

Ball Sort Puzzle Documentation (v1.0)



Thank you to anyone who bought this package. Please feel free to ask me any question about **Ball Sort Puzzle**

You can only publish games on Google Play, App store and other mobile stores.

Warning! We would recommend you to make a reskin to prevent problems with Google play. They don't like many the same games

1. Overview

Ball Sort Puzzle is ready to publish game templates of the most popular genre for mobile platforms. You do not need to know any programming language to configure and use it. It is very easy to fill it with your own tasks, make UI changes, and start to gain experience in promoting your game and earning money.

2. Requirement

- Unity **2019.4.14f1** or higher
- The template works best with the version used by our developers (Unity **2019.4.14f1**). So if there are any issues with your newer version, please let us know. If we can't solve them, you are required to use the same Unity version with us.

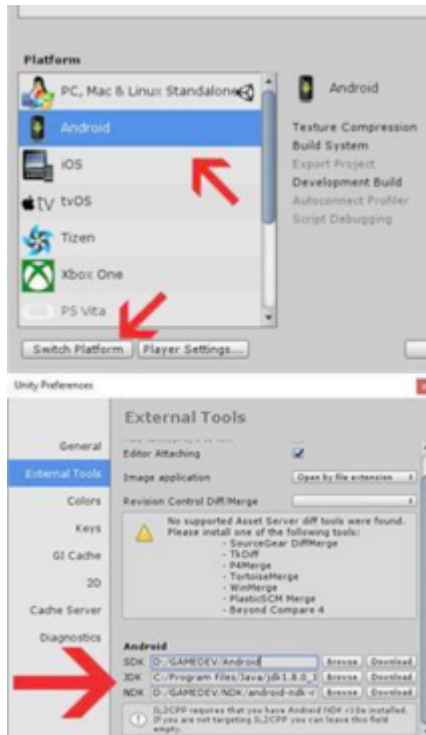
3. How to import a project ?

- Open Unity **2019.4.14f1**, click "Open project" → Choose "BallSort_v1.0" folder → Wait until the import process completes.

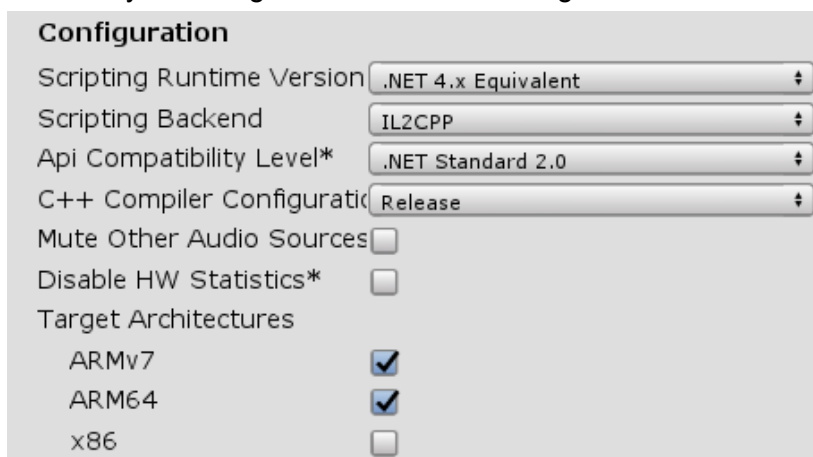
- Double click on **Loading** in Assets/Scenes folder → click Play button.

4. How to build for Android (64 bit complaint Google Play)

- Click File/Build Settings : Choose Add Open Scenes, Android Platform -> Click Switch Platform and wait until the import process completes.



- Go to Player Settings and look at the Configuration section:



