



## Snake 2048

### Mobile Game

by: BEK Studio  
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Thank you for purchasing the game.

If you have any questions, contact us via e-mail.

Are you going to publish a game for the first time?

Do you find the Unity3D game engine and the ending of the project confused?

If you want, we can help you publish the project to your developer account.

If there are features you want to add to the project or changes you want to make, you can contact us by e-mail to talk about the details.

## Import Project Files

Open Unity Hub and press Add button.

Select project folder from the popup screen.

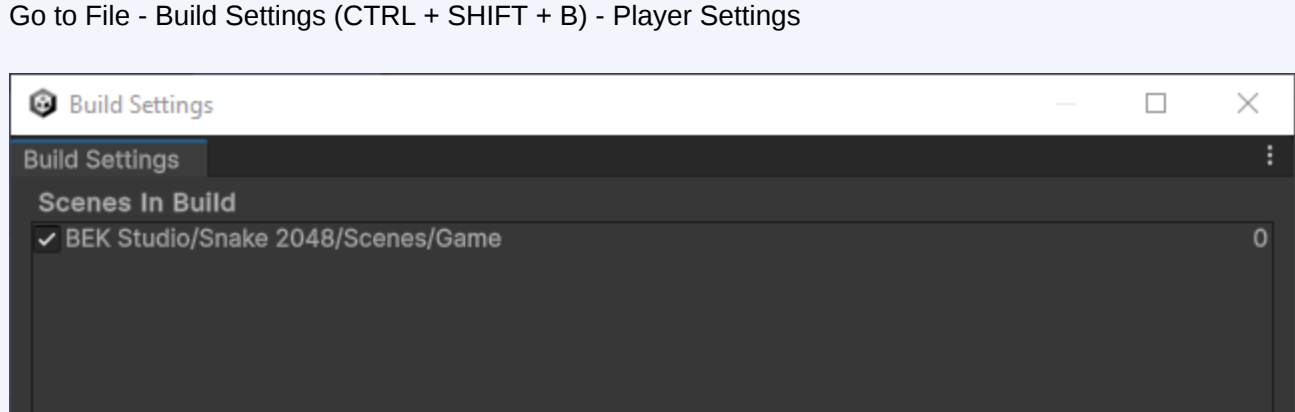
Choose Unity Version 2023.2.20f1 or higher version. (Recommended version 2023.2.20f1)

Click the project name from the list and wait for the open Unity.

## Name, Icon & Package Name

Open Player Settings for change name, icon and package name.

