

Documentation Park Inc

Warning! We would recommend you to make a reskin to prevent problems with Google Play and App Store (game can be banned).

Integration of side plugins is your own responsibility. We don't support modified projects (except reskin).

We are not engaged in additional customization of the project.

All rights of the source code belong reserved by Watermelon Games. After purchase, you will have the right to use it to create your own games and publish them in stores. Resale of the source code is prohibited.



Technical Requirements

For correct work of the project, please observe all requirements

Unity version: Last LTS version (Unity 2020.3.X)

Target platforms: iOS, Android

Minimum iOS version: 10.0

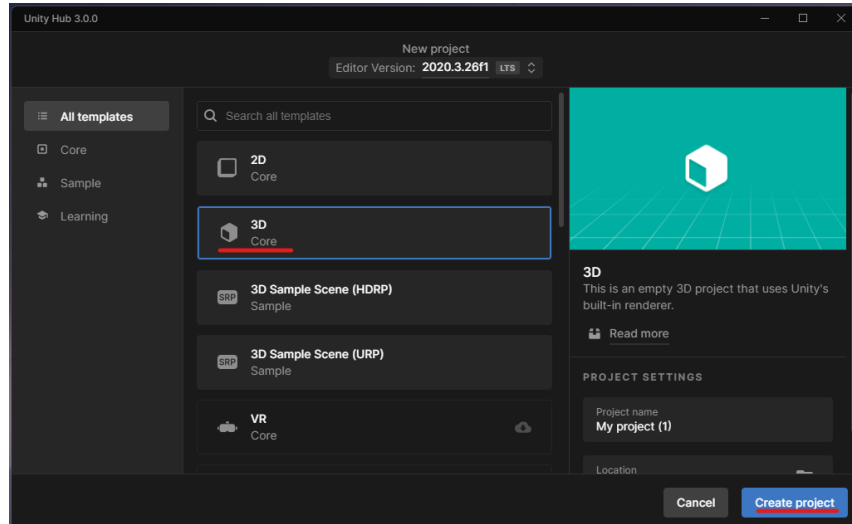
Minimum Android version: API Level 29

Scripting Runtime Version: .NET 4.x Equivalent

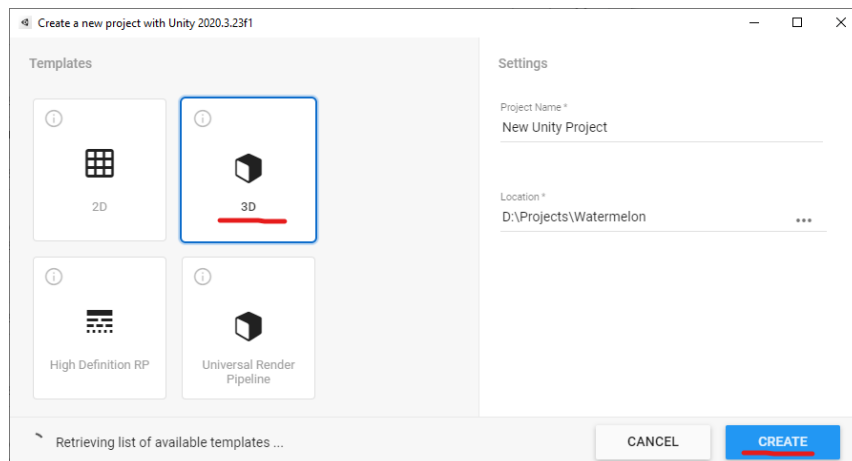


How to start

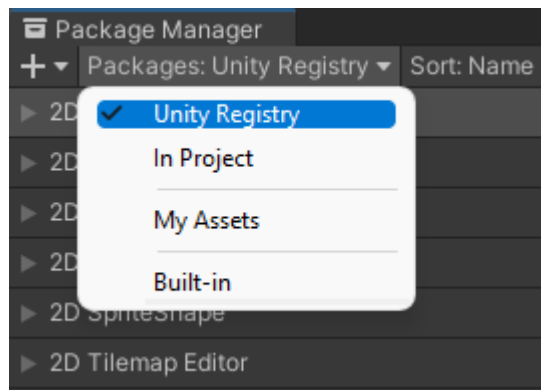
- Download and install recommended Unity version - [Download](#)
- Create a new Unity project using 3D template.



