# Fruits Mania - Match 3 Game Documentation
## (v1.1)



Thank you anyone who boughts this package. Please feel free to ask me any question about **Fruits Mania**

## You can only publish game on Google Play, App store and other mobile stores.

**Warning! We would recommended you to make a reskin for prevent problems with Google play. They don't like many the same games**

1. **Overview**
   Fruits Mania  is match 3 game template of the most popular genre for mobile platforms. You do not need to know any programming language to configure and use it. It is very easy to fill it with your own tasks, make UI changes, make more levels , start to gain experience in promoting your game and earning money**.**

2. **Requirement**
   - Unity **2019.4.14f1**  or higher
   - The template works best with the version used by our developers (Unity **2019.4.14f1** ). So if there are any issues with your newer version, please let us know. If we can't solve them, you are required to use the same Unity version with us.
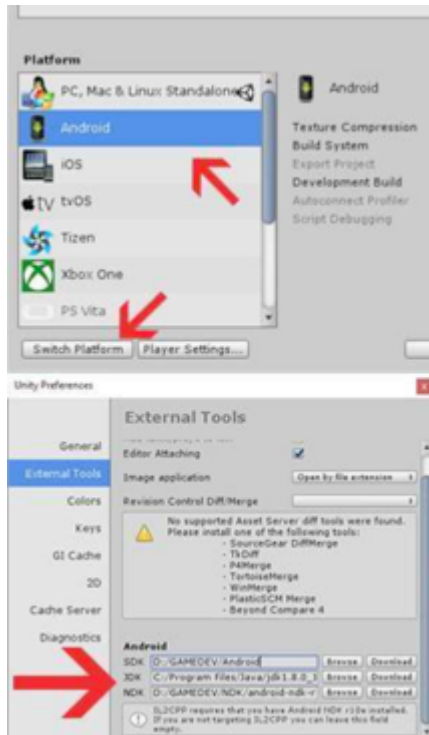
3. **How to import a project ?**

   - Open Unity **2019.4.14f1** , click "Open project" → Choose "FruitMania_v1.1" folder → Wait until the import process complete.
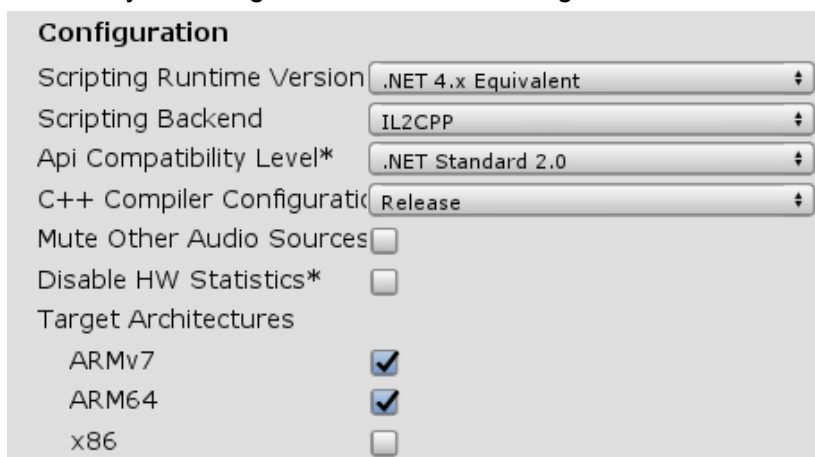
- Double click on **game** in Assets/FruitsMania/Scenes folder → click Play button.

- Click File/Build Settings : Choose Add Open Scenes, Android Platform -> Click Switch Platform and wait until the import process complete.



- Go to Player Settings and look at the Configuration section:



- Scripting backend: Set to IL2CPP
- Uncheck x86

Building for Android sometimes get errors because of your environment. If you encounter any errors, please make sure that your building environment is set up correctly by creating new empty project and then build. If it failed to build, then you have to find a way to fix it.

