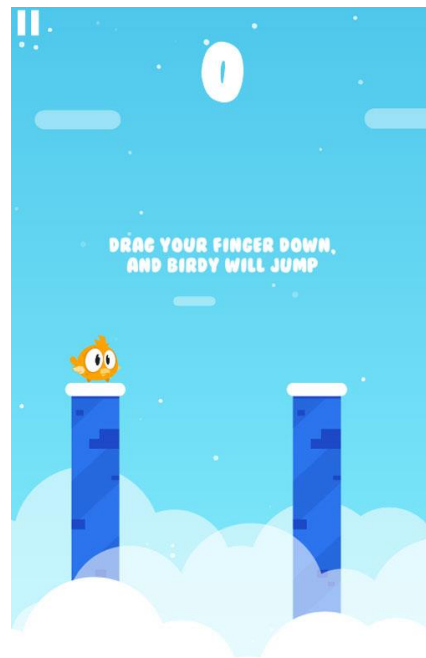**Birdy Jump – Documentation**

V1.0

MENU

- Unity Version
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- How to reskin UI
- How to Change Game Icon
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- How to set Unity Ads (you can skip this step if you want to use Admob)
- How to get Android App Bundle (.aab file) ready to publish

Unity Version

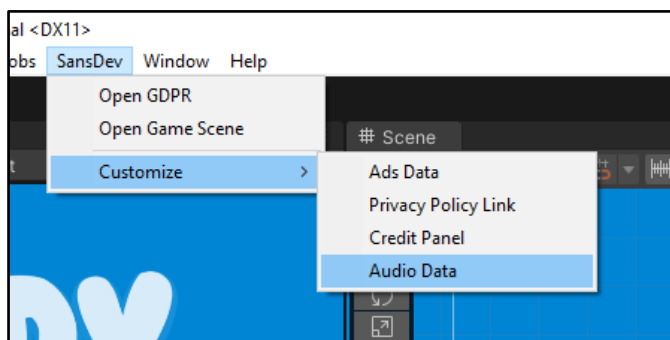Instal Unity 2020.3.18f1 or higher version to load up the project

Prepare the Project

Watch this video to prepare your project before doing customization.
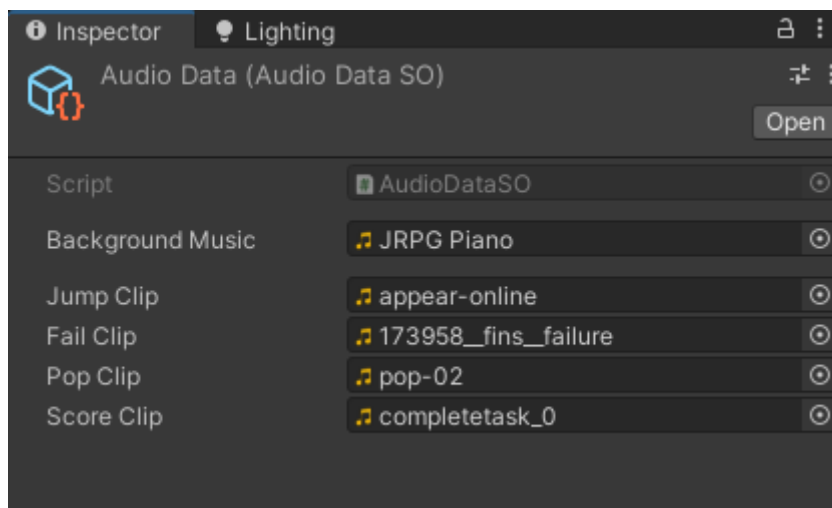
https://youtu.be/TxDFMP6Fbb4