- Scripting backend: Set to IL2CPP
- Uncheck x86

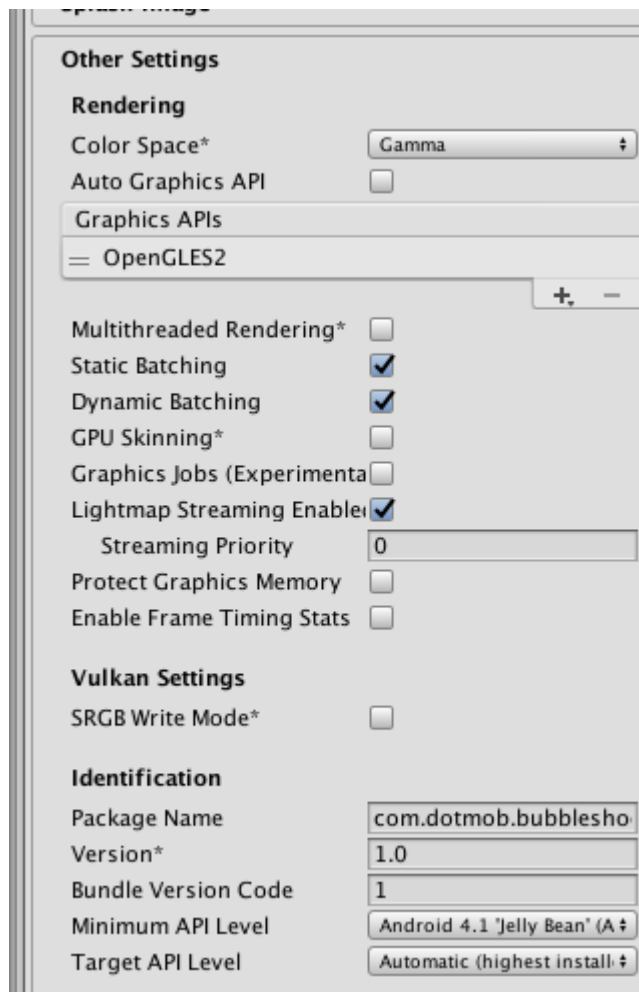
Building for Android sometimes get errors because of your environment. If you encounter any errors, please make sure that your building environment is set up correctly by creating a new empty project and then build. If it fails to build, then you have to find a way to fix it.

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 **2019.4.14f1**)
- Feel free to contact us

5. How to change package name

Click File/Build Settings : Choose Player Settings . On the Inspector panel, click Other Settings. And edit your Package Name

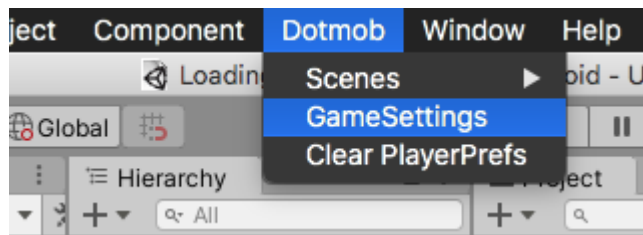


6. How to CONFIG(Admob, In-app purchase)

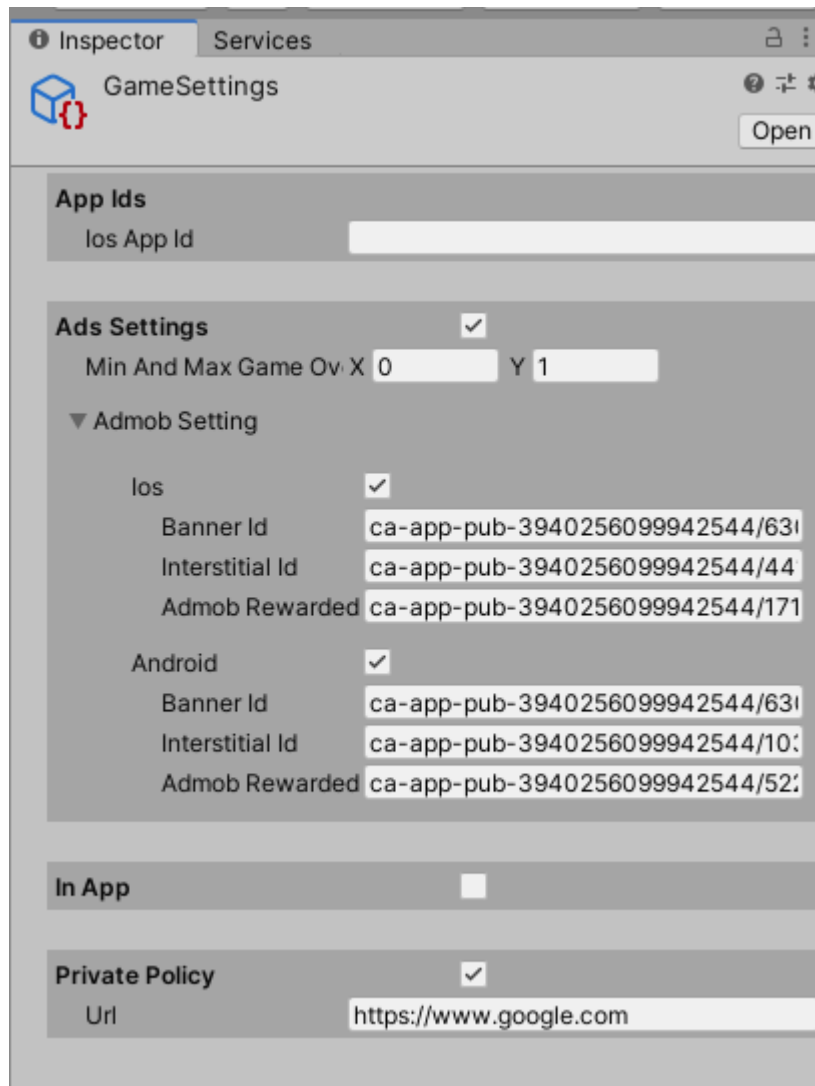
You are required to achieve this before doing anything else. This is where you can:

