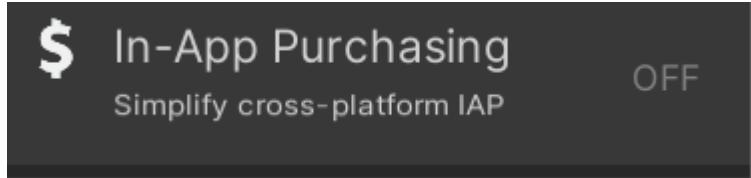


Practical 13 – In-App Purchase

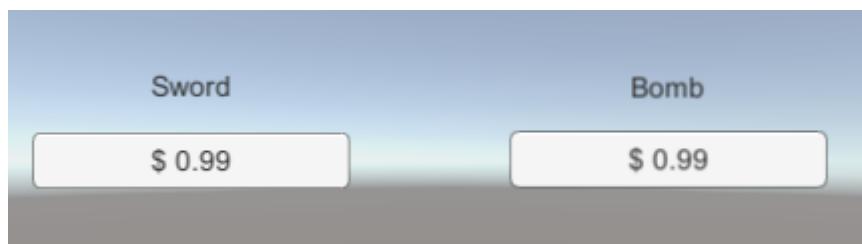
1. Create a new **Unity Project**.
2. From the **Windows > Services**, turn on In-App Purchasing by selecting the “**OFF**”.



3. Once selected, a project settings window will be displayed.
 - a) Select organization (your account name), follow by “**Create Project ID**”.
 - b) Next a question “Will this app be primarily targeted to children under age 13”, select “**No**”. Select Save.
- <https://docs.unity3d.com/Manual/UnityAnalyticsCOPPA.html>
4. Select “**OFF**” from the In-App Purchasing Settings to download the SDK.
5. Close **Project Settings** Window.

Setup IAP Button

1. From the Hierarchy Panel, create a **UI>Panel**.
2. Create two IAP Buttons. To do so, go to **Windows> Unity IAP > Create IAP Button**.
 - a) Create button to purchase “**sword**”. To do so, select IAP Button from the Hierarchy Panel, change to “**sword**”.
 - b) Select the Text, change to **\$0.99**.
 - c) Create a label for the sword. To do so, add a new **UI>Text**. Rename the Text object as “**sword text**”. From the Inspector Panel, change text to “**Sword**”.
 - d) Repeat step a) to d) to create the IAP Button for “**Bomb**”



