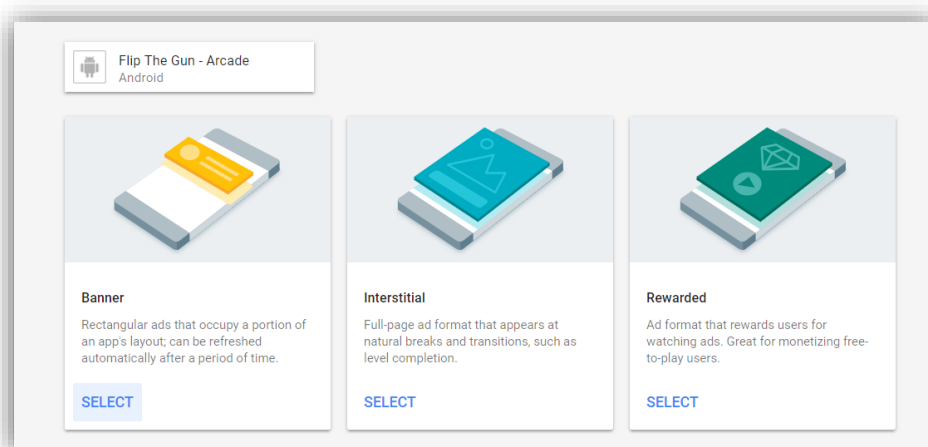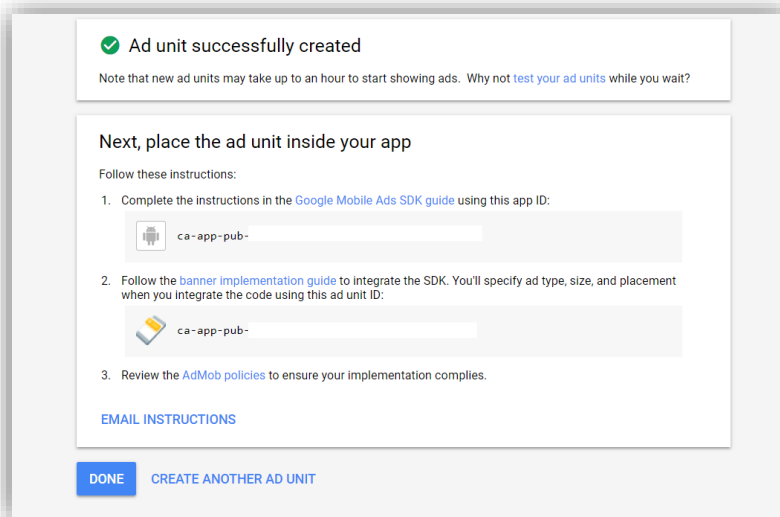
14. Enter ad Unit name and press create ad unit.

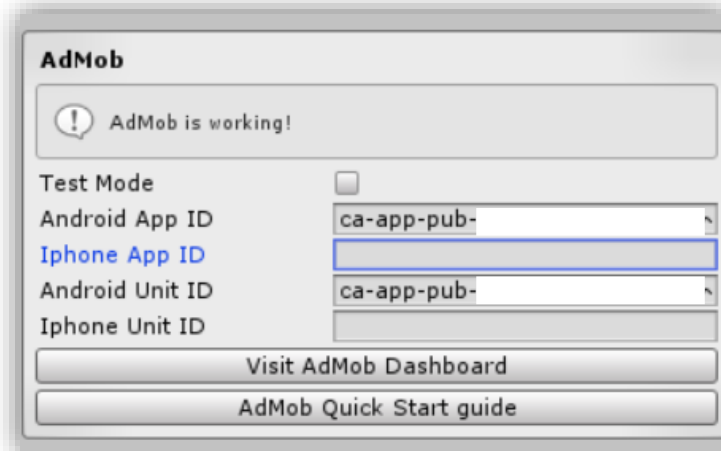15. Fully copy both app and unit ID's and press done.

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

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!
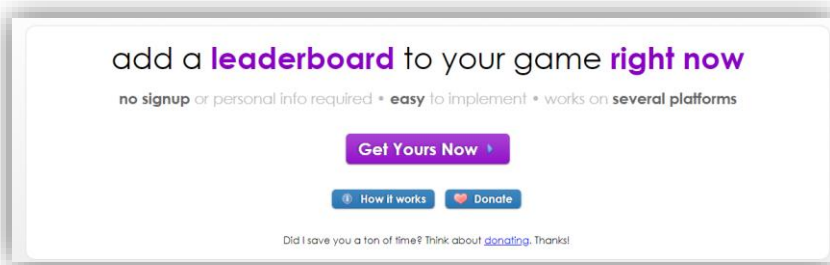
6.   LEADERBOARD