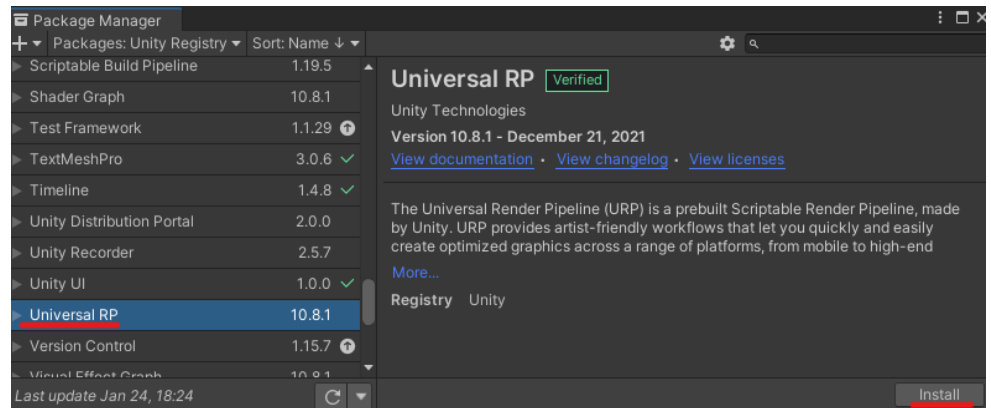
or in older version



- Import URP package:
 - a. Click **Window** -> **Package Manager**
 - b. On left top select **Packages: Unity Registry**



c. Find **Universal RP** and click **Install**



- You can remove **Scenes** folder generated by default.
- Import template:
 - a. You can use **Asset Store** (if you bought there)
 - b. Or manually add package: click **Assets** -> **Import Package** -> **Custom Package**
- Open **Build Settings** (File -> Build Settings):
 - a. Add all scenes (from Scenes folder) in the right order to “**Scenes In Build**”.
 - b. Select target platform **Android** or **IOS**
 - c. Click **Switch Platform**
- Open Park Inc\Game\Scenes\Game scene to run the game.
- Build the game.

IMPORTANT: To quickly access all important files and settings use **Setup Guide** (Tools -> Project Setup Guide)

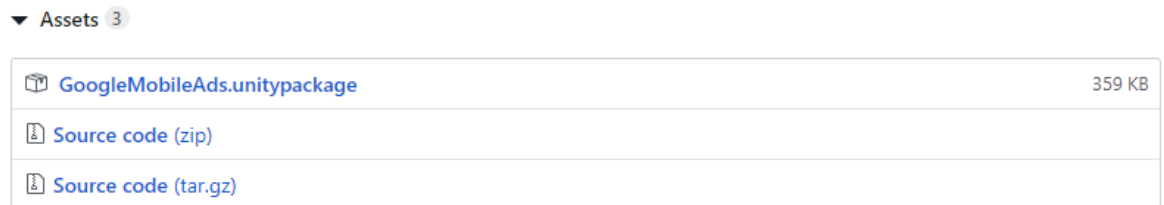


Advertisement Setup

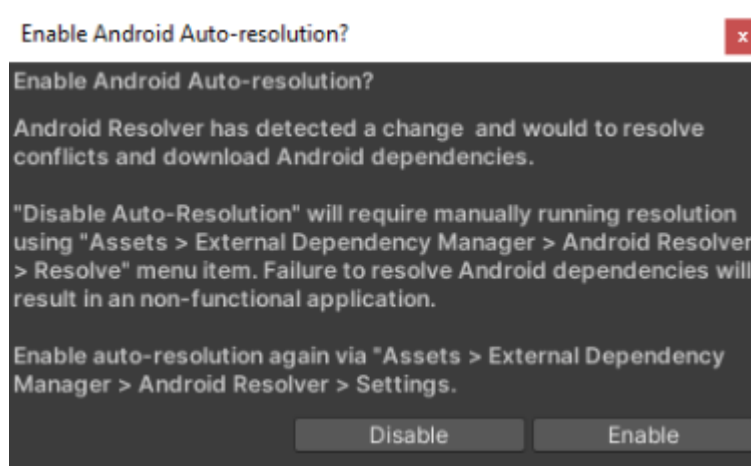
AdMob

Google Mobile Ads Unity plugin integration guide - [link](#)