How to change game sounds

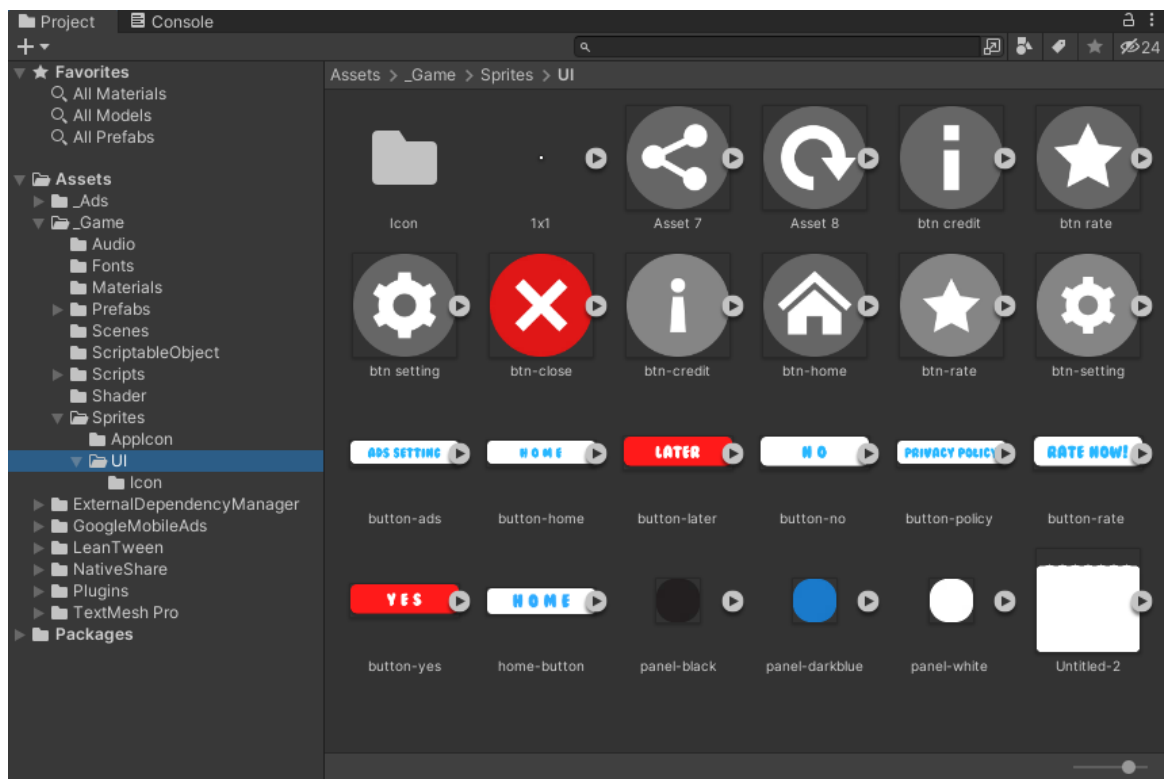1. In Menu Bar, Select **SansDev > Customize > Audio Data**.

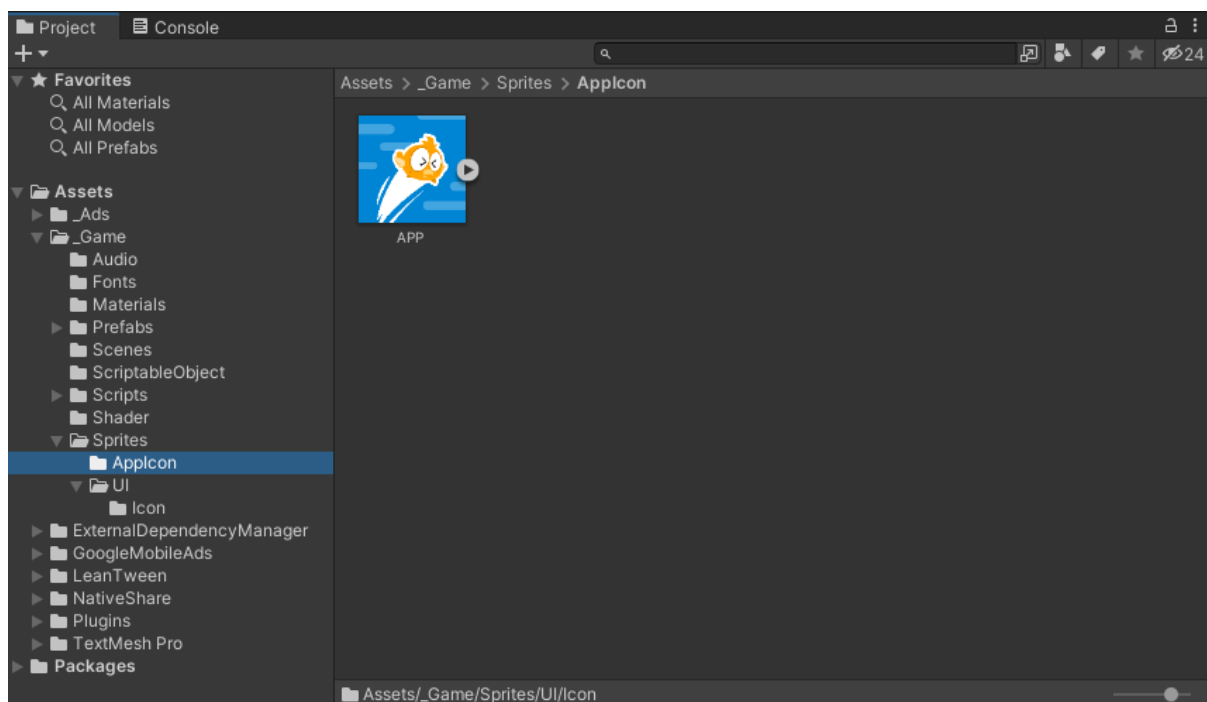2. Replace the audio in the **Inspector** with your audio file.