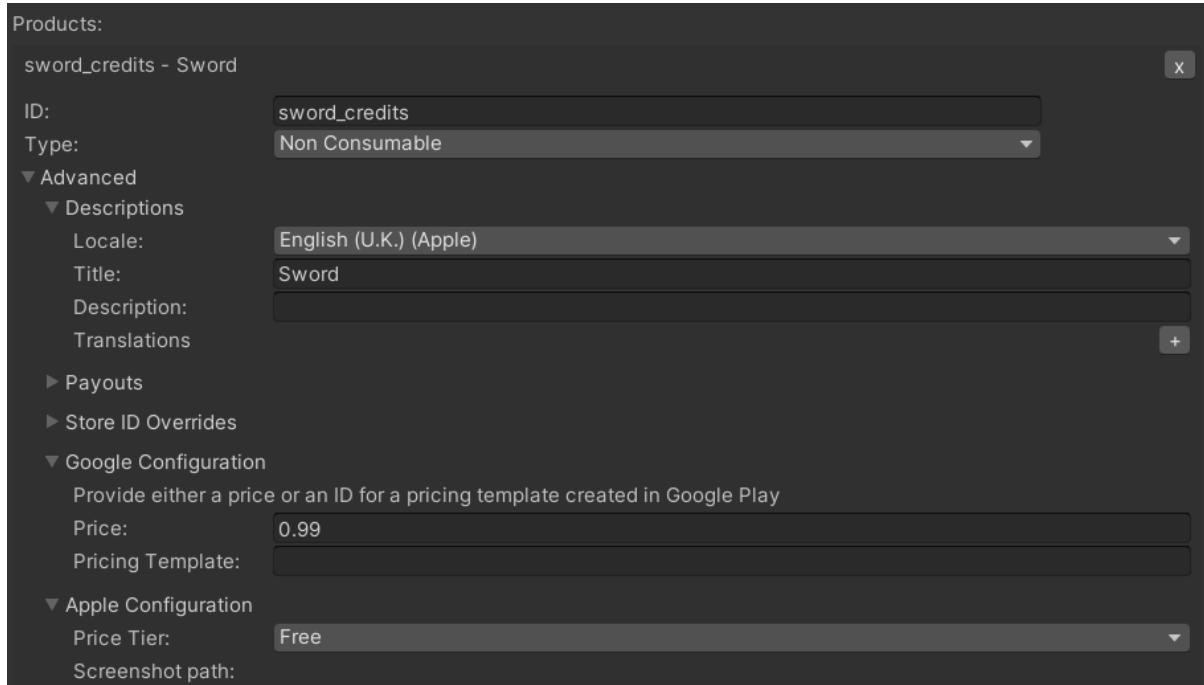
Setup IAP Catalog

1. Select IAP Button “**sword**” from the Hierarchy panel.

2. From the Inspector Panel, select **IAP Catalogue**.

<https://docs.unity3d.com/Manual/UnityIAPDefiningProducts.html>

3. Add **sword** and **bomb** products into the **catalogue**. Follow settings below to create **catalogue**.

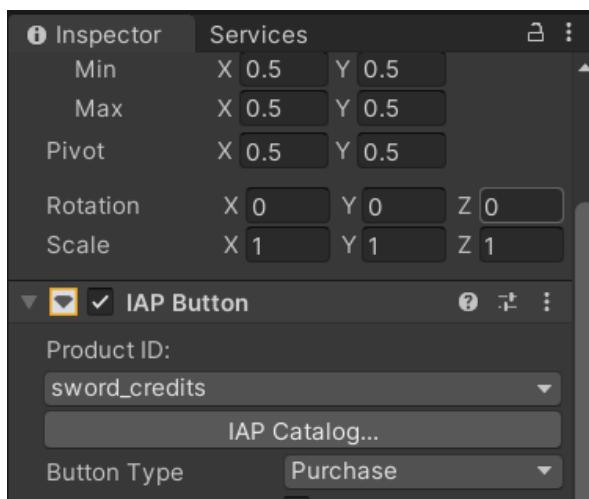


4. Select “**Add Product**” to add “**bomb**”.

5. Check the selection “**Automatically initialize UnityPurchasing**” selection.

Automatically initialize UnityPurchasing (recommended)

6. From the Inspector Panel, add each **ID** to the button respectively.



Scripting for Weapon Purchase

1. From the Panel, create a new script “**weapon purchase**”.
2. Import library

```
UnityEngine.Purchasing;
```

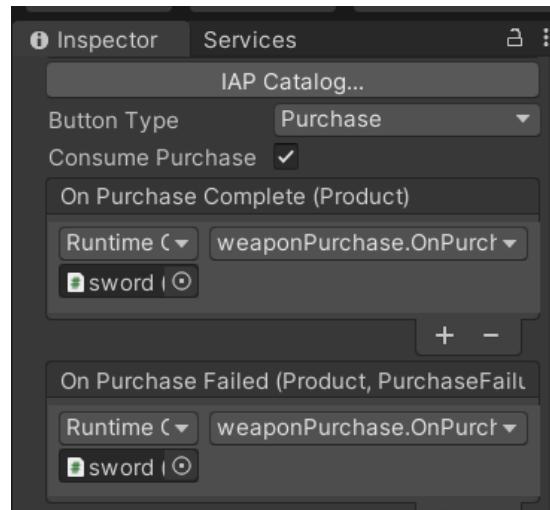
3. Declare variable as following

```
public GameObject iapButton;  
GameController gc;  
float weaponValue = 0.99f;
```

4. Create methods OnPurchaseComplete and OnPurchaseFailure. Add the following codes to the script.

```
public void OnPurchaseComplete(Product product)  
{  
#if UNITY_EDITOR  
    StartCoroutine(UpdateCredits());  
#else  
  
#endif  
  
}  
  
public void OnPurchaseFailure(Product product, PurchaseFailureReason reason)  
{  
    Debug.Log("Purchase of product" + product.definition.id + "fail due to:"  
+ reason);  
}  
  
  
private IEnumerator UpdateCredits()  
{  
    yield return new WaitForEndOfFrame();  
    gc =  
GameObject.FindGameObjectWithTag("GameController").GetComponent<GameController>()  
;  
    gc.updateCredits(weaponValue);  
}
```

5. From the Inspector Panel, drag and drop Weapon Purchase Script to the “sword” and “bomb” IAP button.



6. Create a GameController empty object and GameController script with the tag “GameController”. Add the method updateCredits update the price.

6. Hit Play. You should be able to perform purchase weapon action now.