Go to File - Build Settings (CTRL + SHIFT + B) - Player Settings

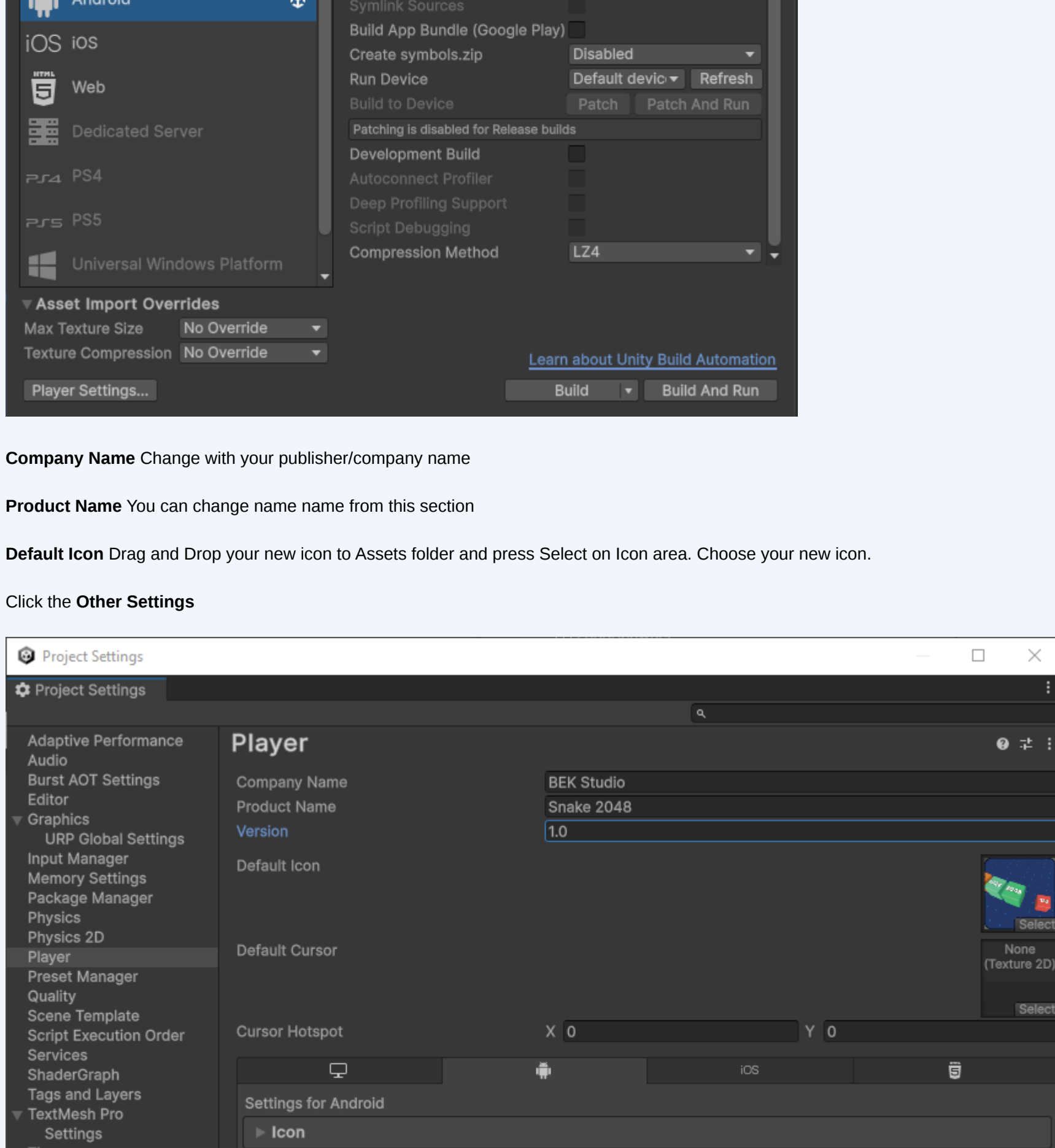


Company Name Change with your publisher/company name

Product Name You can change name name from this section

Default Icon Drag and Drop your new icon to Assets folder and press Select on icon area. Choose your new icon.