Now we will setup leaderboards using Dreamlo website.
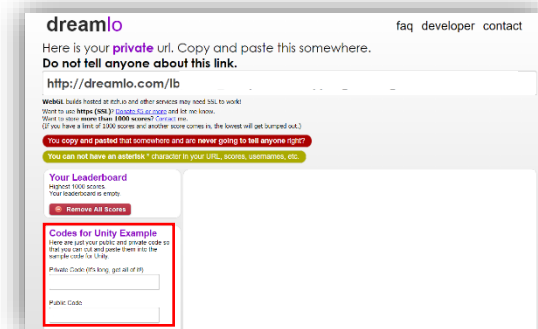
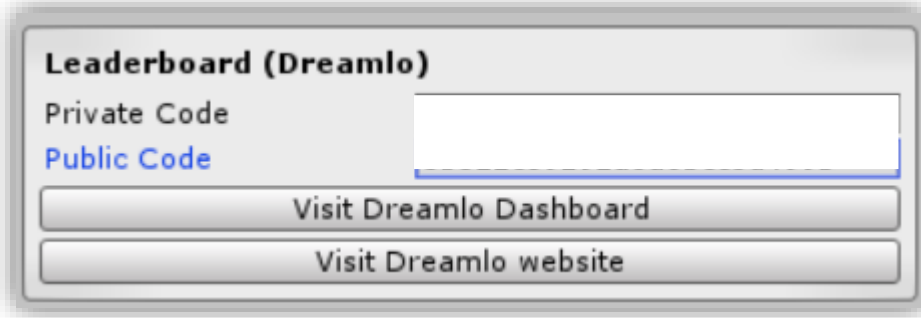1. In FTG Settings window press Visit Dreamlo Website.
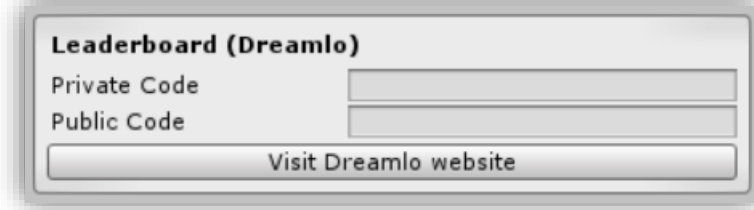
2. In new browser window under leaderboard text press Get Yours Now button.

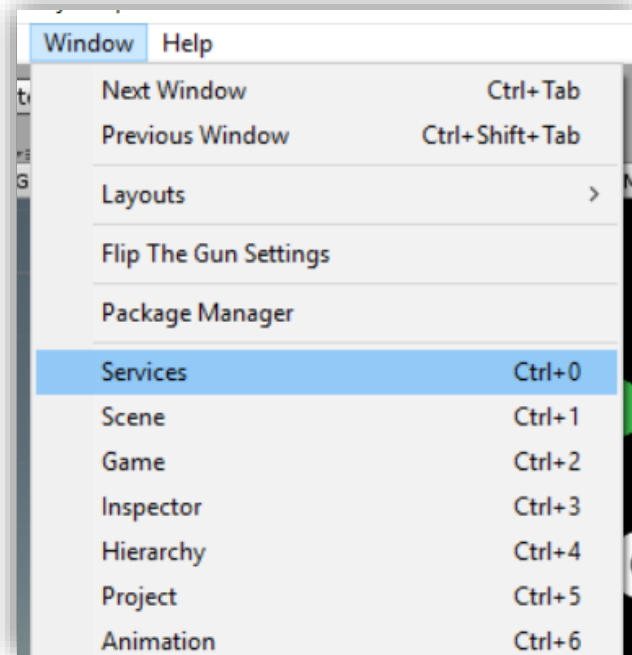3. In the left bottom corner find private and public code and copy them.

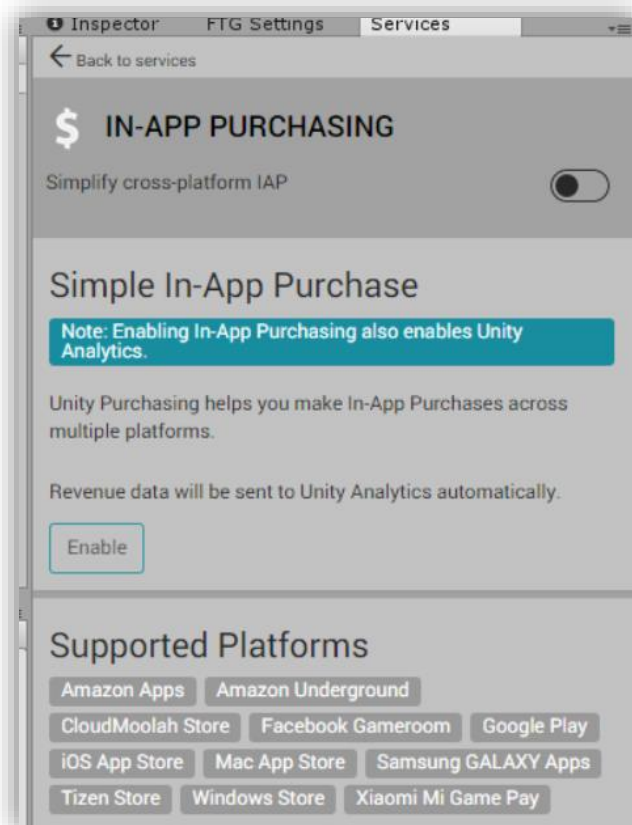4. Go back to Unity program and paste private and public code in leaderboard menu.