How to Reskin UI

Go to Project window and find folder **Assets/_Game/Sprites/**. You can replace all in that folder by replacing them with your .png file.
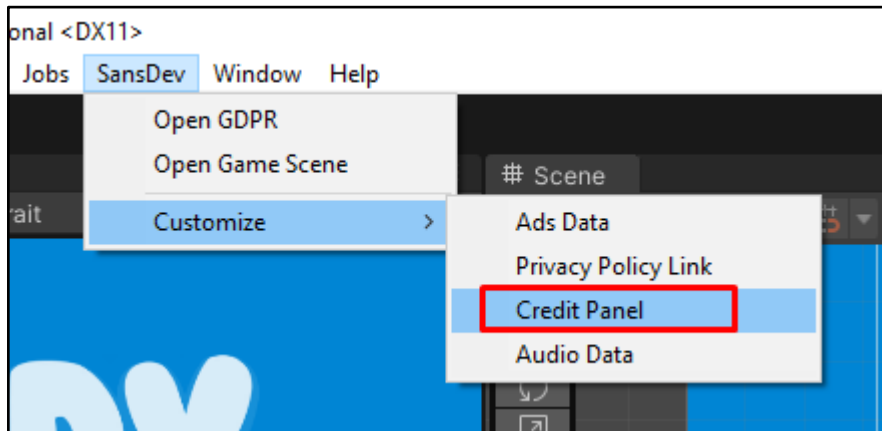

How to Change Game Icon.

Go to Project window and find folder **Assets/_Game/Sprites/App icon**. You can change the game icon by replacing them with your image file.
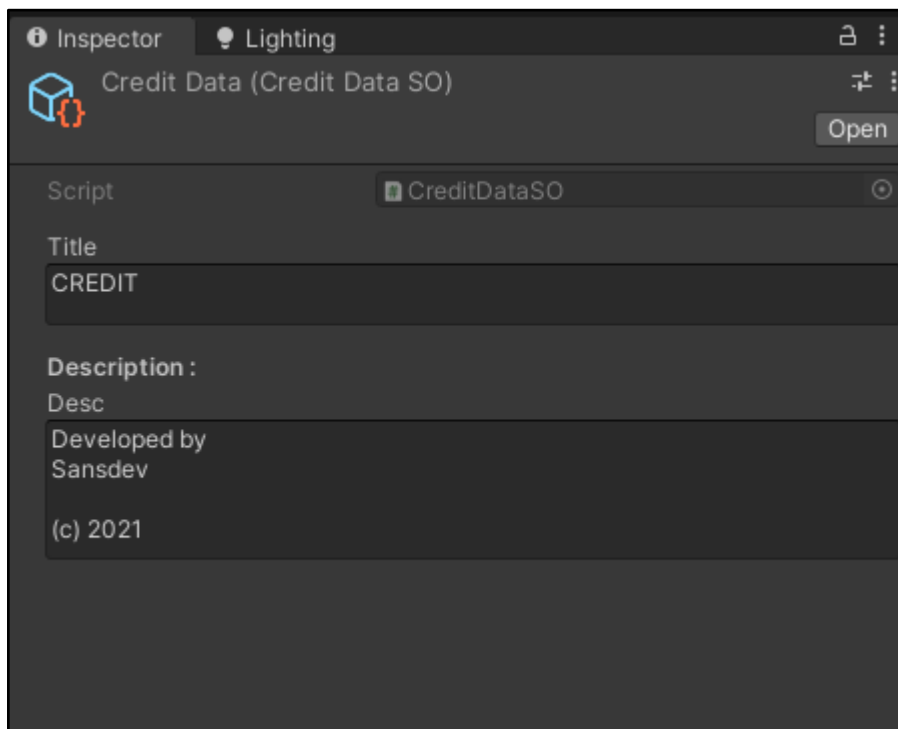
How to customize Credit Panel

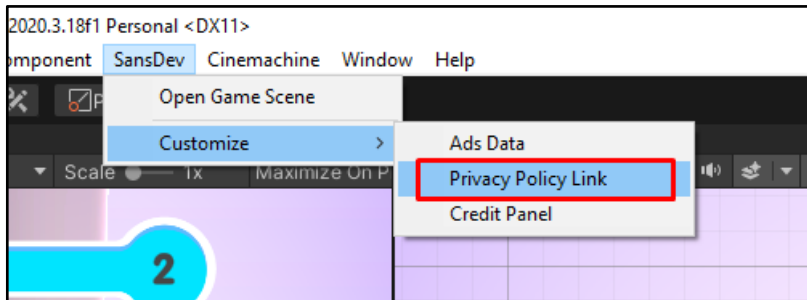1. In Menu Bar, Select **SansDev > Customize > Credit Panel**.