1. Download the latest version of Google Mobile Ads Plugin - [download](#)

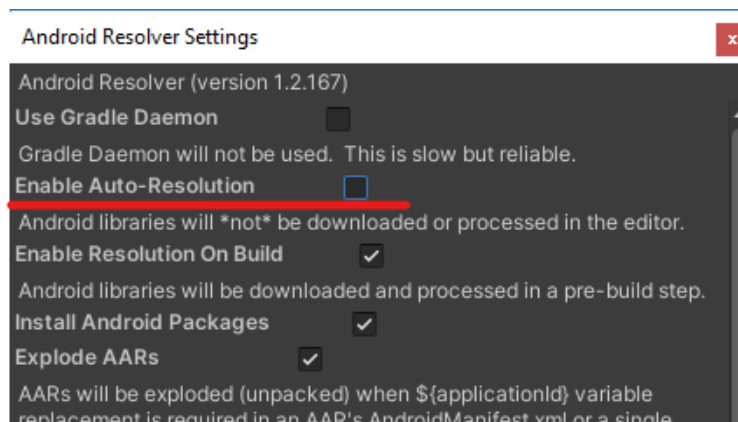


2. Click **Assets - Import Package - Custom Package** and select the downloaded file to import.
3. [For ANDROID] If next pop up appears:



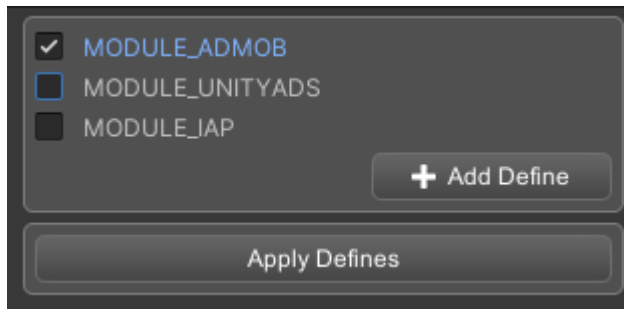
Click **Disable**

Otherwise click **Assets - External Dependency Manager - Android Resolver - Settings** and uncheck **Enable Auto-Resolution** scroll down and click **OK**

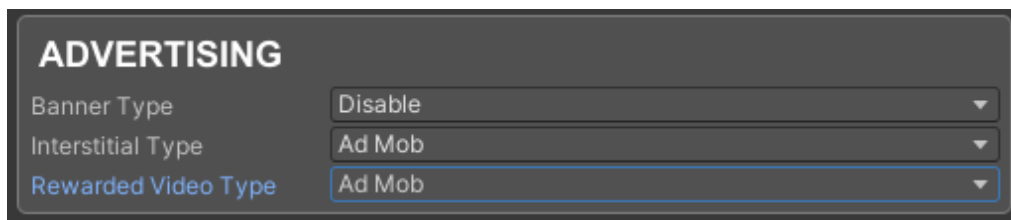


4. Click **Tools - Editor - Define Manager** to select **Define Manager** asset.
5. Enable **MODULE_ADMOB** and press **Apply Defines**.