If you succeed to build an empty project and still encounter error when building my project, then:
- Use the same Unity version with us (Unity **2019.4.14f1**)
- Feel free to contact us

5. **How to change package name**

Click File/Build Settings : Choose Player Settings . On Inspector panel, click Other Settings. And edit your Package Name
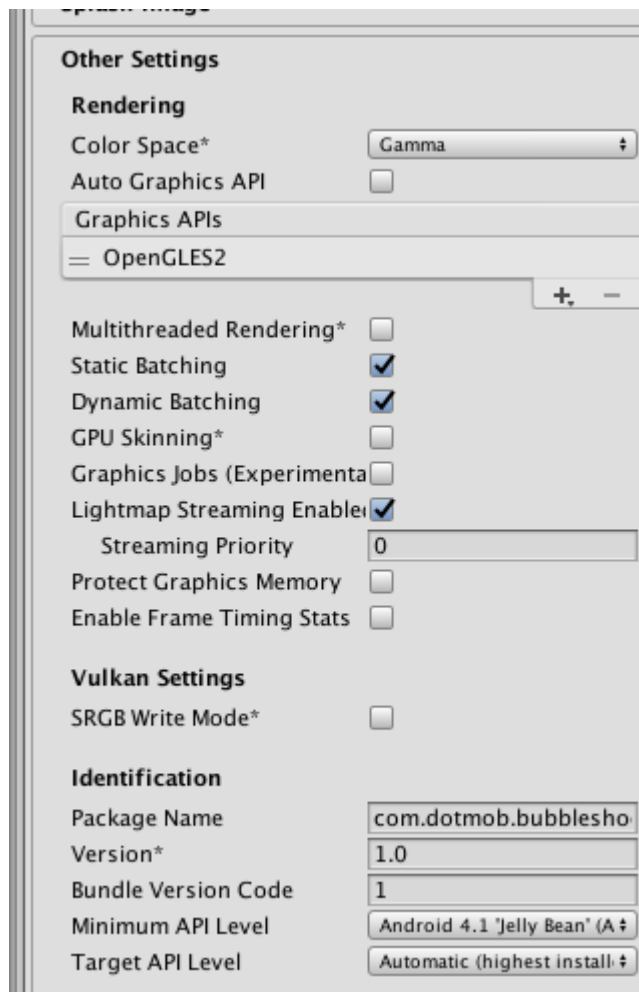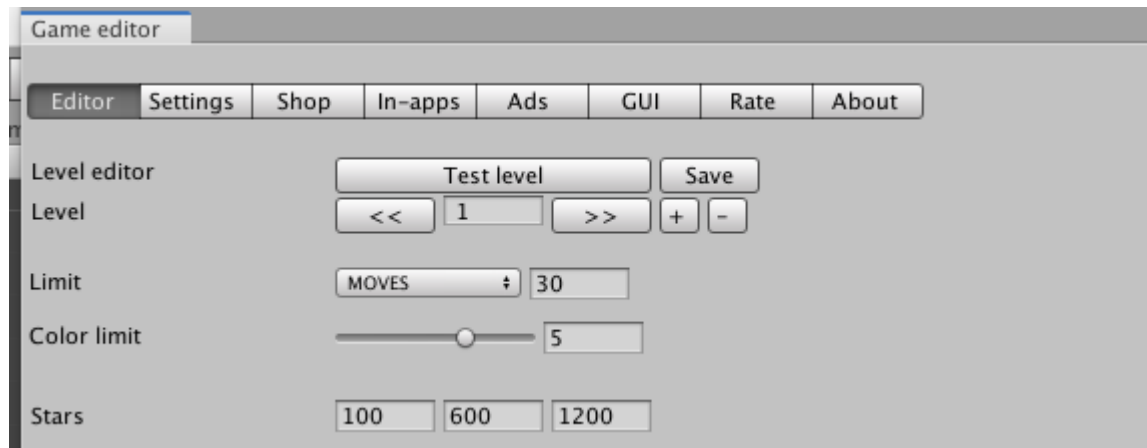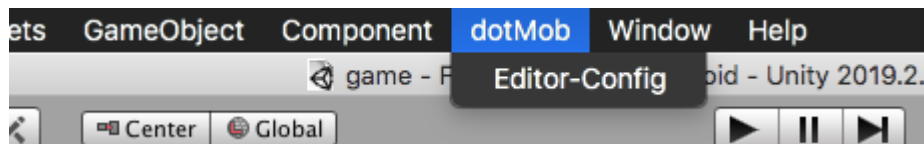


6. **How to CONFIG(Admob, In-app purchase)**

You are required to achieve this before doing anything else. This is where you can:
- Edit game settings (Admob, In-app purchase, …)
- Open online documentation (useful to get the latest information such as bug fixes, ..)