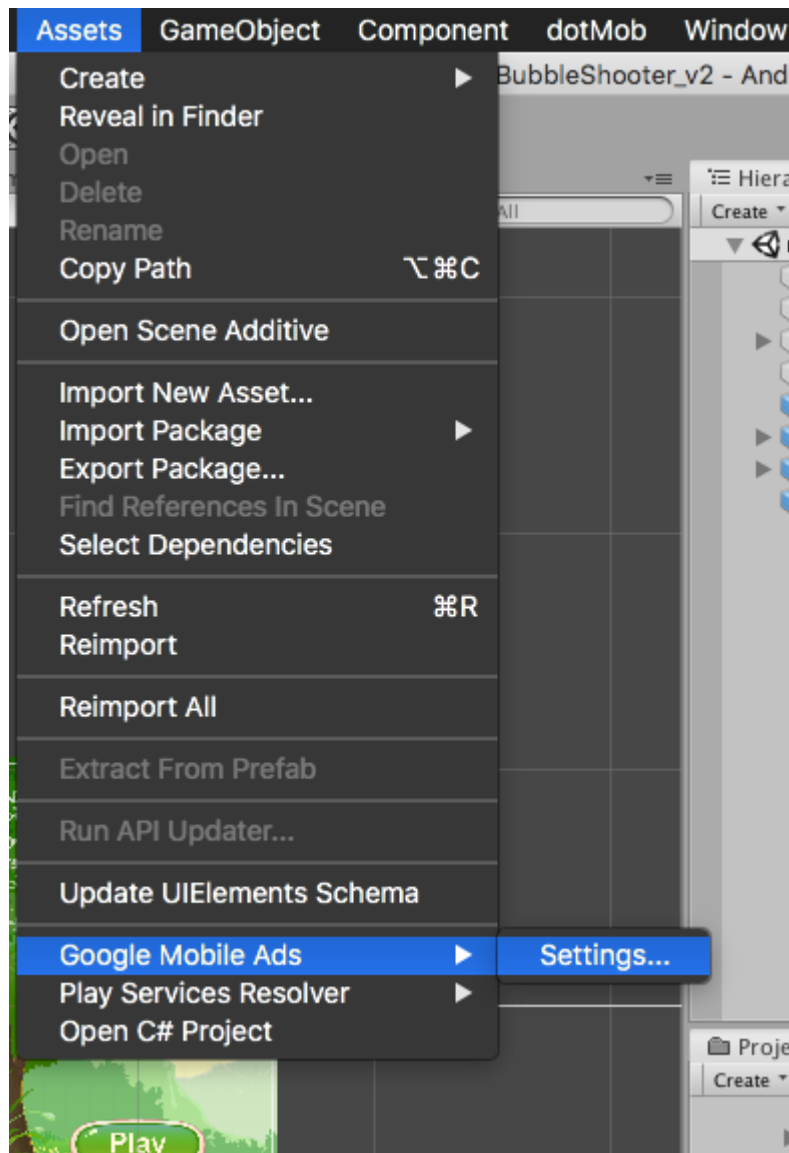
- Edit game settings (Admob, In-app purchase, ...)

To see the **GameSettings**, please click the menu Dotmob/GameSetting→ look at the Inspector at the right side.