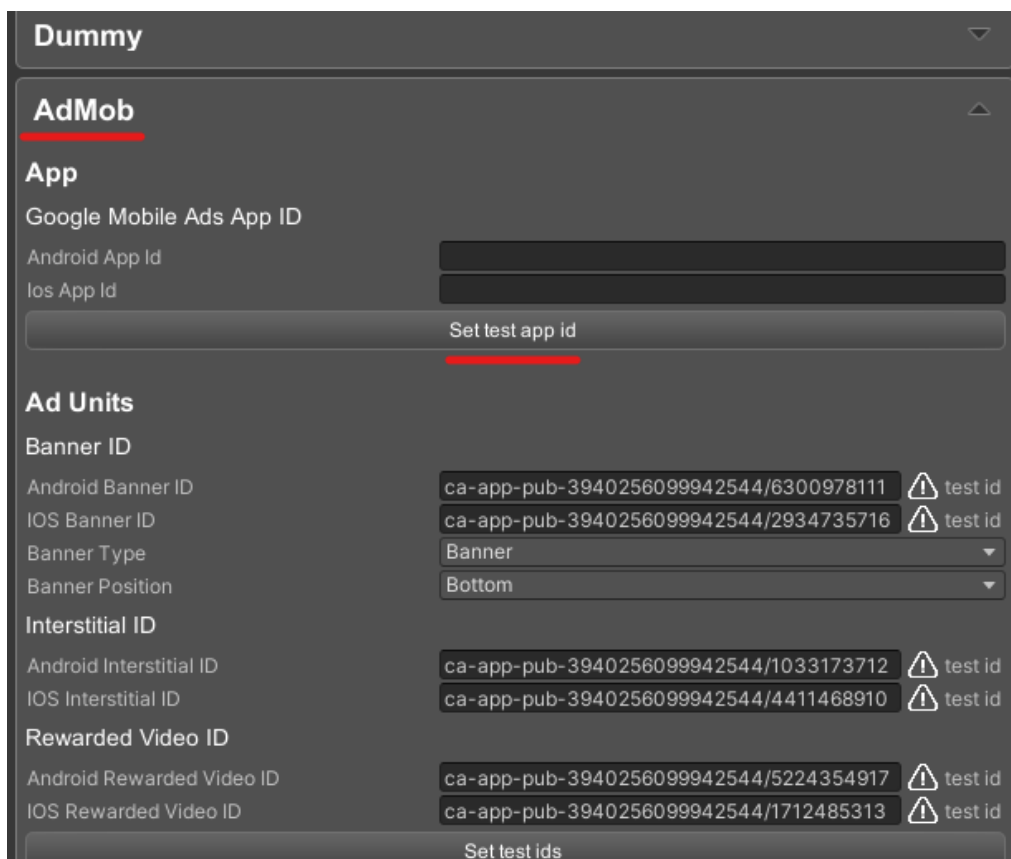




6. Open **Advertising** tab in **Setup Guide** window (Tools -> Project Setup Guide).
7. Switch to **AdMob** or Disable for each ads type depending on your needs.



8. Unfold **AdMob** tab located below. Click **Set test app id** button.



Now you can test your app with default ids.

Follow the next steps only when you're ready to publish the game, it's an [AdMob requirement](#).



9. Go to your Google Mobile Ads account - [link](#)
10. Set up an app in AdMob. [Help](#)
11. Open **Advertising** tab in **Setup Guide** window (Tools -> Project Setup Guide).
Unfold **AdMob** block and enter data from the website into appropriate fields.

AdMob

App

Google Mobile Ads App ID

Android App Id: ca-app-pub-3940256099942544~3347511713 test id

iOS App Id: ca-app-pub-3940256099942544~3347511713 test id

Set test app id

Ad Units

Banner ID

Android Banner ID: ca-app-pub-3940256099942544/6300978111 test id

iOS Banner ID: ca-app-pub-3940256099942544/2934735716 test id

Banner Type: Banner

Banner Position: Bottom

Interstitial ID

Android Interstitial ID: ca-app-pub-3940256099942544/1033173712 test id

iOS Interstitial ID: ca-app-pub-3940256099942544/4411468910 test id

Rewarded Video ID

Android Rewarded Video ID: ca-app-pub-3940256099942544/5224354917 test id

iOS Rewarded Video ID: ca-app-pub-3940256099942544/1712485313 test id

Set test ids

Make sure there's no "test id" warnings on the right side of the fields.

12. Click **Assets - External Dependency Manager - Android Resolver - Settings** and check **Enable Auto-Resolution** scroll down and click **OK**
13. If resolution did not start automatically click **Assets - External Dependency Manager - Android Resolver - Resolve**
14. If you want to change the advertising frequency, set it on the Advertising tab.

SETTINGS

Test Mode ☐

System Logs ☒

Interstitial First Delay: 50

Interstitial Showing Delay: 30

Interstitial First Delay - delay in seconds between game launch and first interstitial appearing.

Interstitial Showing Delay - min delay in seconds between interstitial appearances.

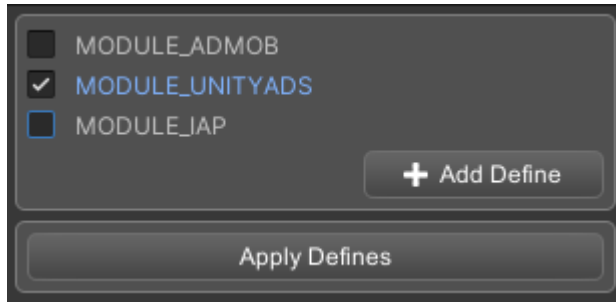
15. Now you can publish the game.
Note, after publishing you'll need to wait until AdMob approves the game. More info [here](#).