7. IN-APP PURCHASE

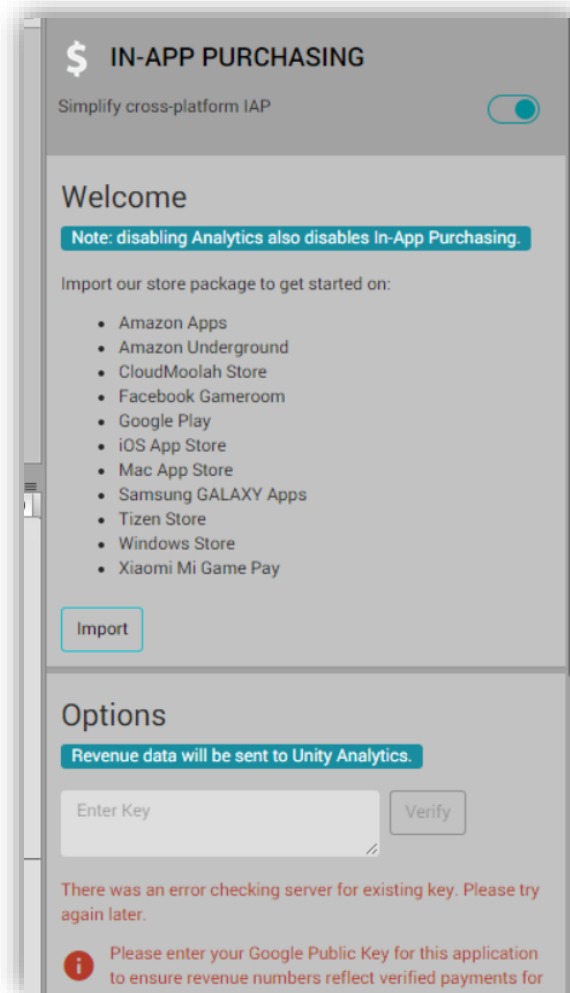Now we will enable In-App purchase in game.
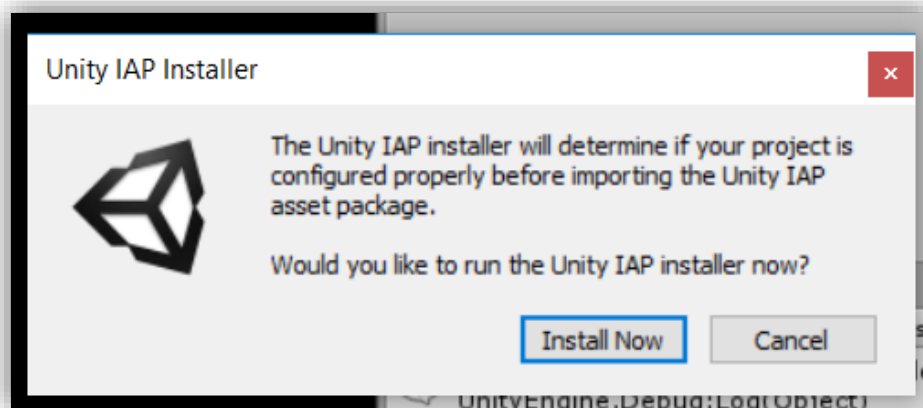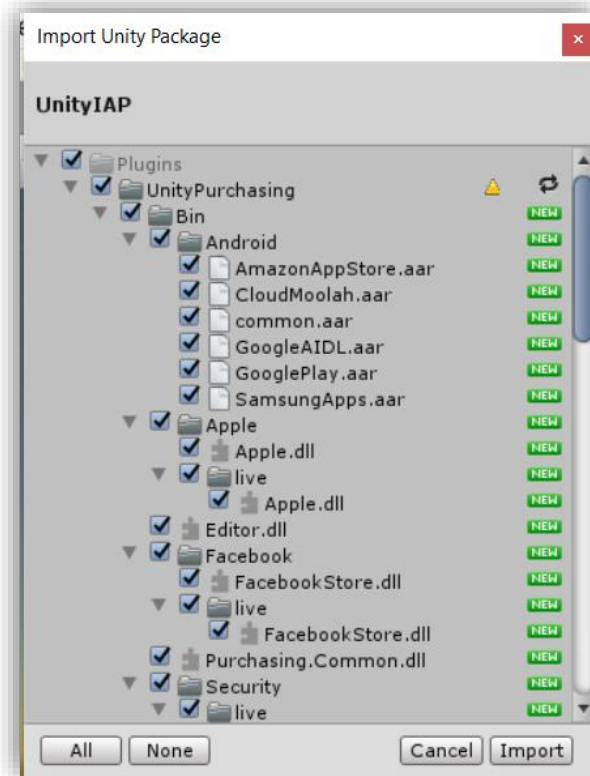
1. Go to Window/Services

2. z

3. Select Import button.

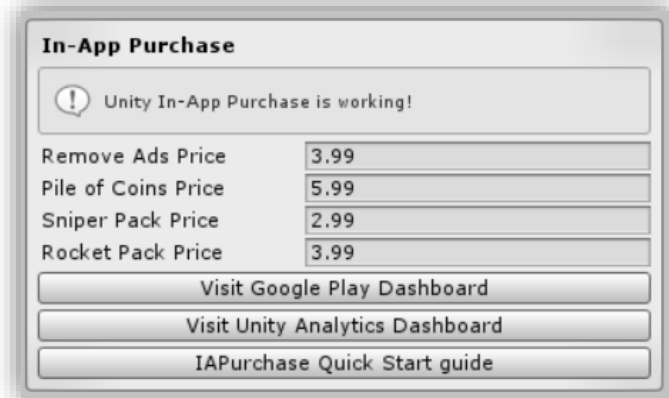4. After couple seconds window will pop-up, press Install Now.