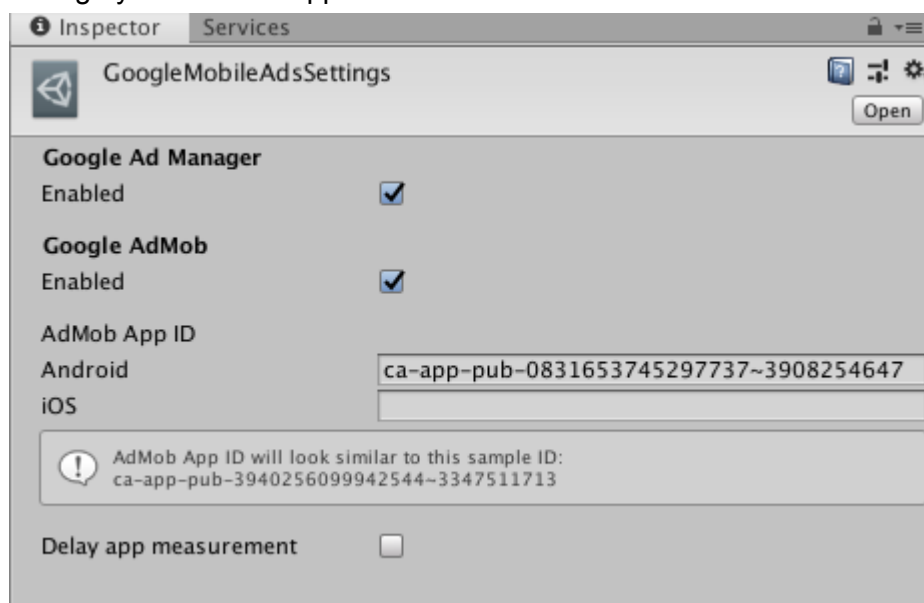


Click checkbox Ads Settings, Inapp button to change Admob id, package name id, in-app id





Change your Admob App ID



Note : You can check admob works in 2 ways:

- Use your admob id (authenticated account) and add test devices:

<https://support.google.com/admob/answer/9691433>

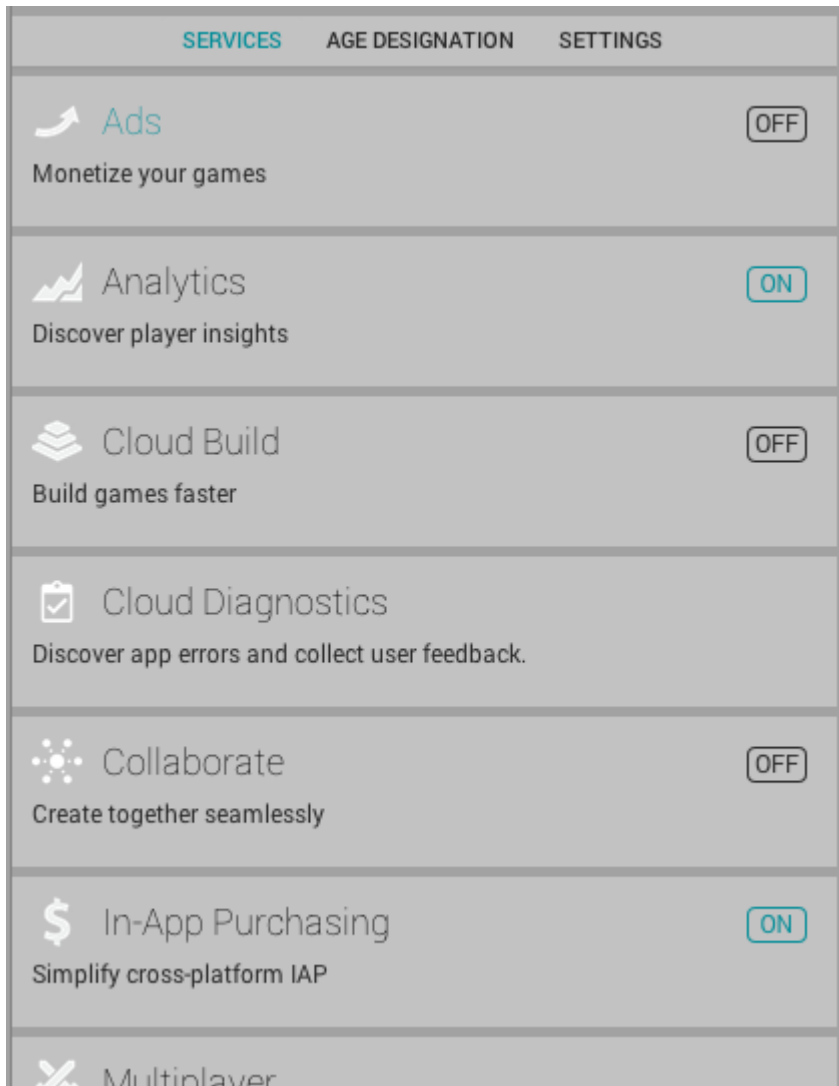
- Use Google's admob test ID: <https://developers.google.com/admob/android/test-ads>

