TAPNATION TESTING PROCESS

In this documentation, we'll explain you how to set up your app for us to test it.

1) **INTRODUCTION**

   To test your game we will need you to put **Facebook SDK** and **Game Analytic SDK** in your game. On top of that we'll need you to add our **in-house SDKs** and some custom events.

   - Facebook SDK will be needed to launch the user acquisition campaign
   - Game Analytics SDK will be required to track the retention and basic data from the game during the test phase

2) **GAME ANALYTICS SETUP**

   https://gameanalytics.com/docs/item/unity-sdk#download-and-installation

   Here you'll have to create a Game Analytics account: https://go.gameanalytics.com/home

   A) Go to your account / Create one if you don't have one
   B) Go to your studio account / Create one if you don't have one
   C) Go to your Game page / Create one if you don't have one
   D) Go to Settings > Users > Invite User (see screenshot below)

Users		👤+ Invite user
Kinsey Dardanus	kinsey@tap-nation.io	Studio owner
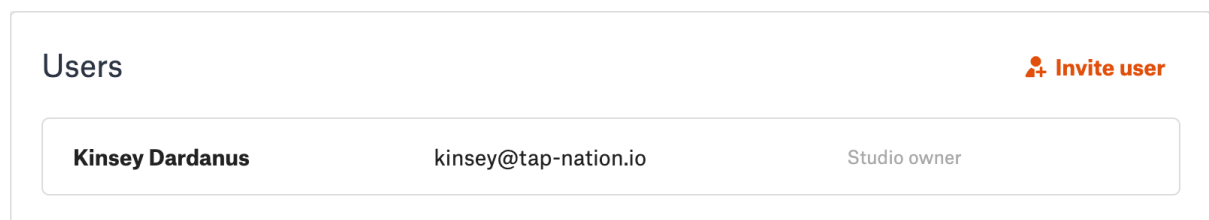
   E) Add our User Acquisition managers emails
      Email 1: anouar@tap-nation.io
      Email 2: analytics@tap-nation.io
      Email 3: data@tap-nation.io
   F) Then we will receive emails from Game Analytics to have the data from the chosen game

3) **FACEBOOK SETUP**

   Here you'll have to create the Facebook page for your app in Facebook for developers

A) Go to Facebook For developers / Create an account if you don't have one

B) Go to My Apps > Add a New App->Integrate a Third-Party Gaming App

C) Go to Settings->Basics

D) You will end up on this page eventually:

E) Add the infos Display Name, Privacy Policy URL, Contact Email

F) Make sure to select the Category

G) Make sure to put the app on Public Mode (ON on the top bar)

H) At the bottom of the page,click on "add platform", and after "IOS"

I) Add Bundle ID & iPhone & iPad ID (see screenshot below)

* note that if the test is on Android, you will have to add the Android section instead of iOS section

J) Then go to Settings >Advanced > go in Business Manager section > Click on

your Business Manager already existing (Hugo in the example below) (save

changes) > Then click on "Configure in business Manager'> on "Partner" section

(on the left of the screen) click on "Partner with whom to share resources"

Here you will be able
to add our **Business Manager ID: 162137548103752** in the section
'Enter

Partner Business ID'
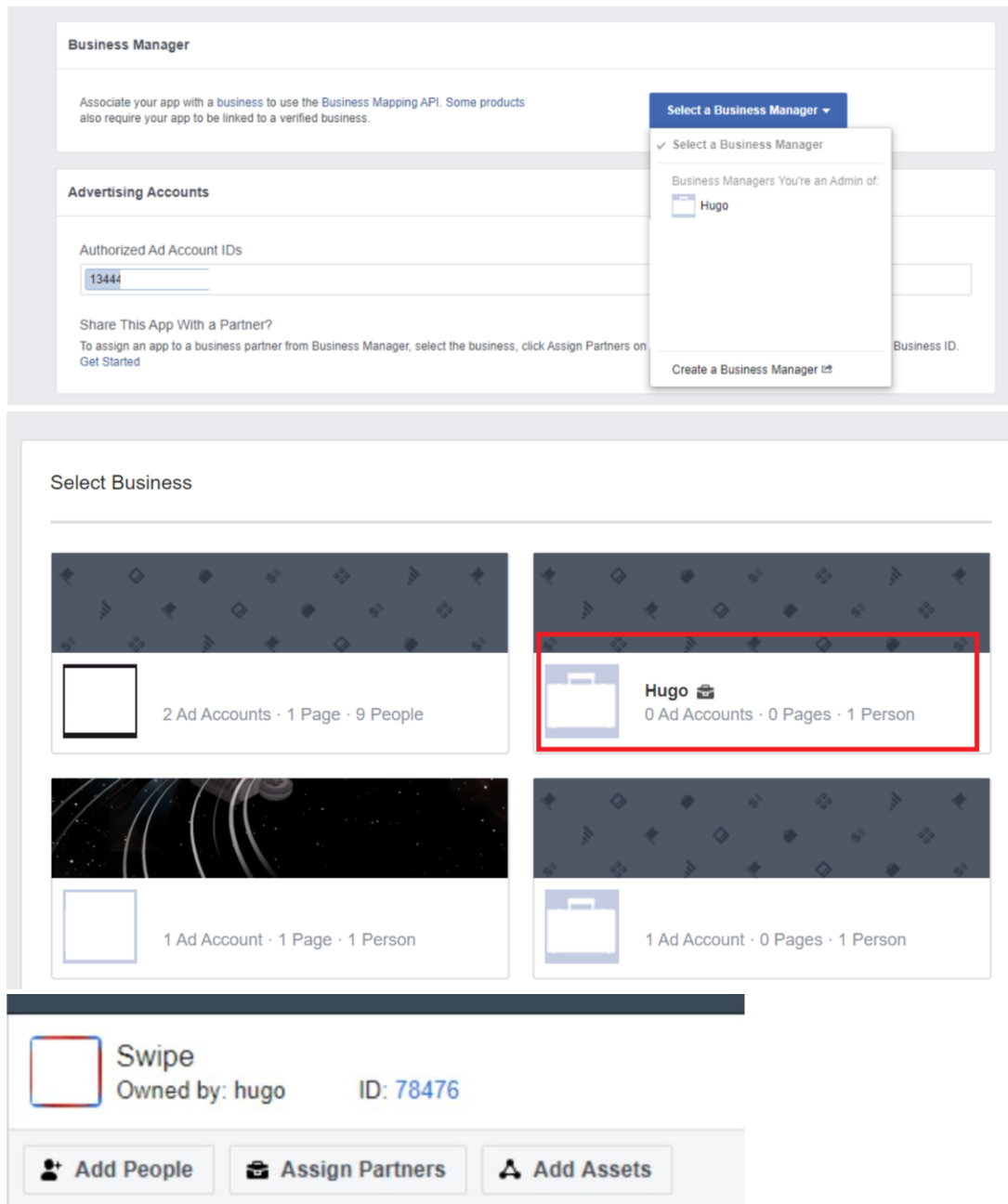
Once you entered the previous steps the partner TapNation will be added correctly into Facebook for Developers.