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.
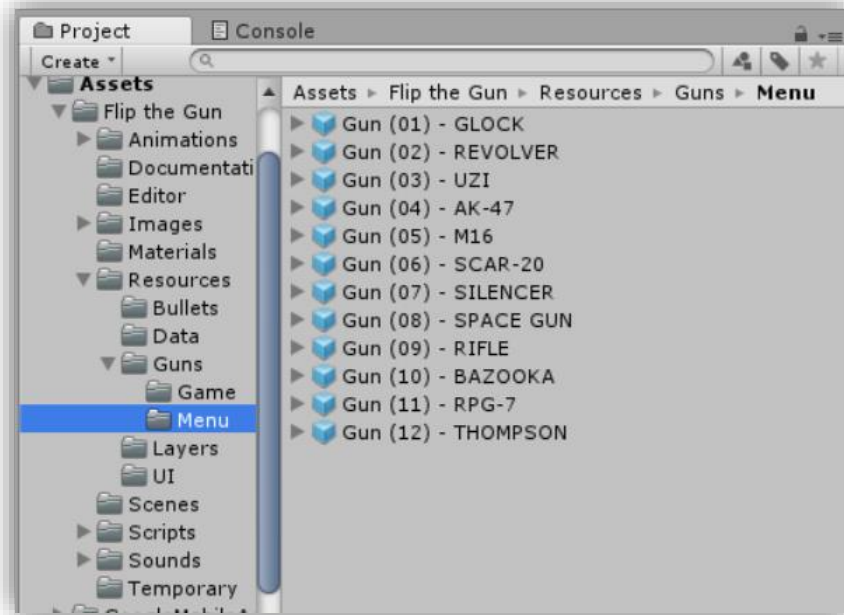
2. Find Gun UI script and change Price value to your own.
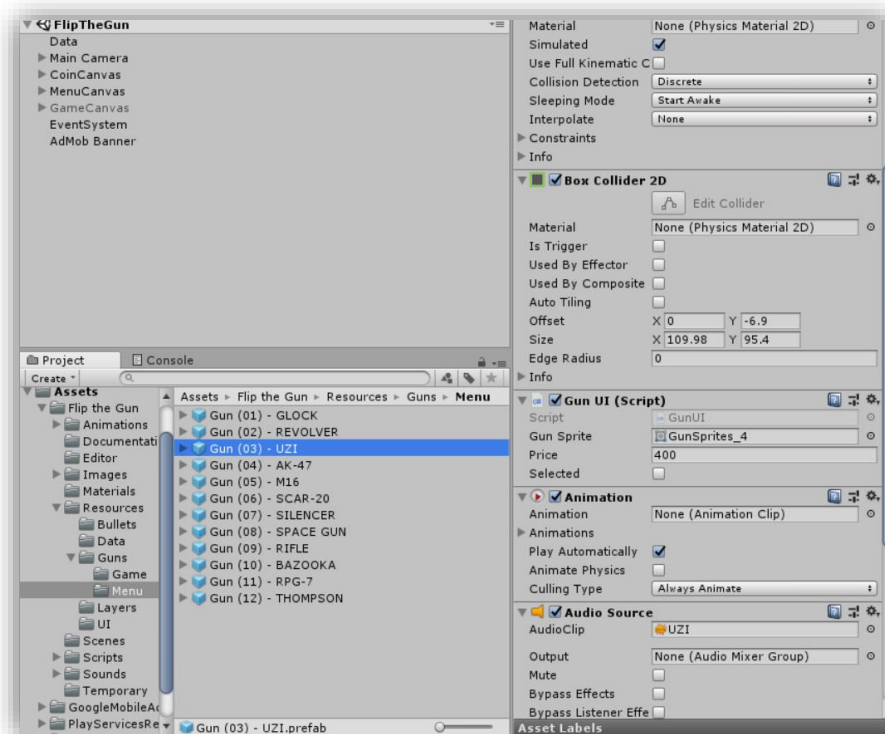
9. UPLOAD GAME TO GOOGLE PLAY
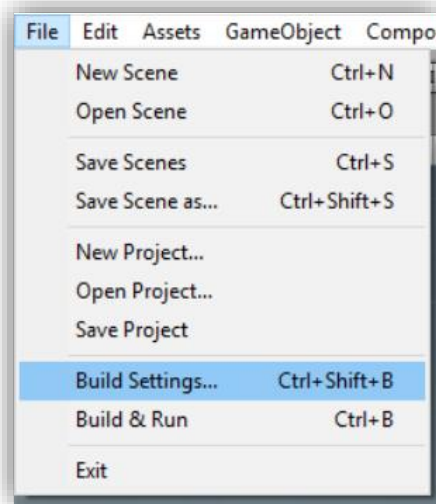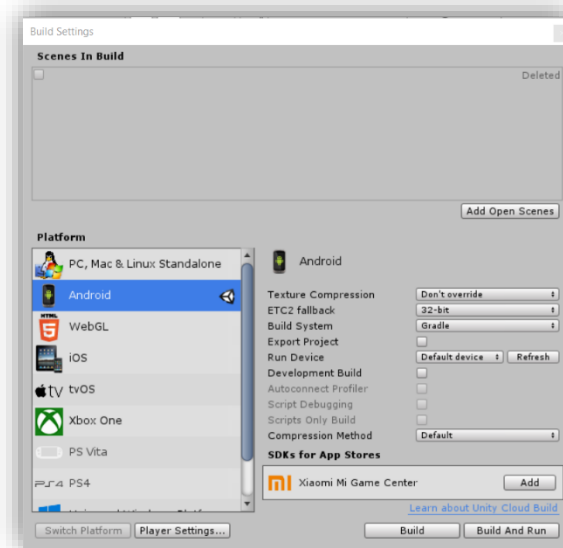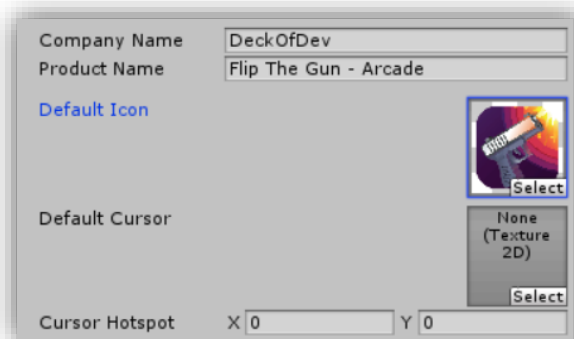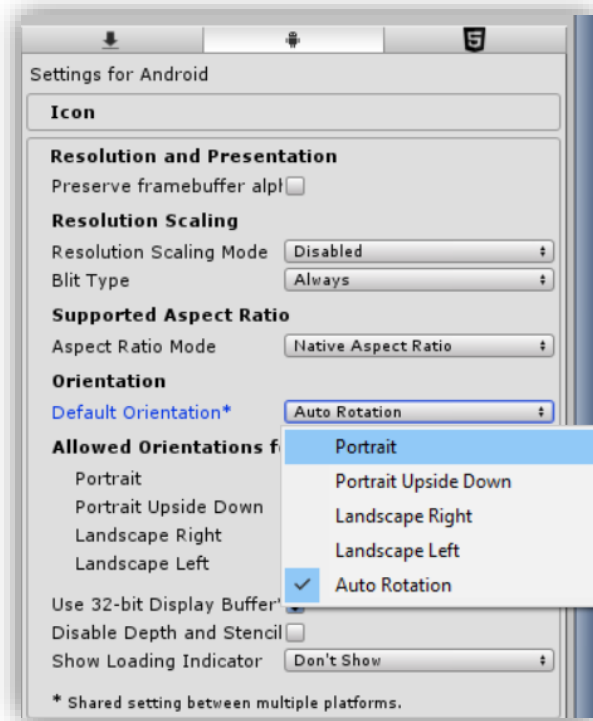
1. Go to File/Build Settings.
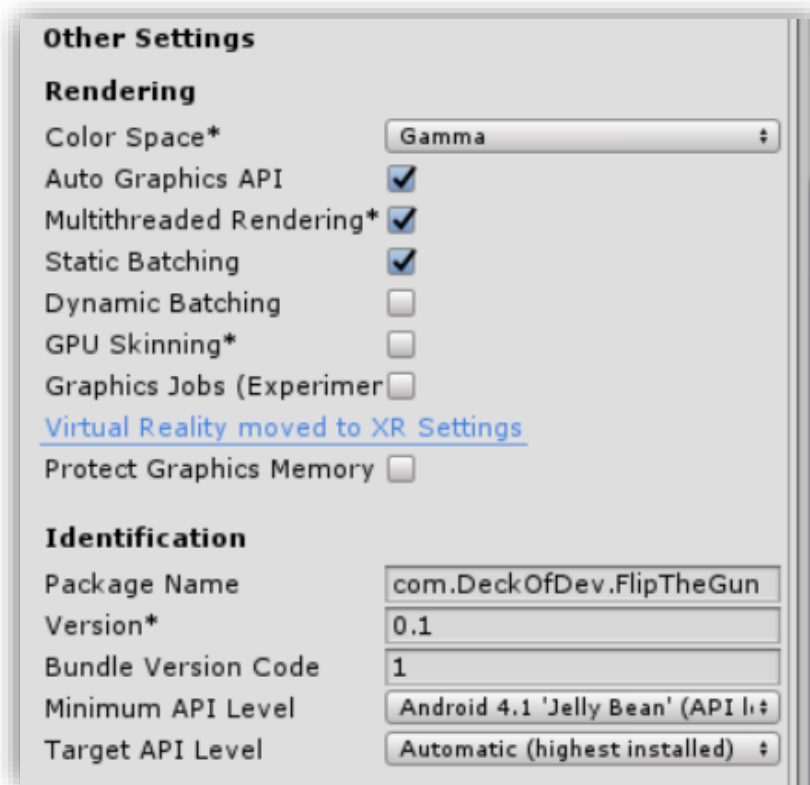