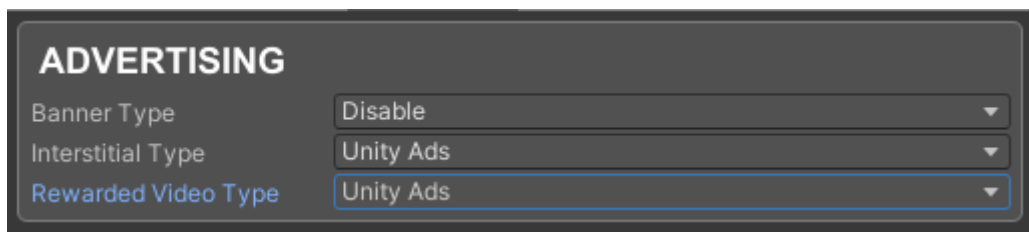
Unity Ads

Unity Ads quick start guide - [link](#)

1. Follow Unity Ads quick start guide to setup services.
2. Click **Tools - Editor - Define Manager** to select Define Manager asset.
3. Enable **MODULE_UNITYADS** and press **Apply Defines**.



4. Open **Advertising** tab in **Setup Guide**.
5. Switch to **Unity Ads** or Disable for each ads type depending on your needs.



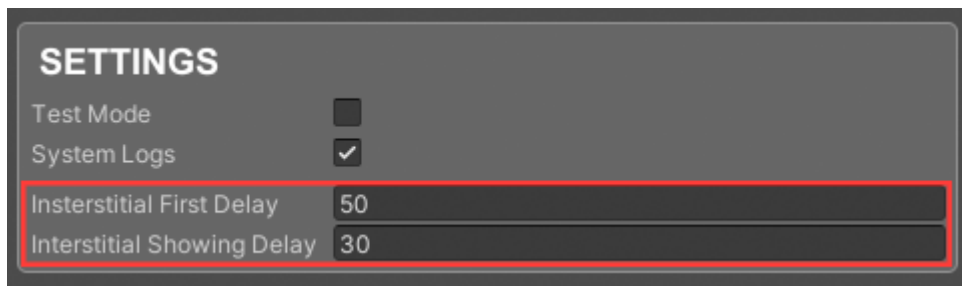
6. Unfold **Unity Ads** block at window bottom and put data from the site in the appropriate fields.

A screenshot of the "Unity Ads" configuration panel. It contains several input fields and a dropdown menu:

- Application ID**:
 - Android App ID: 1234567
 - IOS App ID: 1234567
- Banner ID**:
 - Android Banner ID: banner
 - IOS Banner ID: banner
- Interstitial ID**:
 - Android Interstitial ID: video
 - IOS Interstitial ID: video
- Rewarded Video ID**:
 - Android Rewarded Video ID: rewardedVideo
 - IOS Rewarded Video ID: rewardedVideo
- Banner Position**: BOTTOM_CENTER (dropdown menu)

At the bottom of the panel are two buttons: "Unity Ads Dashboard" and "Unity Ads Quick Start Guide". A footer bar at the very bottom contains an information icon and the text "Tested with Advertisement v3.7.5".

7. If you want to change the advertising frequency, set it on the Advertising tab.



The image shows a settings menu with a dark gray background. At the top, the word "SETTINGS" is written in white. Below it, there are two toggle switches: "Test Mode" (unchecked) and "System Logs" (checked). At the bottom, there are two rows of settings, each with a label and a value in a dark gray box. The first row is "Interstitial First Delay" with the value "50". The second row is "Interstitial Showing Delay" with the value "30". A red rectangular border highlights these two rows.

Setting	Value
Interstitial First Delay	50
Interstitial Showing Delay	30

Interstitial First Delay - delay in seconds between game launch and first interstitial appearing.

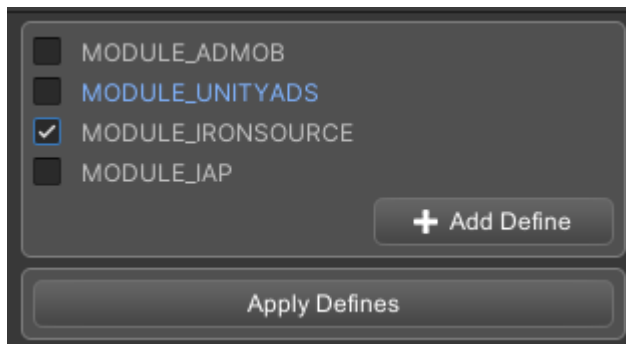
Interstitial Showing Delay - min delay in seconds between interstitial appearances.