To see the **CONFIG**, please click on the menu dotMob/Level-Editor-Config → look at the Inspector at the right side
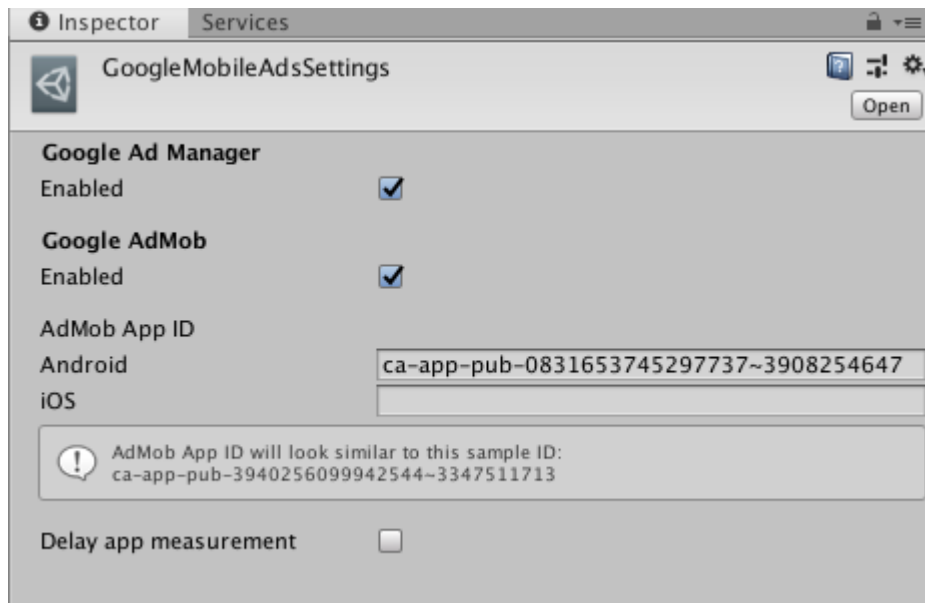
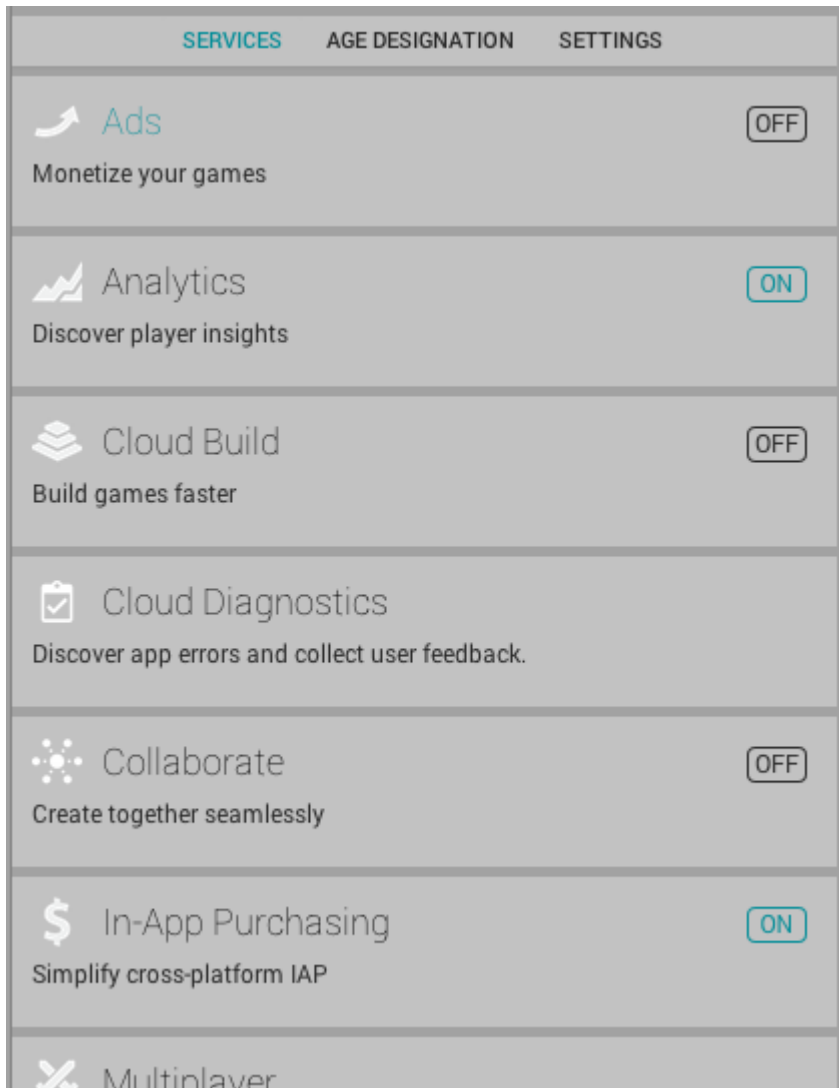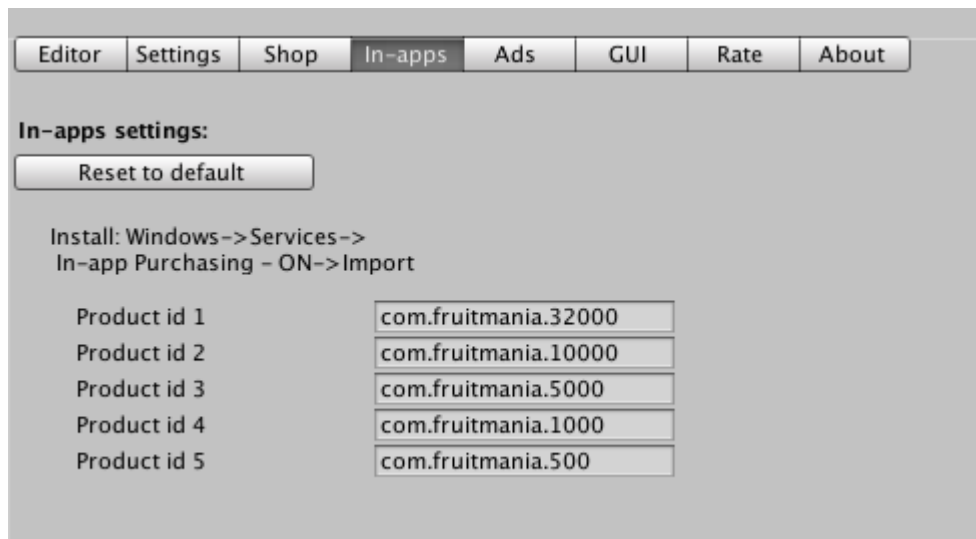Click on the "Ads" button to change