



Clean Road Game Template

RECOMMENDED REQUIREMENT: UNITY 2018.3.7F1
LATEST ANDROID SDK

Made by DEMENCI Games | Documentation | 2019

Introduction

Touch and drag to control the Snow Plow.

Avoid obstacles and help the people to get out of their homes!

Upgrade your vehicle to take on even the mightiest Snow storm.

Have fun ;-)

FIRST OF ALL YOU NEED TO INSTALL TWO PACKAGES FROM PACKAGE MANAGER CINEMACHINE AND LIGHTWEIGHT RP.

GO TO WINDOWS->PACKAGE MANAGER AND IN PACKAGE LIST FIND PAKCAGES WHICH WE HAVE MENTIONED ABOVE.

LET'S TRY

All rights on the source code belong only DEMENCI Games. After purchase you have right to use it to creating your own games and publishing it on different mobile stores like Google Play, AppStore and etc. RESALE of the source code is PROHIBITED, even after you made any changes.

Remember - the license for reselling the code does not exist!

Template Description

- ** Addictive one-touch gameplay.
- ** Reward system to win coins.
- ** Ready to publish out-of-the-box.
- ** Optimized for mobile
- ** Unity Ads and Admob (banner, interstitial and rewarded video).
- ** Endless gameplay

How to play

On Unity Editor click right click and move the truck and in the mobile devices just touch and control truck.

How to test on device

1. File - > Build Settings...
2. Choose your platform (iOS, Android)
3. Switch platform
4. After switching:
 - a. For iOS click “Build” and select folder, then open created project in XCode.
 - b. For Android you can plug-in device to your pc and click “Build and Run” and game automatically runs on your device after building.

How to Reskin

Almost all graphics located in the folder Assets/Art. You need just replace your art in these folders, keep the same name and size in PNG format.

Testing note

There are 11 scenes in this game, it should run from MainScene scene.

Set up ADMOB

Open the scene gameplay from **Assets/Scenes/Main Scene** in the hierarchy find the gameobject ServicesManager and after that follow the below tutorial.

Follow the following tutorial:

Set up UnityAds

Open the scene gameplay from **Assets/Scenes/Main Scene** in the hierarchy find the gameobject ServicesManager and after that follow the below tutorial.

Follow the following tutorial:

<https://youtu.be/x-h9goVagfk>

THANK YOU AND GOOD LUCK WITH YOUR GAMES!