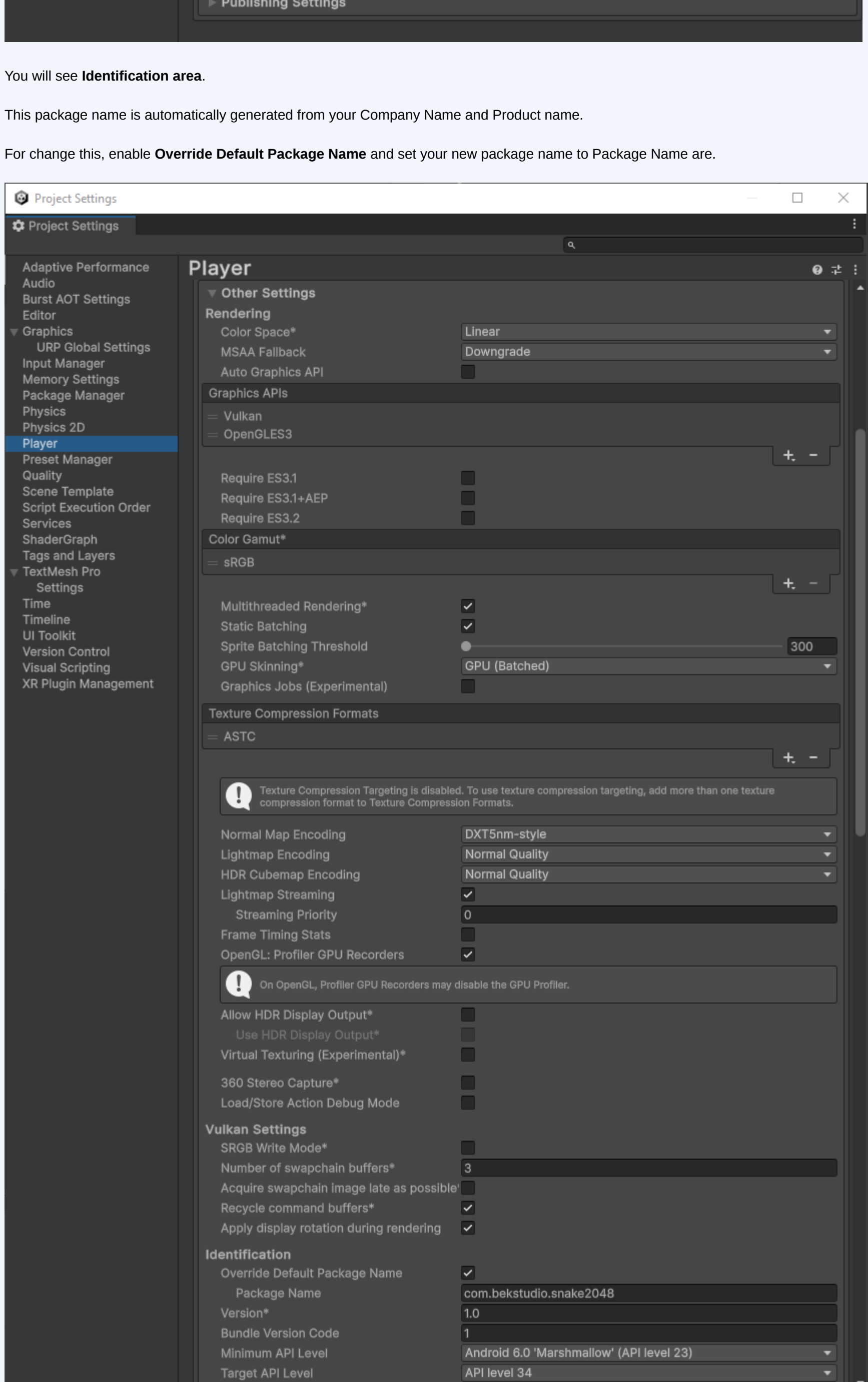
Click the Other Settings



You will see Identification area.

This package name is automatically generated from your Company Name and Product name.