Admob id  and click **Save**
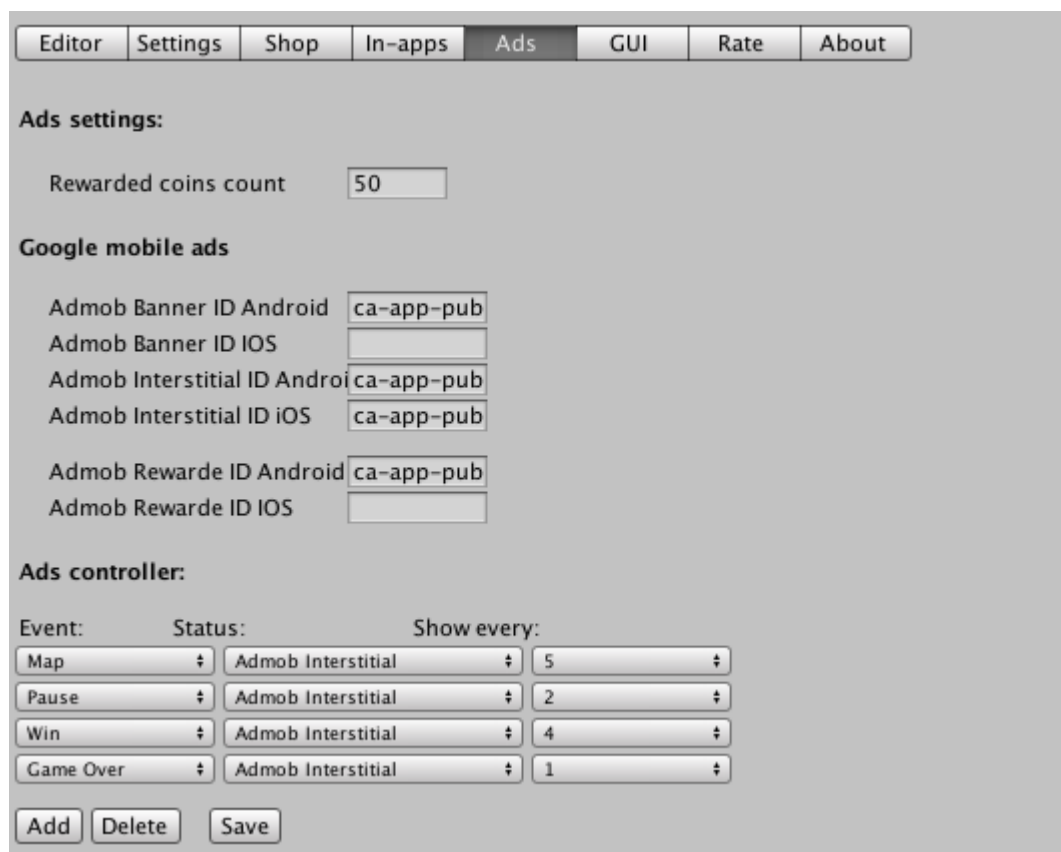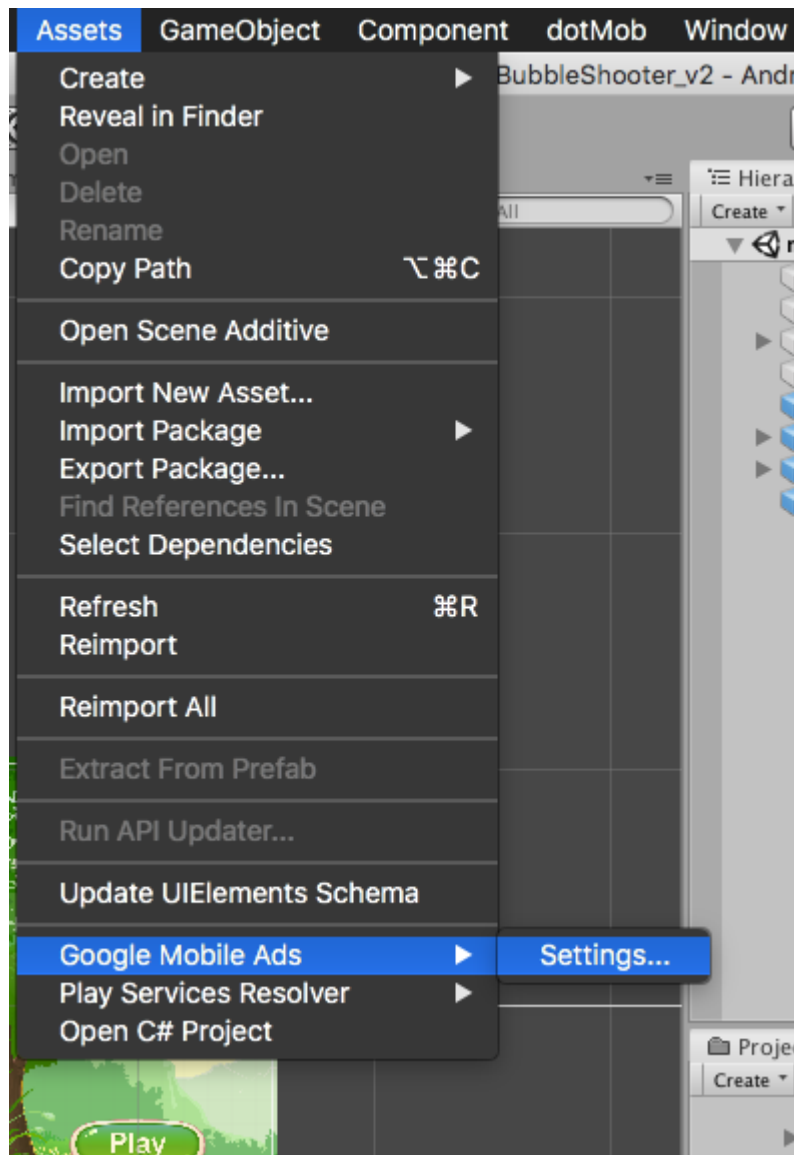
Change your  Admob App ID