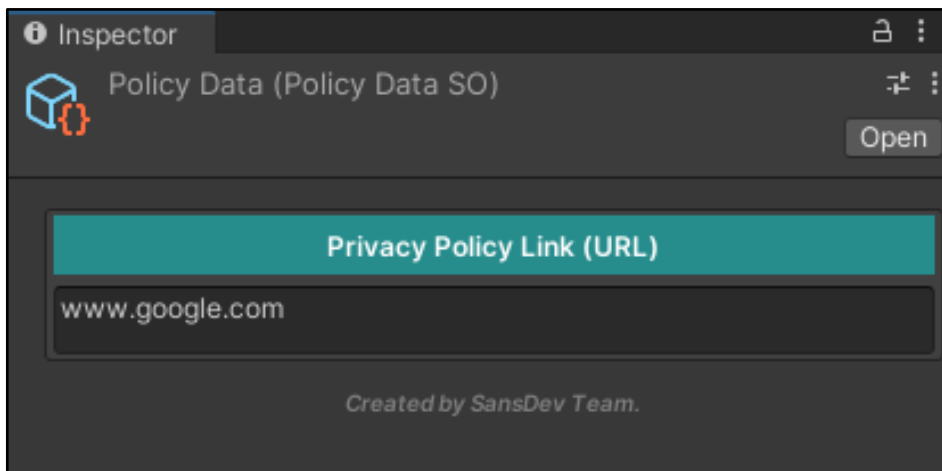2. Fill your credit info in the **Inspector**.

How to customize Privacy Policy page link

1. In Menu Bar, Select **SansDev > Customize > Privacy Policy Link**.
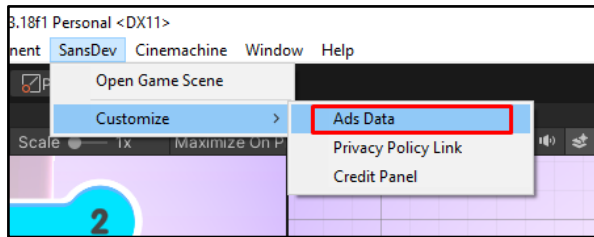

2. Fill your credit info in the **Inspector**.

How to Add Splash Screen

You can watch this video on how to add Splash Screen in your game.
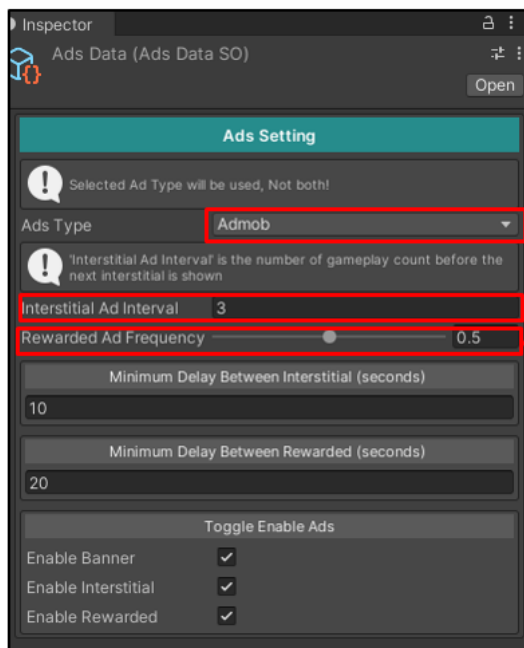
https://youtu.be/LOxDg692fWM

Customize Ads Settings

1. In Menu Bar, Select **SansDev > Customize > Ads Data**.

2. Ads Setting will be shown in the **Inspector**

Choose which Ads you want to use in **Ads Type**

**Interstitial Ad Interval** is the number of game overs before the next interstitial is shown.

For example, if you fill 3 in the Interstitial Ad Interval, its means the interstitial Ad only show every 3 games.

Rewarded Ad Frequency is the percentage chance that a video ad will be requested on game over so that the player can continue the game without losing score after watching the video ad.
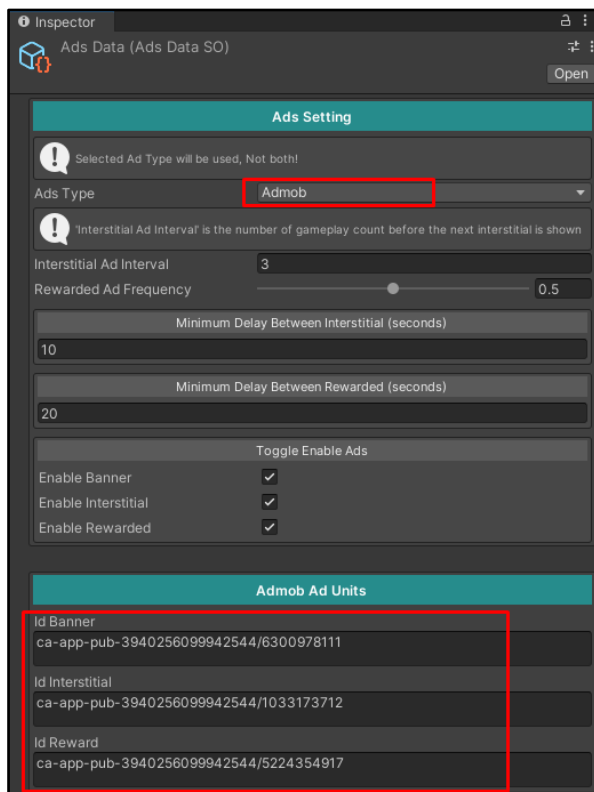
Note: You can't use Admob and UnityAds at the same time. So, you have to choose which ads you want to use in your project.