Alternatively, you can check including the required Google Play dependencies in your Unity project. Ensure the required AAR and JAR files are located in the Assets / Plugins / Android directory. You can perform dependency resolution by selecting Assets -> external dependency manager -> Android Resolver -> Force Resolve in the Unity editor

7. How to Set up in-app purchase

<https://youtu.be/ynZmLfa51cg>

- Open Window → General → Services in Unity
- Click on “New link” → select organization → click “Create”
- Click In-App Purchasing → Click “Continue”



Enable Inapp (in menu Dotmob/GameSetting) to see the Purchaser settings

Android	<input checked="" type="checkbox"/>
Banner Id	ca-app-pub-3940256099942544/631
Interstitial Id	ca-app-pub-3940256099942544/101
Admob Rewarded	ca-app-pub-3940256099942544/521
In App	<input checked="" type="checkbox"/>
Remove Ads Id	com.dotmob.removeads
Private Policy	<input checked="" type="checkbox"/>
Url	https://www.google.com

- When you register in-app products on stores (Google Play, iTunes), make sure that the product ids are identical in both places (the stores and Unity).
- In-app purchase only works on your device (Android, iPhone ..) **after** you publish the game.

8. Support Testing

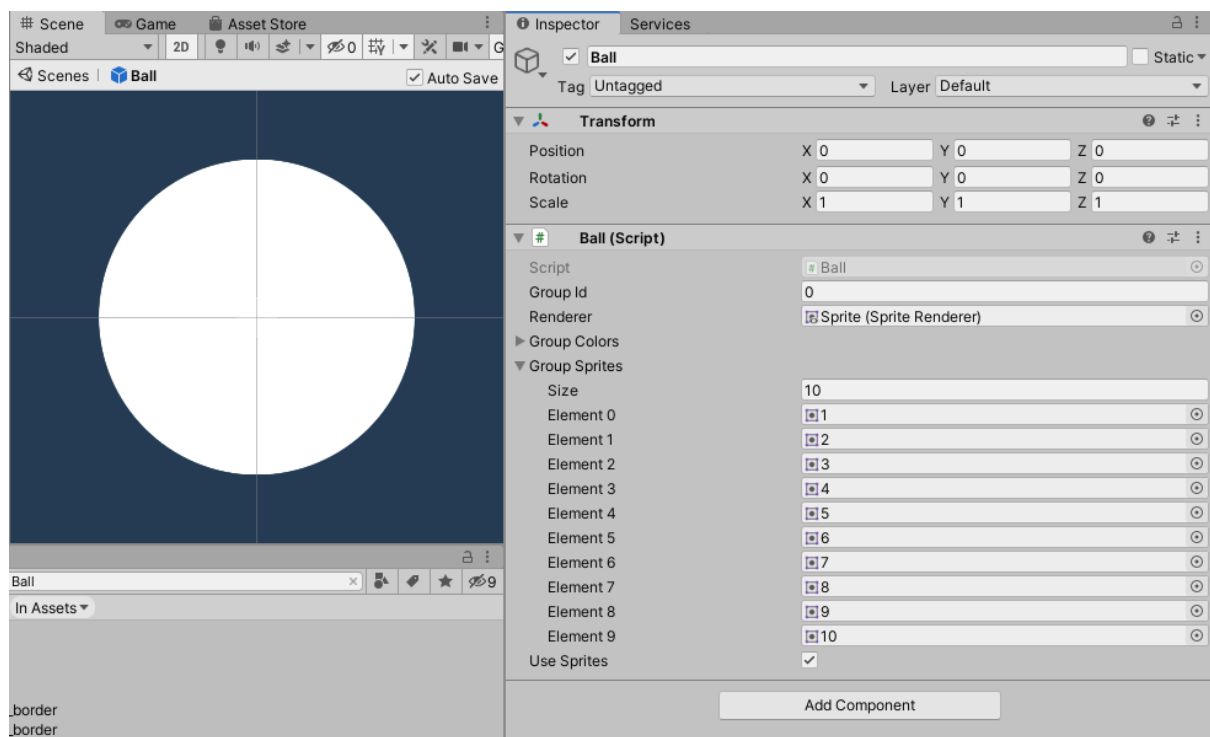
Please click the menu Dotmot/Clear Prefs to reset the game from the beginning

9. How to reskin

Almost all graphics are located in the folder Assets/Sprite. You need just replace your art in this folders, keep the same name, same size in PNG format:

To change Ball color. Double click Ball prefab and change Group Sprites.

<https://youtu.be/5EXO8g44AFY>



10. Contact us

If you have any questions, do not hesitate to contact me via
Email: dotmobstudio@gmail.com