2. Select Player Settings

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

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

5. Under Other Settings change Package Name

6. 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 Keystore] Browse to select keystore nai
Keystore password   ********
Confirm keystore passwo   ********

Key
Alias   Unsigned (debug) ▲▼
Password   ********
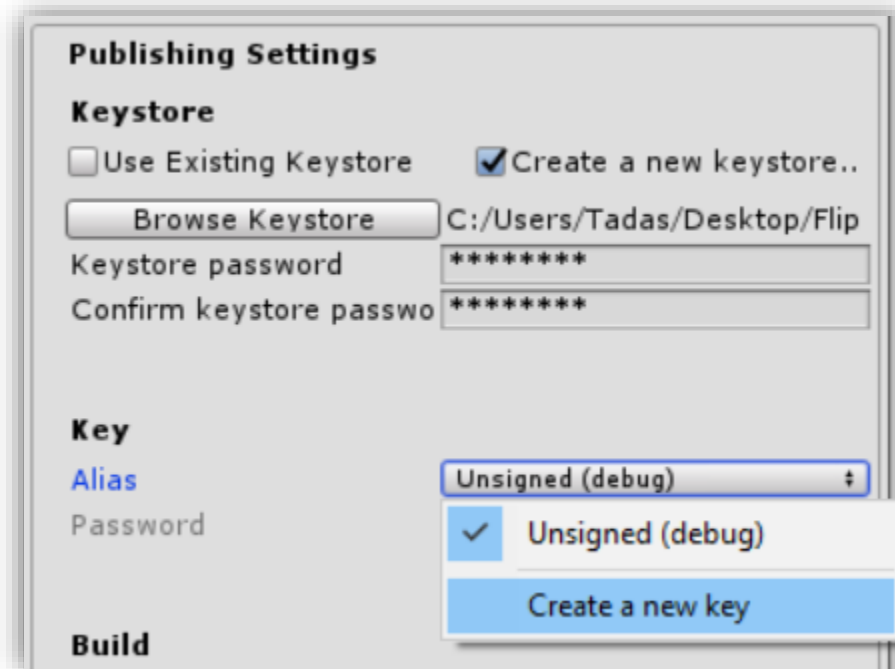
7. Select from alias to create a new key.

Publishing Settings

Keystore

☐ Use Existing Keystore   ☑ Create a new keystore..