How to set Admob Ads (you can skip this step if you want to use UnityAds)

1. Go to Assets in Menu Bar. Select **Google Mobile Ads > Settings..** and then Look at the Inspector and **Enabled** checkbox under **Google AdMob** and Fill your AdMob App ID for Android.
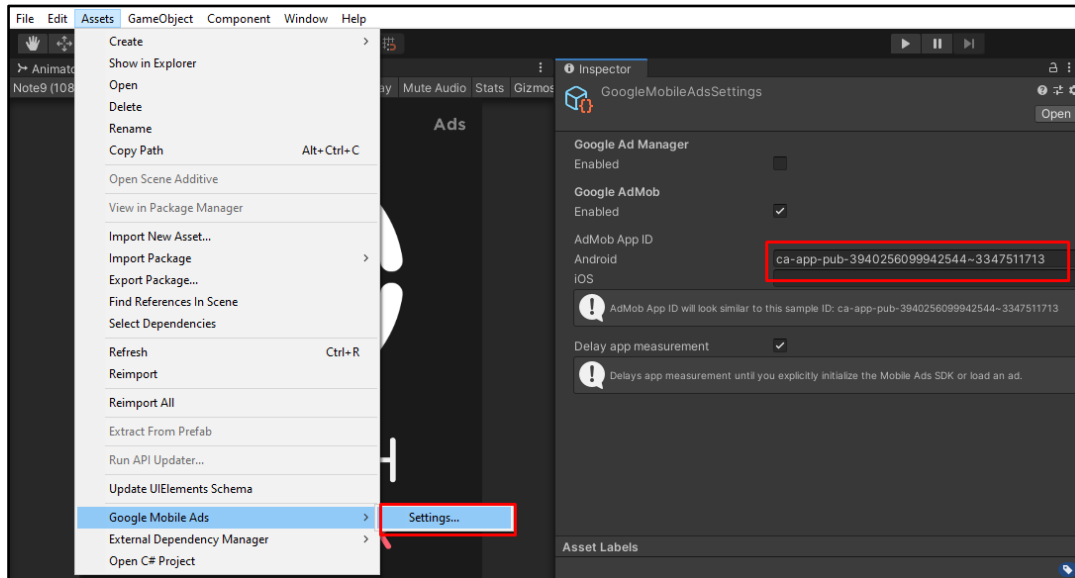
2. In Menu Bar, Select **SansDev > Customize > Ads Data**.

3. Look at the **Inspector,** change **Ads Type** to **Admob** and fill your ad unit id (banner, interstitial, and rewarded).

Note: You can't use Admob and UnityAds at the same time. So, you have to choose which ads you want to use in your project.
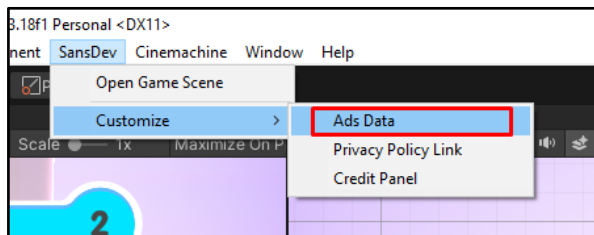
How to set Unity Ads (you can skip this step if you want to use Admob)

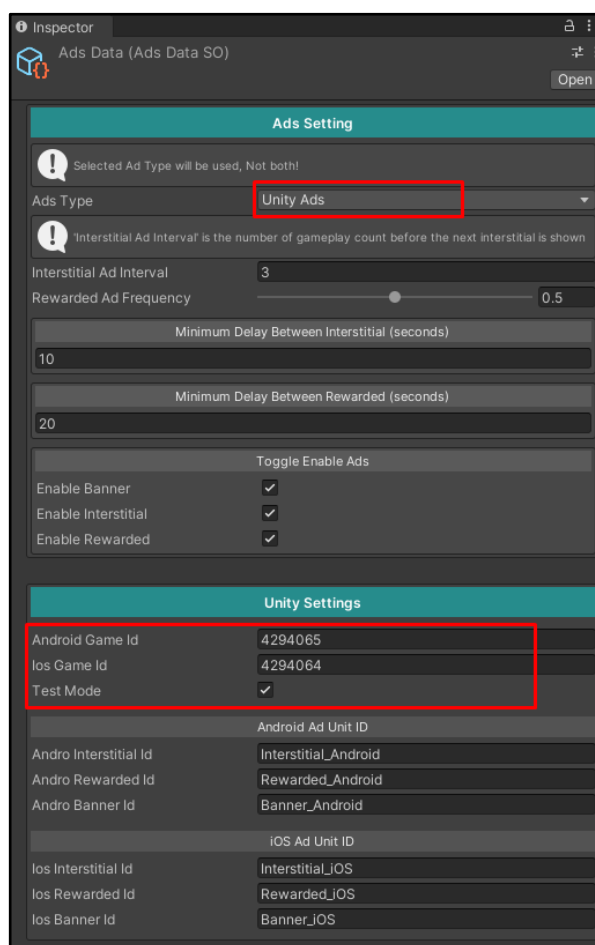1. Enable Unity Services Ads and link your project into Unity Services.