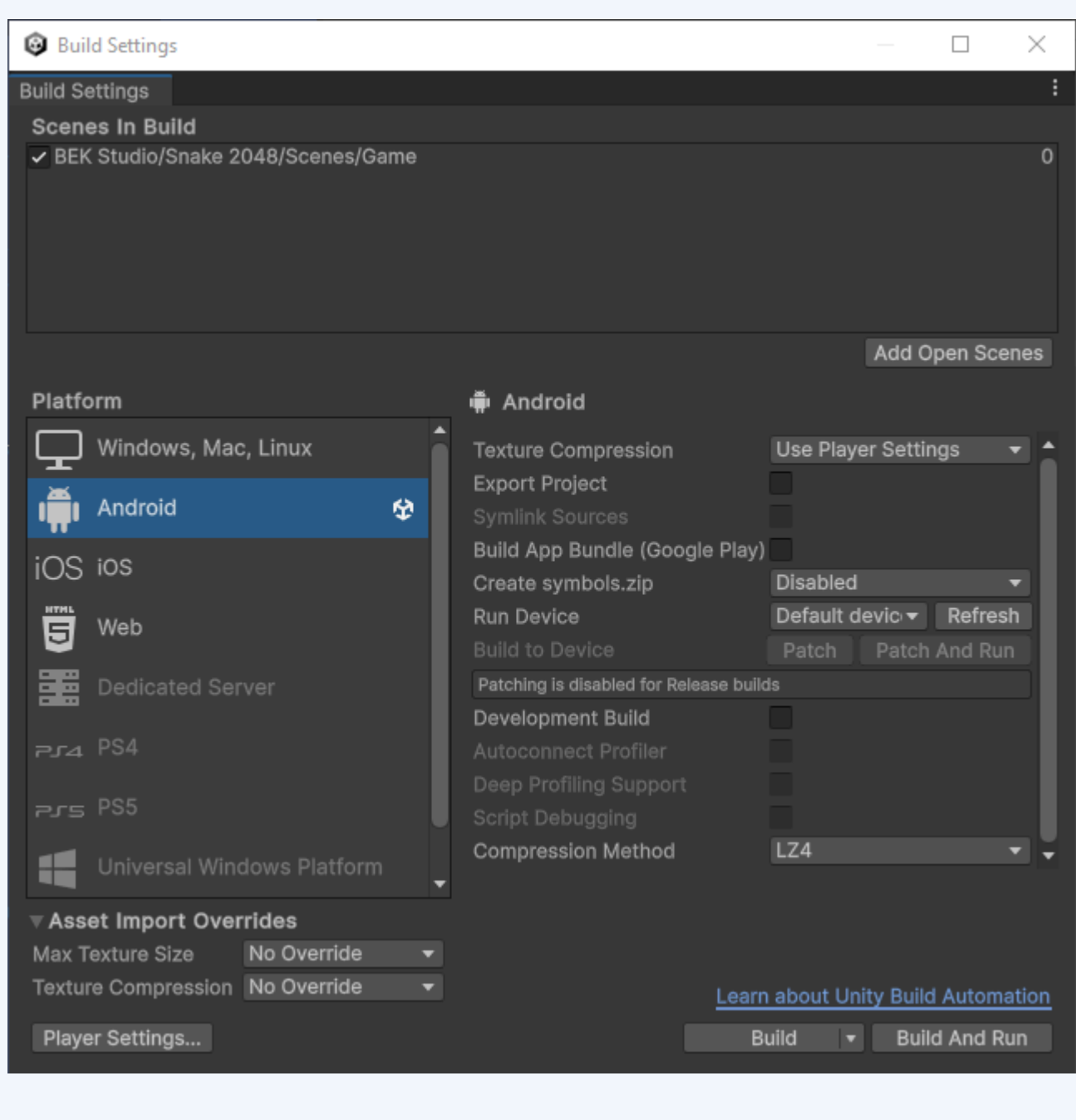
For change this, enable Override Default Package Name and set your new package name to Package Name area.