[Browse Keystore] C:/Users/Tadas/Desktop/Flip
Keystore password   ********
Confirm keystore passwo   ********

Key
Alias   Unsigned (debug) ▲▼
Password   ✓ Unsigned (debug)
                              Create a new key

Build

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

9. Reenter Key pasword and build game to apk.

10. Go to FTG Settings window and press Visit Google Play Dashboard.
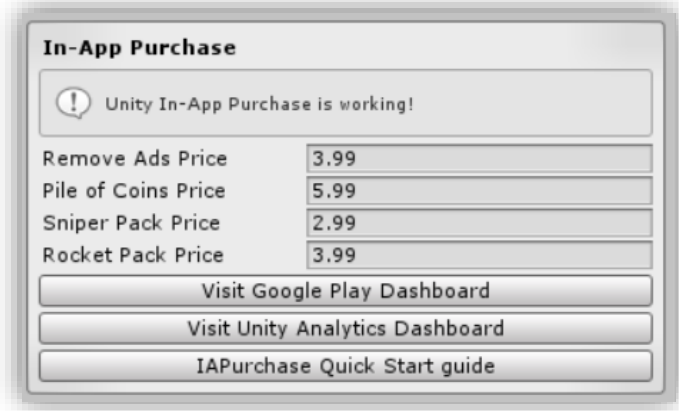
11. Login to your google play publisher account. If you don't have one then you'll have to create it.

12. At top left position press Create application button.
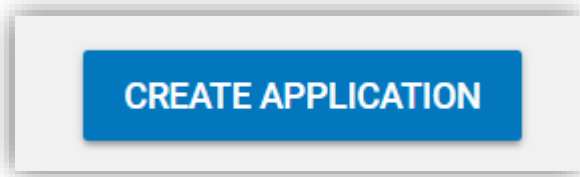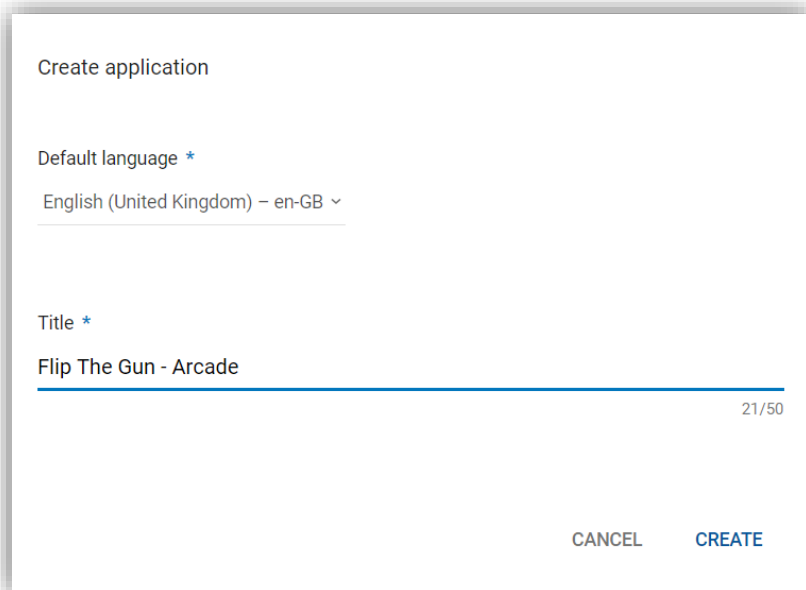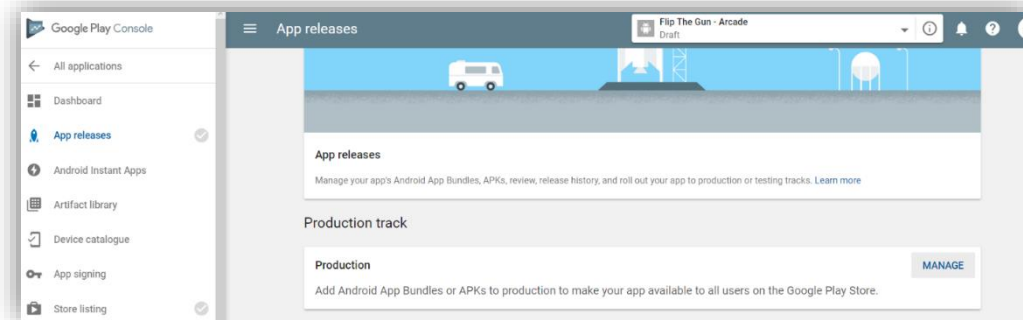

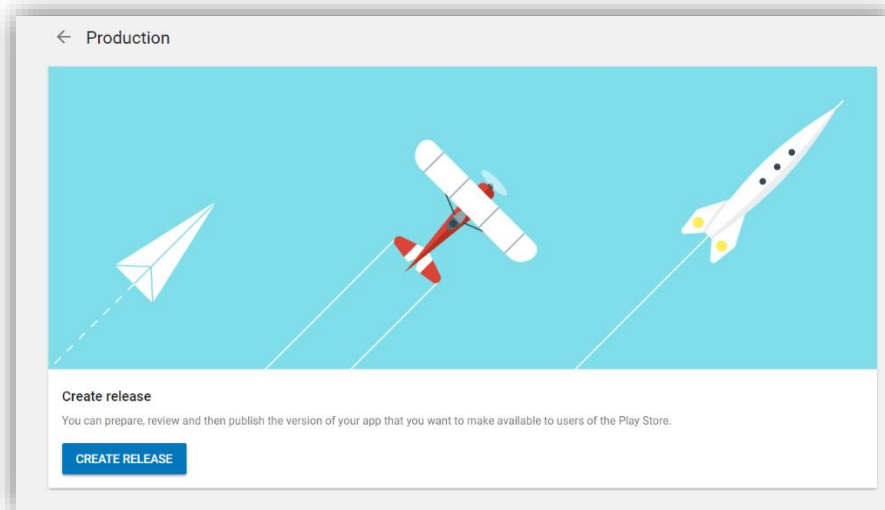13. Write down game title and press create button