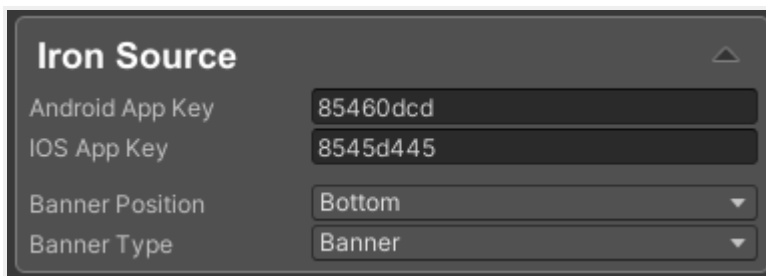
Iron Source

ironSource Unity plugin integration guide - [link](#)

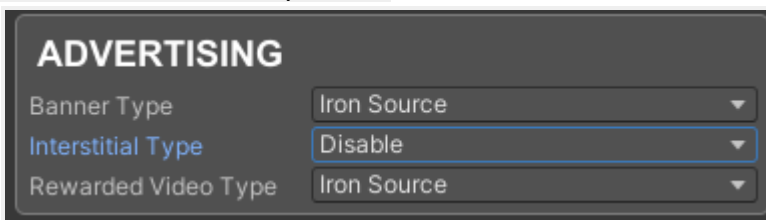
1. Follow step 1 of ironSource Unity plugin integration guide to download and import all required files.
2. If you using android platform and after import android resolution did not start automatically you can start it manually. Go to Assets -> External Dependency Manager -> Android Resolver -> Force Resolve.
3. Click “Tools - Editor - Define Manager” to select Define Manager asset.
4. Enable MODULE_IRONSOURCE and press Apply Defines.



5. Open Advertising tab in Setup Guide window. Put data from the site in the appropriate fields.



6. Set ironSource as ad provider



You can also disable some ad types if you don't use them.



7. If you want to change the advertising frequency, set it on the Advertising tab.

SETTINGS

Test Mode	<input type="checkbox"/>
System Logs	<input type="checkbox"/>
Interstitial First Delay	<input type="text" value="40"/>
Interstitial Showing Delay	<input type="text" value="30"/>

Interstitial First Delay - delay in seconds between first interstitial appearings.

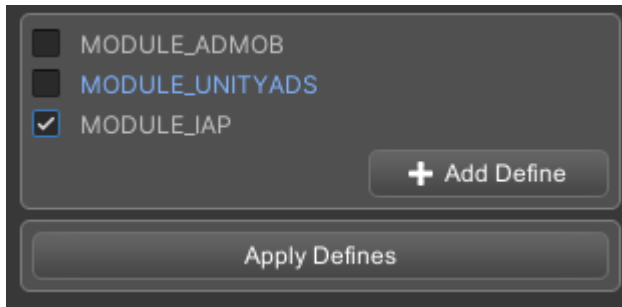
Interstitial Showing Delay - min delay in seconds between interstitial appearings.



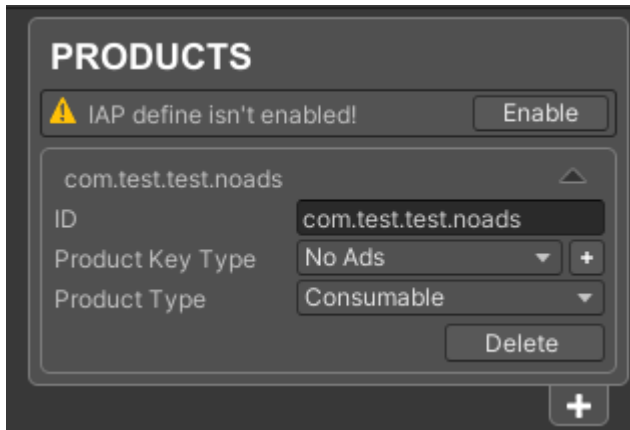
IAP Setup

Setting up Unity IAP integration guide - [link](#)

1. Follow the guide above to import IAP package
2. Select Define Manager (Tools - Editor - Define Manager)
3. Check **MODULE_IAP** and press on **Apply Defines** button