**https://youtu.be/d6W_83qTYHc**

- Open Window → General → Services in Unity
- Click on "New link" → select organization → click "Create"
- Click In-App Purchasing → Click "Continue"

Click on tab "In-app" (in **LevelEditor**) to see the Purchaser settings .

- Change your product id

| Editor | Settings | Shop | In-apps | Ads | GUI | Rate | About |

**In-apps settings:**

[ Reset to default ]

Install: Windows->Services->
In-app Purchasing - ON->Import

| Product id 1 | com.fruitmania.32000 |
| Product id 2 | com.fruitmania.10000 |
| Product id 3 | com.fruitmania.5000 |
| Product id 4 | com.fruitmania.1000 |
| Product id 5 | com.fruitmania.500 |

- When you register in-app products on stores (Google Play, iTunes), make sure that the product ids are identical in both places (the stores and Unity).
- In-app purchase only works in your device (Android, iPhone ..) **after** you publish the game.

8. <mark>**How to reskin**</mark>

**Almost all graphics located in the folder Assets/FruitsMania/Textures_png. You need just replace your art in this folders, keep the same name, same size in PNG format:**
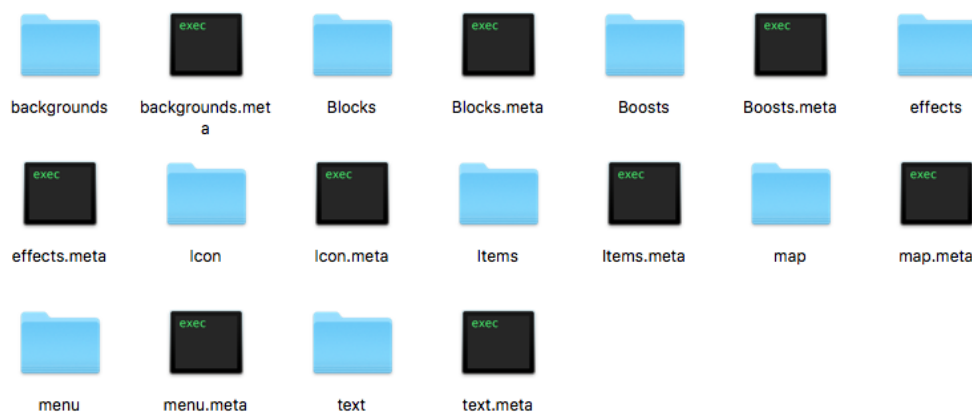


9. <mark>**Level Editor: How to make more levels**</mark>

**https://youtu.be/c1UhmM4WJVc**

**10.Contact us**

If you have any questions, do not hesitate to contact me via
Email: dotmobstudio@gmail.com