**Washing Machine:**

**Project TimeLine: 14 – 23 Nov 2021**

Simple description:

* A mobile game that’s about washing dirty objects.
* The client wants different types of ads, which is controlled by a firebase variable.

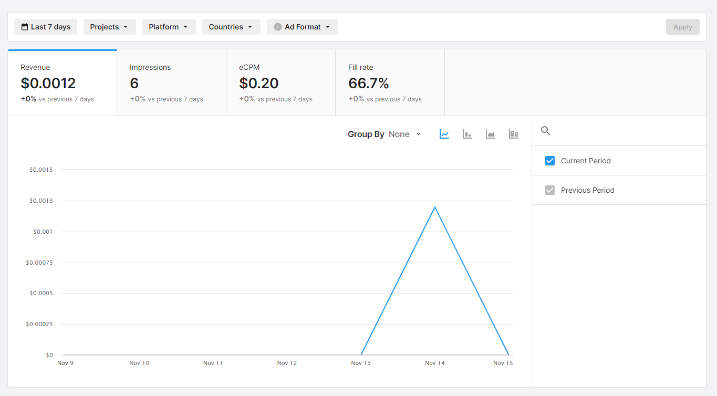
Gameplay description:

* The game has levels; each level has a dirty object that needs to be cleaned.
* The 3D object is rotating around its center all the time.
* A Hosepipe is working all the time.
* The player uses the touch screen to select a point on the object which he wishes the hosepipe to be directed towards to clean.
* When the player fully cleans the object, the level ends and a celebration screen shows.
* The player can skip the level by watching an add.

Tasks:

Milestone one – 16/11/2021:

* Create a prototype where:
  + The player can use the screen on phone.
  + There are two buttons, one opens Unity ads, the other opens Ad mob.
* Execution tasks:
  + Execute the Unity ads buttons to show ads when the buttons are pressed.
    - Resolved!
    - Test wither the system is recording the impressions.



* + Admob might need a google developer account which I don’t have.
    - Resolved! you can use a dummy id.
    - Admob need to be connected to a store app to be able to request an ad.
  + Firebase to control:
    - Which type of ads is played variable.
    - App ID Android Variable.
    - Unity’s Ads Android Variable.
    - Unity’s Ads IOS Variable.
    - Google’s Ads Android Variable.
    - Google’s Ads IOS Variable.