## Splash Screen

Open Player Settings for Splash Screen

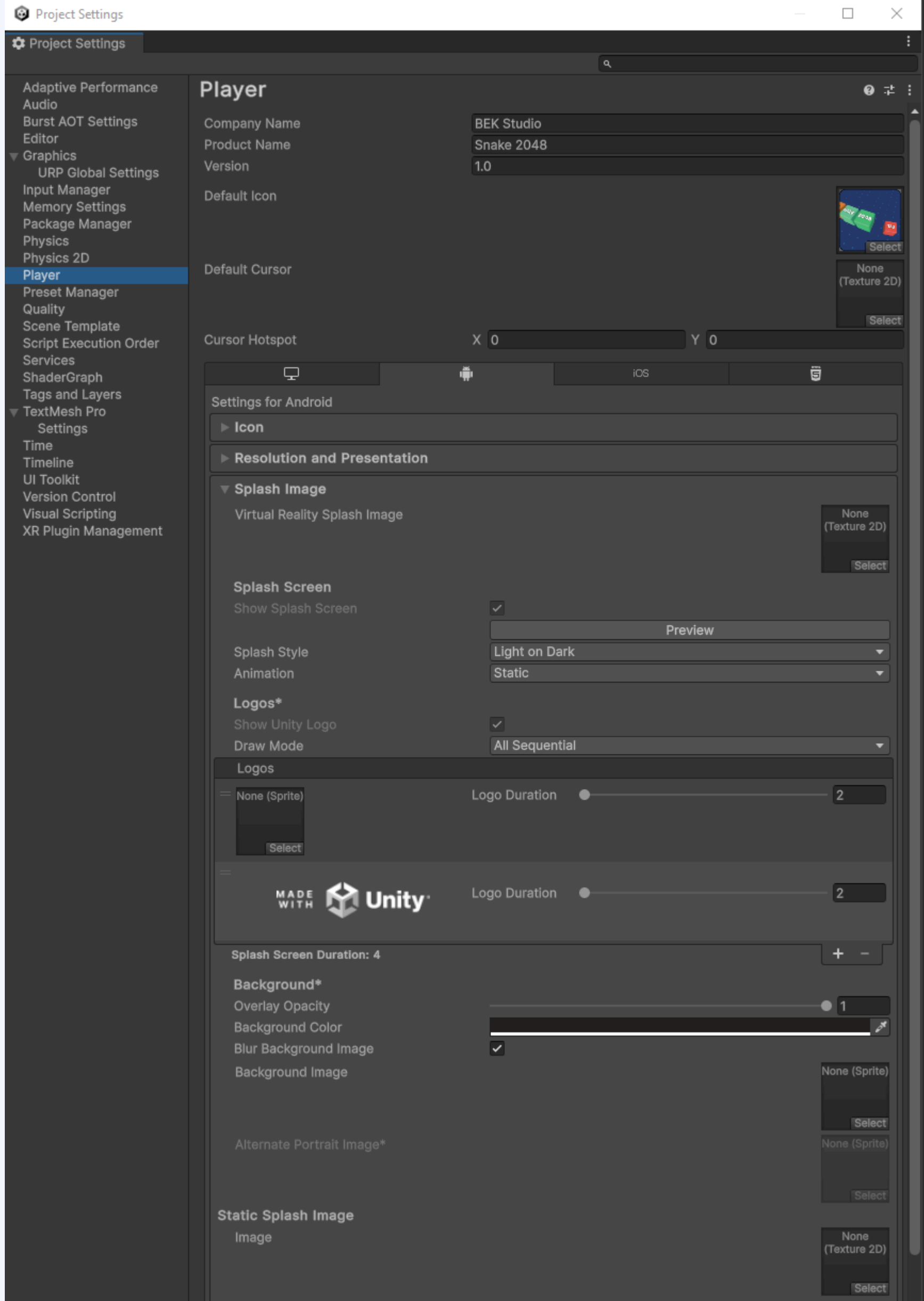
Go to File - Build Settings (CTRL + SHIFT + B) - Player Settings



Click the Splash Image

Drag and Drop your new Splash Image to Assets folder and press Select on icon area. Choose your new icon.

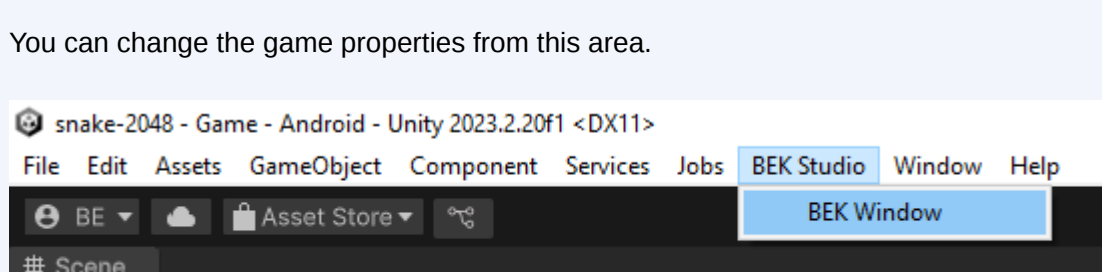
If you have Unity Plus or Pro licence, you can disable Unity logo by uncheck Show Unity Logo checkbox.



## Game Settings

Open BEK Studio Editor from BEK Studio - BEK Window

You can change the game properties from this area.



Color of numbers It is the list that keeps the colors that the cube will have when the number of players increases.

Bot names This is a list of names that bots will randomly have.

Buttons Sound It is the sound file used for the buttons in the game.

Food Sound It is the sound file used for the when player eat food in the game.

Maximum at count The maximum number of bots in the game.

Maximum food count The maximum number of foods in the game.