   Follow this video on how to Link your project.
   https://youtu.be/0AOnRKoM1b0

2. In Menu Bar, Select **SansDev > Customize > Ads Data**.

3. Change **Ads Type** to **Unity Ads** and fill your **Game ID** in the **Inspector**.


you can find your Game ID in Services Ads after linking your project.

Disable **Test Mode** checklist before you Build the game, so the real ads will be shown.

# How to get Android App Bundle (.aab file) ready to publish

1. Go to **Edit** in Menu Bar and select **Project Settings..** to open Project Settings window. In Project Settings window, select **Player** on the left panel and then fill your company name, product name & version.
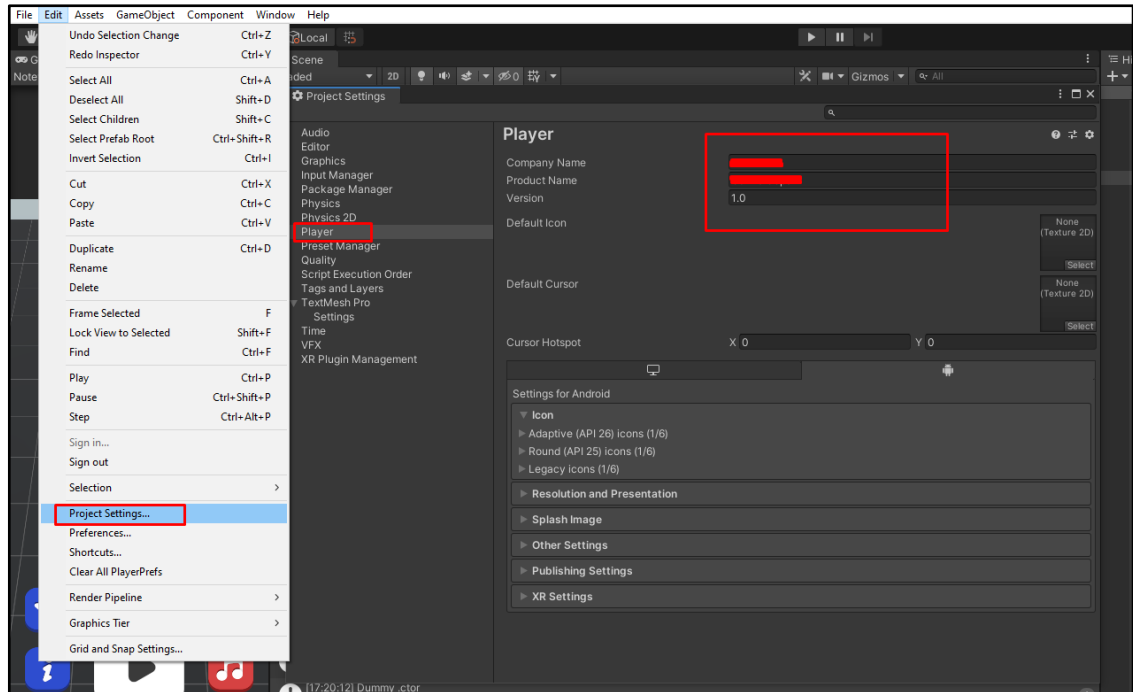