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

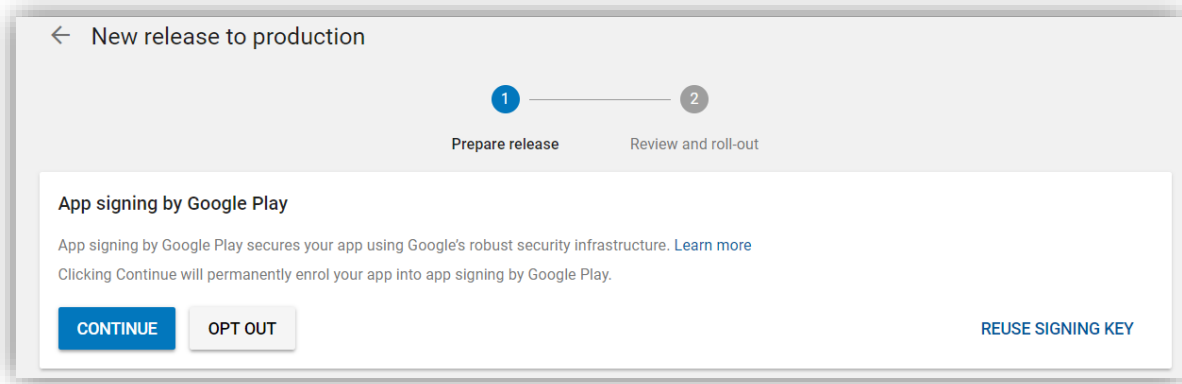15. Go to App Releases and select manage in Production track window.

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

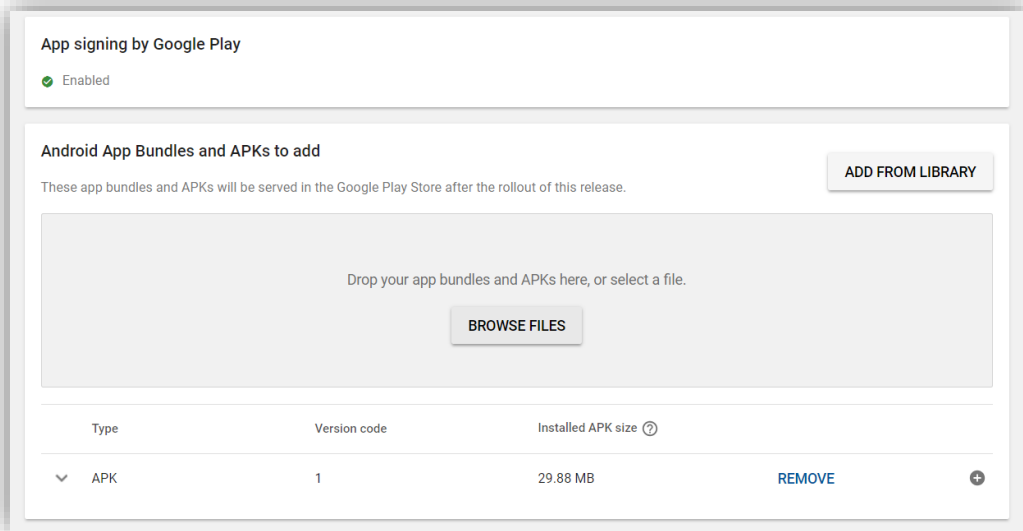**App signing by Google Play**

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 builded .apk and add it to library.

App signing by Google Play

✔ Enabled

Android App Bundles and APKs to add   ADD FROM LIBRARY
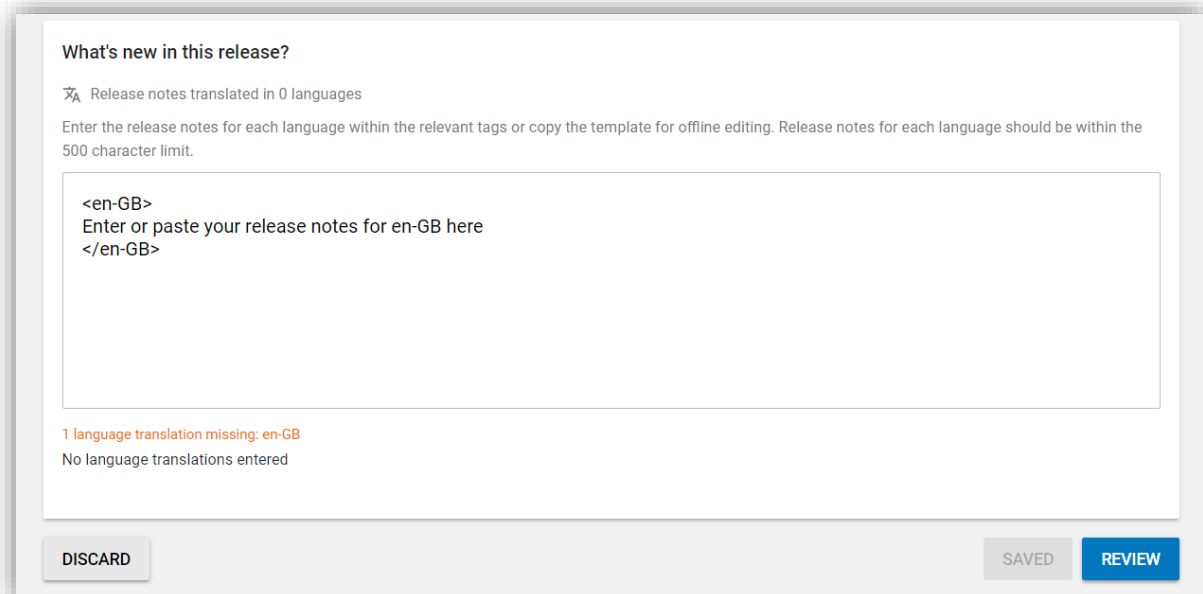
These app bundles and APKs will be served in the Google Play Store after the rollout of this release.