4. Open **Products** tab in **Setup Guide** window

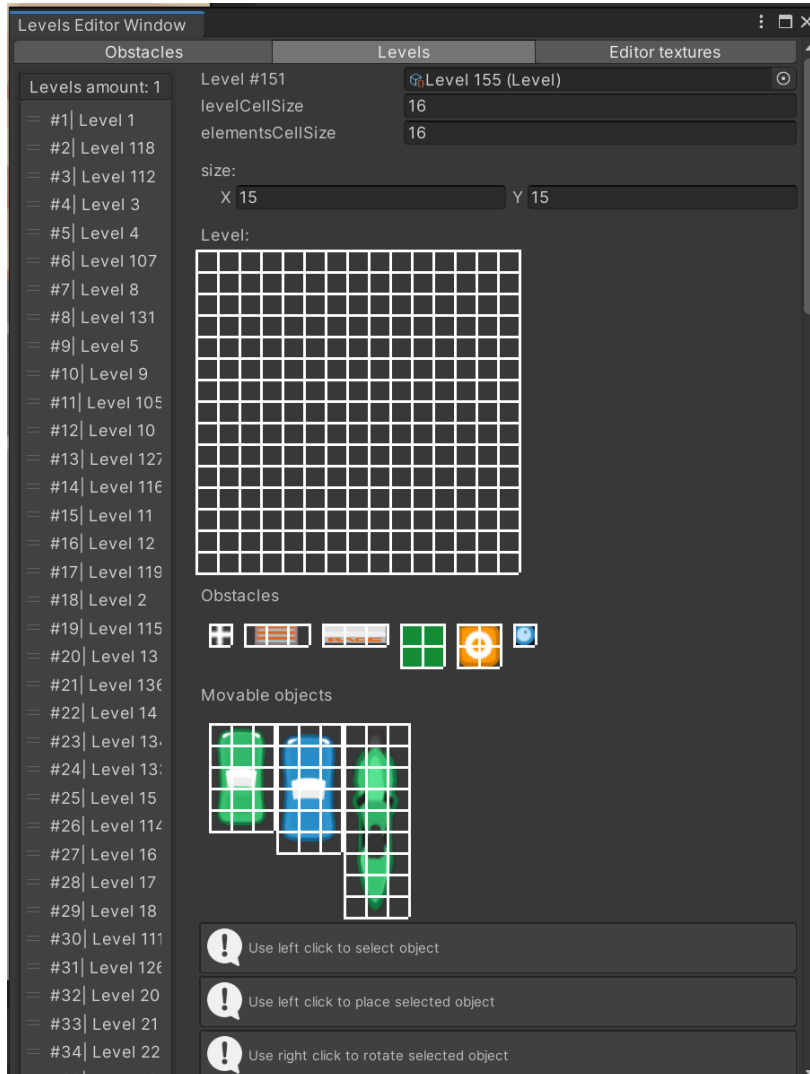


5. Change default ID with yours

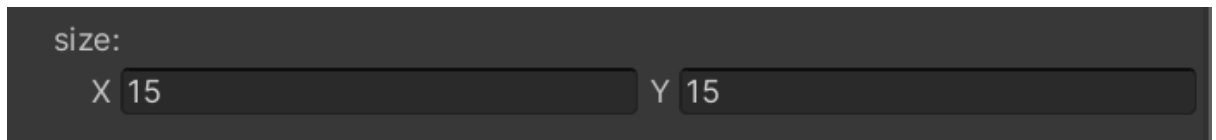


How to add levels

1. Select Level Editor (“Tools - Level Editor”)
2. Select “Level” tab
3. Scroll to the bottom and press “+” to add a new level



4. Resize level to your liking using “X” and “Y” fields



5. Click on a car or an obstacle icon, then drag it to the desired destination and click again to place it. You can always change its position or remove it simply by dragging it away from the level field and clicking. in order to rotate an object press right mouse button