2. And then, click **Other Settings** to open a menu within it, scrolldown until you find the **Package Name** and Fill your App Package Name there.
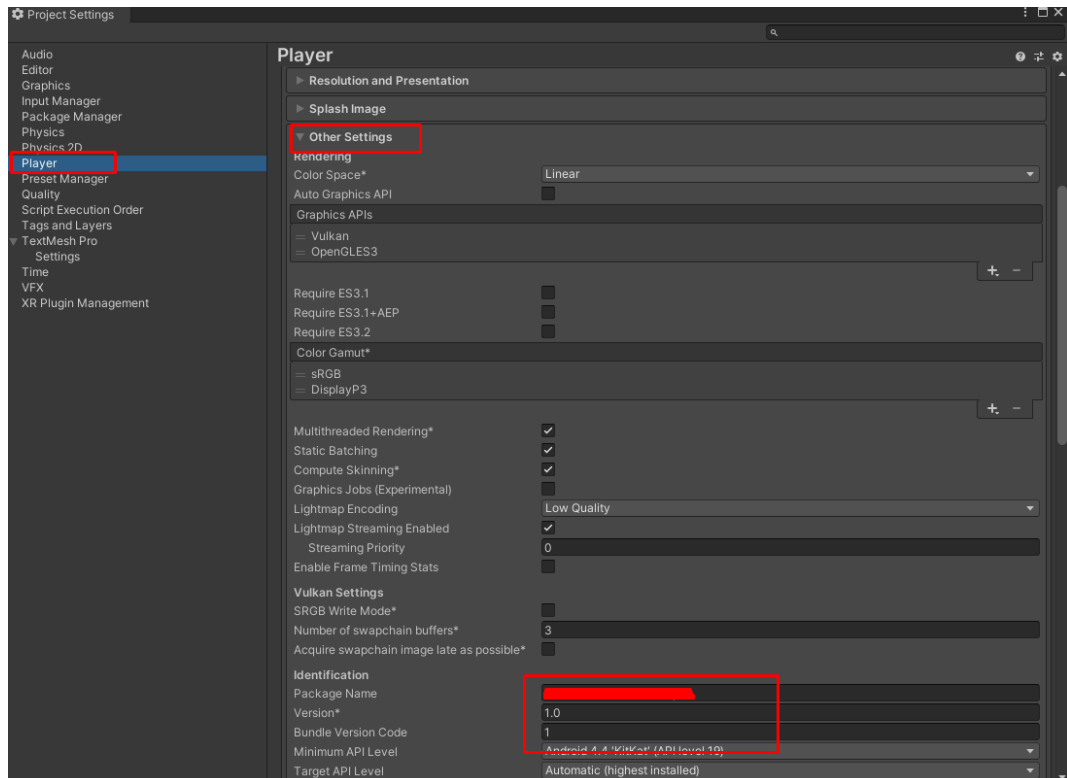
3. To create a Key, Scrolldown again and find **Publish Settings**. Click Publishing Settings to open a menu within it, and then select **Keystore Manager..** to open Keystore Manager Window
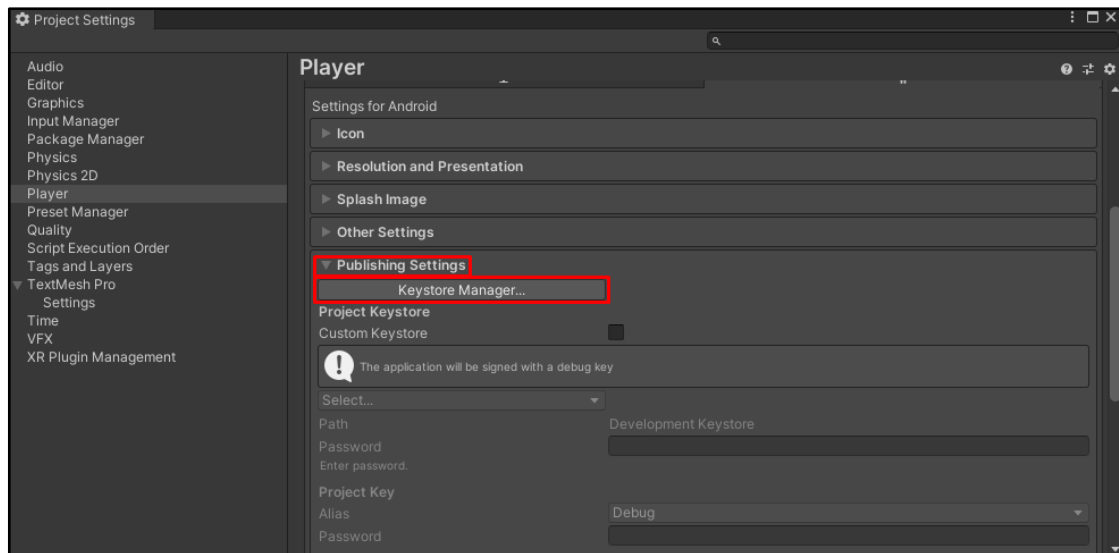