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

BROWSE FILES

Type	Version code	Installed APK size ⍰	
∨ APK	1	29.88 MB	REMOVE ⊕

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 prodcts and select to create managed product.
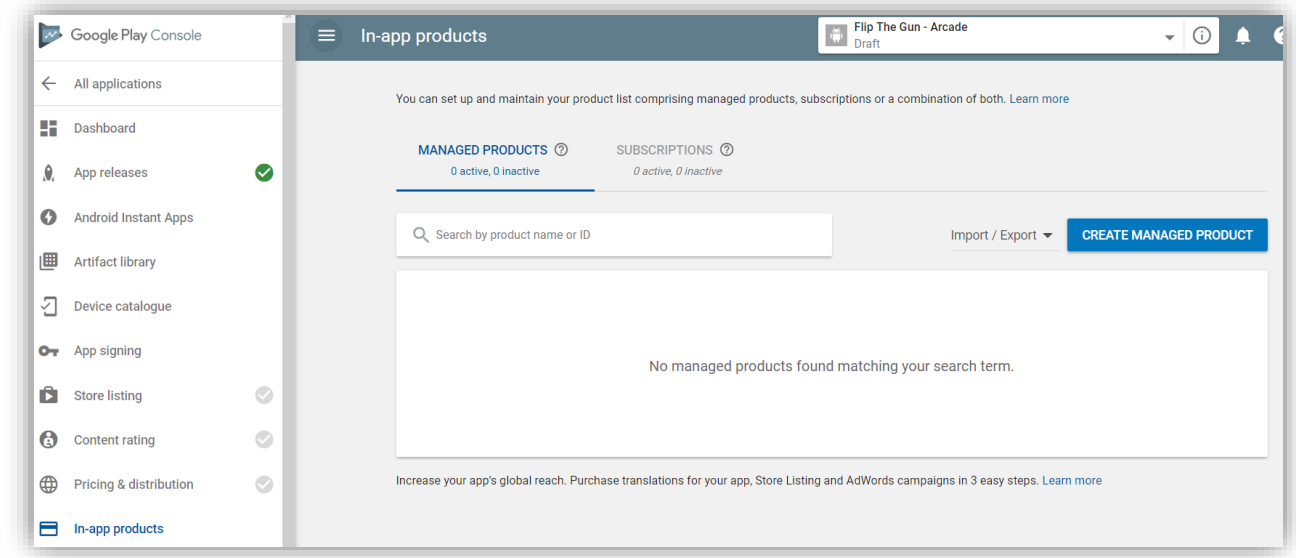
21. In product ID write "removeads" with no spaces and capital letters. Then write Title and small description about product.

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

23. Save product.

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**

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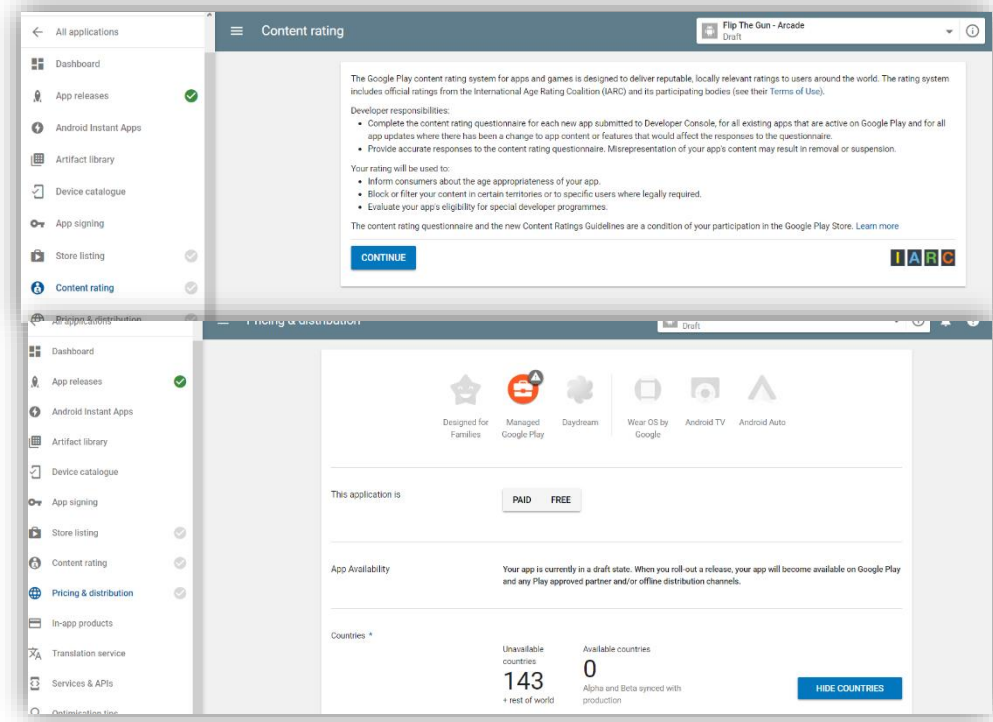
26. That's it now you have fully working app in Google Play store!