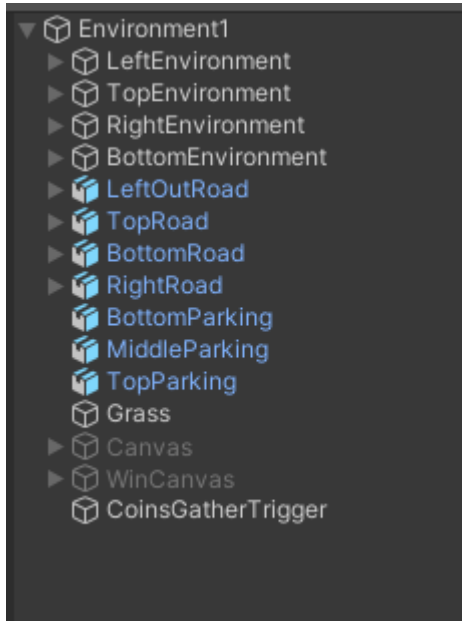


How to change the environment

1. Import the custom assets into the project
2. Go to **Assets/Park Inc/Game/Prefabs/Environments**
3. From there you can choose the following options:
 - a. Change an existing prefab
 - b. Change a copy of the existing prefab

Changing an existing prefab

1. Open an existing prefab **Environment1**. You will see the following structure



Inside each side environment, there are props you should change in order to reskin the product. Due to the transition between levels, it is mandatory to have all props inside its designated side environment. Roads and parking field game objects should not be placed on any side environment

2. Inside “**Canvas**” you can find the starting screen of a game, including a logo that you should probably change. Make sure to preserve all alignments
3. Inside “**WinCanvas**” you can find a level finish UI, that you should probably change to your liking. Again, and this is important, make sure to preserve all alignments as they were.

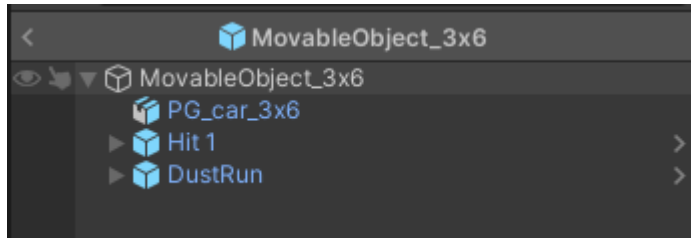
Changing a copy of an existing prefab

1. Select **Environment1** prefab and press Ctrl + D. Open a newly created prefab.
2. Repeat the same steps as in the “**Changing an existing prefab**” guide.
3. In the “**Game**” scene hierarchy delete the “**Environment**” game object.
4. Drag and drop the newly created prefab on the scene. Set its position and rotation to zero, and scale to one.
5. Select the “**ScriptHolder**” game object, go to the “**Level Controller**” component. Drag and drop the “**Environment**” game object from hierarchy to the “**Environment**” field

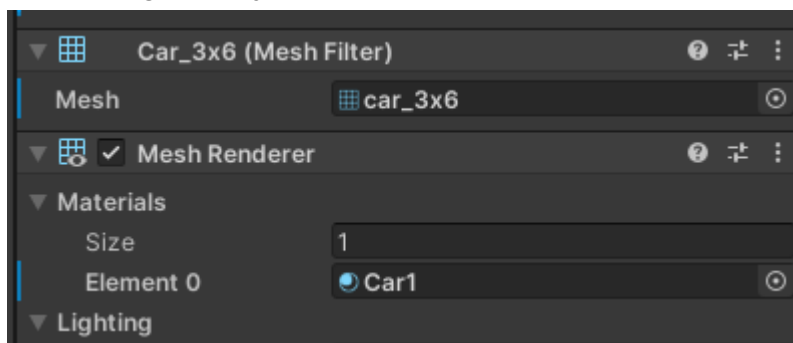


How to change cars models

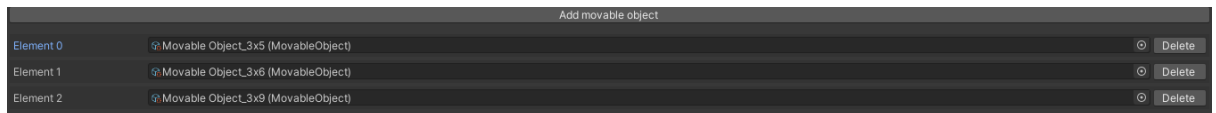
1. Import the custom assets into the project
2. Go to the “**Assets/Park Inc/Game/Prefabs/Movable Objects**” folder
3. Select car prefab you want to change
4. Open it or duplicate and then open a copy



5. Select car game object



6. Change **Mesh** field in **Mesh Filter** component and **Material** field in **Mesh Renderer** component.
7. If you created a new prefab in step 4, open Level Editor (**Tools ->Level Editor**).
Select movable object you want to change



8. Change **Movable Prefab** field to the prefab you created