4. In Keystore Manager Window, select **Keystore > Create New > Anywhere..** to locate keystore save location in your directory and then, fill your key data and click **Add Key** to save your keystore.
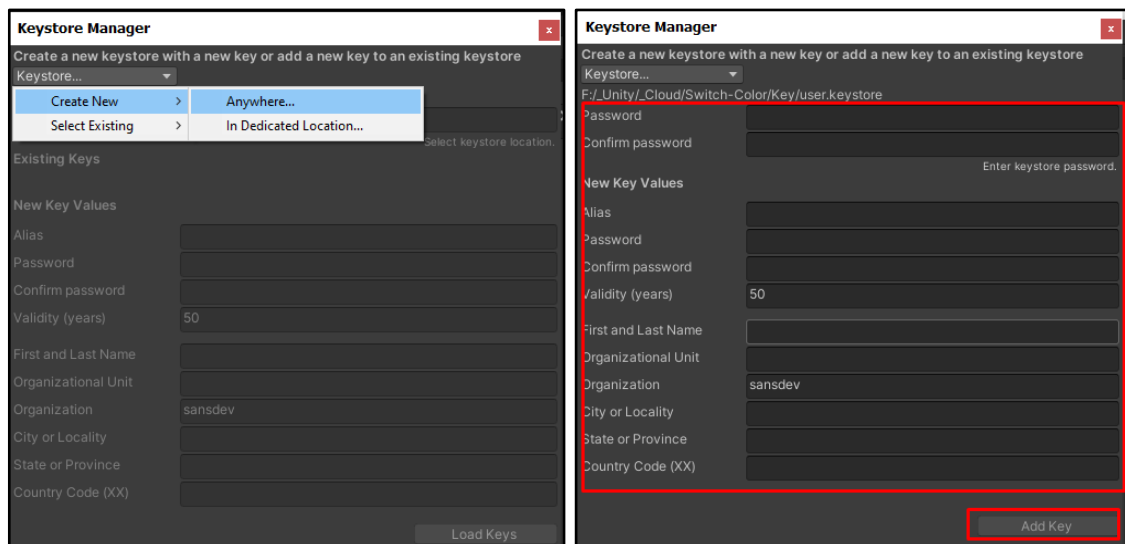
5. You can now build your Android App Bundle(.aab file) by selecting **File > Build Settings..** and then click Build in the **Build** Settings window.

Make sure to enable the checkbox **Build App Bundle (Google Play)** to export Android App Bundle (.aab File).
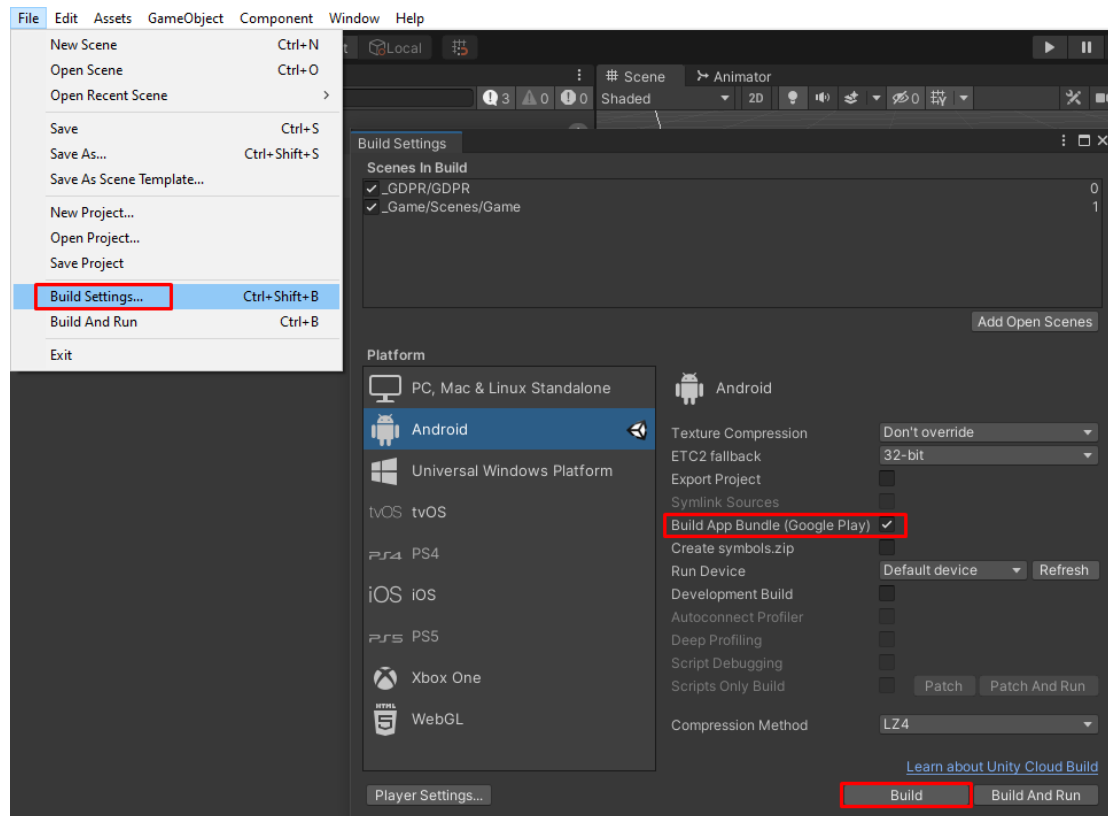
If you find some issues, please contact me by email: **sansdevs@gmail.com**

Regards,