## Admob Settings

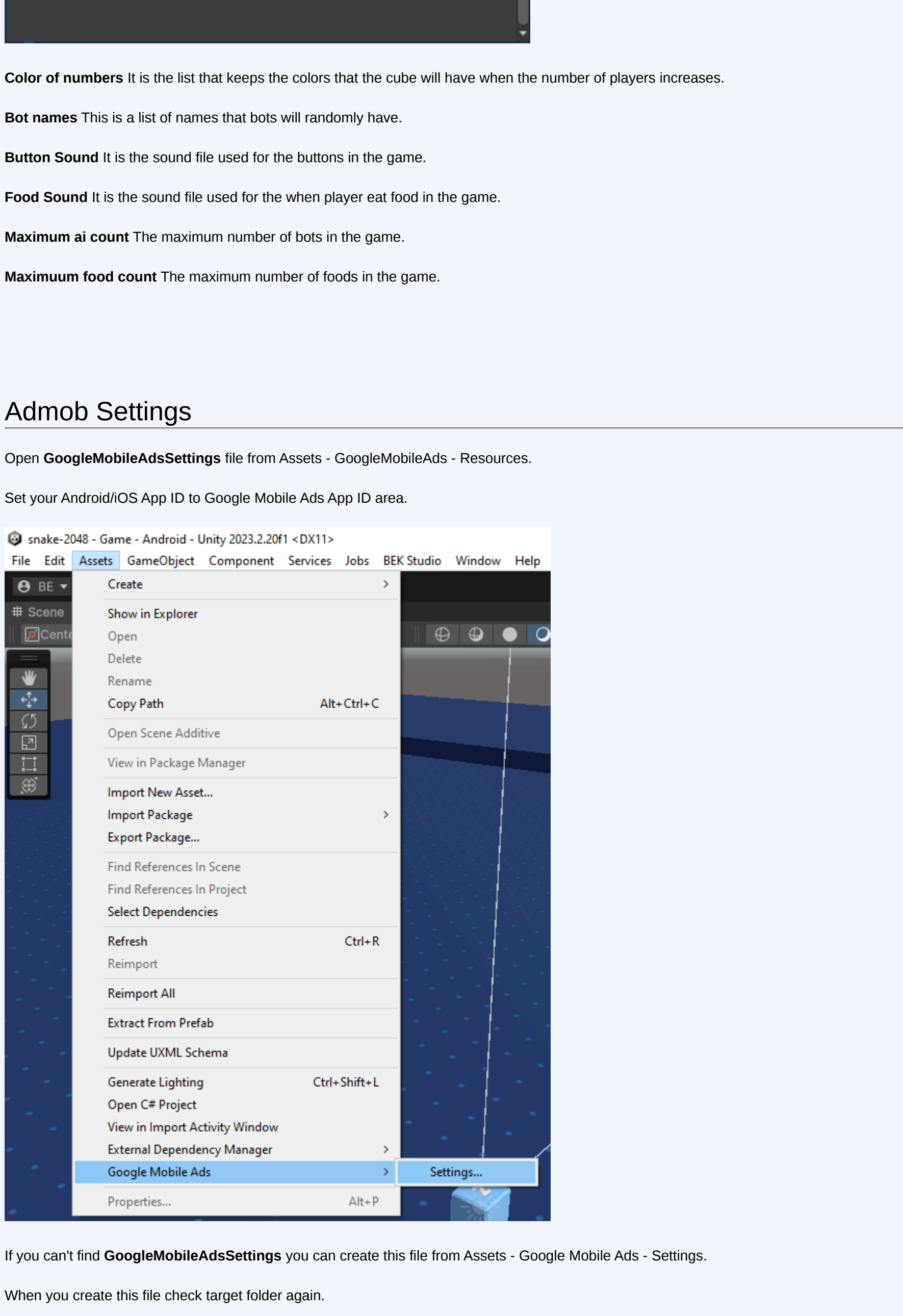
Open GoogleMobileAdsSettings file from Assets - GoogleMobileAds - Resources.

Set your Android/iOS App ID to Google Mobile Ads App ID area.



If you can't find GoogleMobileAdsSettings you can create this file from Assets - Google Mobile Ads - Settings.

When you create this file check target folder again.



Open BEK Studio Editor from BEK Studio - BEK Window

