

FIVES

User Guide

Thanks for purchasing **FIVES** Full Swift iOS Word Game Template from CodeCanyon, we really appreciate your support and we're sure you'll have so much fun with this template!

- First Setup -

- **Bundle Identifier & App name:** If you want to use the demo project included into the package, you can do so. Once you have generated a new **App ID** and **Distribution Provisioning** file from the **Apple Developer portal** (in order for you to be able to upload the binary of your app), you must change the **Bundle Identifier** accordingly to the one you generated in your provisioning profile. Also, you must change the **Display Name** as you wish, so you'll see your own app's name underneath the app's icon (see below):

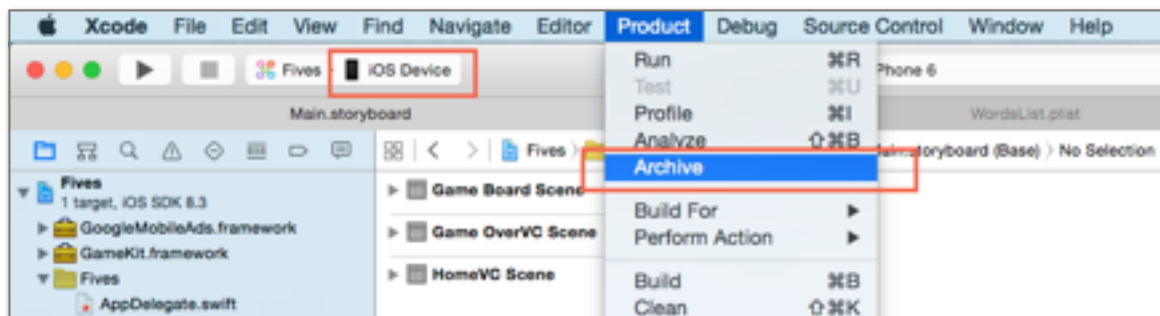


A screenshot of the Xcode project settings window. A red rectangular box highlights the 'Display Name' and 'Bundle Identifier' fields. The 'Display Name' field contains the text 'Fives'. The 'Bundle Identifier' field contains the text 'com.domain.fives'. Below these fields, the 'Version' field contains '1.0' and the 'Build' field contains '1'.

Display Name	Fives
Bundle Identifier	com.domain.fives
Version	1.0
Build	1

NOTE: do not change the **FIVES** folder's name or Project's name, or else XCode won't recognize the app and you won't be able to test it on the iOS Simulator nor Archive it for AppStore publishing.

- **Archive the App:** To archive the app and be able to upload it to the **iTunes AppStore**, select **Generic iOS Device** on the device list and then click on **Product -> Archive** to launch the **Organizer** and archive the app (see below):



- Customization -

- **User Interface:** If you want to edit the User Interface of **FIVES**, you can do so by the Storyboards file called **Main.storyboard**.
- **Graphics:** You can easily change App icons, logo and buttons design by accessing Images.xcassets folder and editing the .png images in there, just do not rename them so XCode will still recognise them. Make your reskin and save png files with the same names as the existing ones in the project.
- **Game Timer:** If you want to change the interval in seconds that move the circular progress you can do so by editing the float value in this line of code in **GameBoard.swift** file:

```
timer = NSTimer.scheduledTimerWithTimeInterval(0.05, target: self,
selector: Selector("updateTimer"), userInfo: nil, repeats: true)
```

- **Words list:** All 5-letter words are stored into WordsList.plist file. If you want to add/edit the existing words in the .plist file you can easily do that, just please note that FIVES supports a max. of 3 words/row. Check the anagrams of some of the existing words in the WordsList.plist file, you'll see that the rows with 3 words have a syntax like this:

ALERT.ALTER.LATER

You must use a dot symbol (.) to separate multiple words in the .plist file, so XCode will recognise the single words into a row and the app won't crash. You can add as many new 5-letter words as you want, no limit to that (besides the dictionary, of course ;)

- **Sounds:** There are 2 .mp3 and 2 .wav sound clips in FIVES. You can change them by replacing them with your own sounds, but do not change their real names and extensions so you won't have to edit a single line of code in XCode.

- **Facebook & Twitter sharing message:** If you want to edit the custom text that appears while sharing your Best Score and current score on FB or TW, you can edit the following line of code in HomeVC.swift:

```
var messageStr = "My Best Score on #Fives is \(bestScore), can you beat it?"
```

and this one in gameOverVC.swift file:

```
var messageStr = "I've just made \(score) as score on #Fives!"
```

Just edit the red strings with your own custom message, do not change the blue `bestScore` and `score` variable between parenthesis.

- Game Center -

Check this video out to see how to setup a Game Center Leaderboard for your app's page on iTunes Connect: https://youtu.be/4QwjqFpBm_k

Please note that it will work only if you've setup already a Bundle Identifier for your app in the XCode project, as shown in the beginning of this guide.

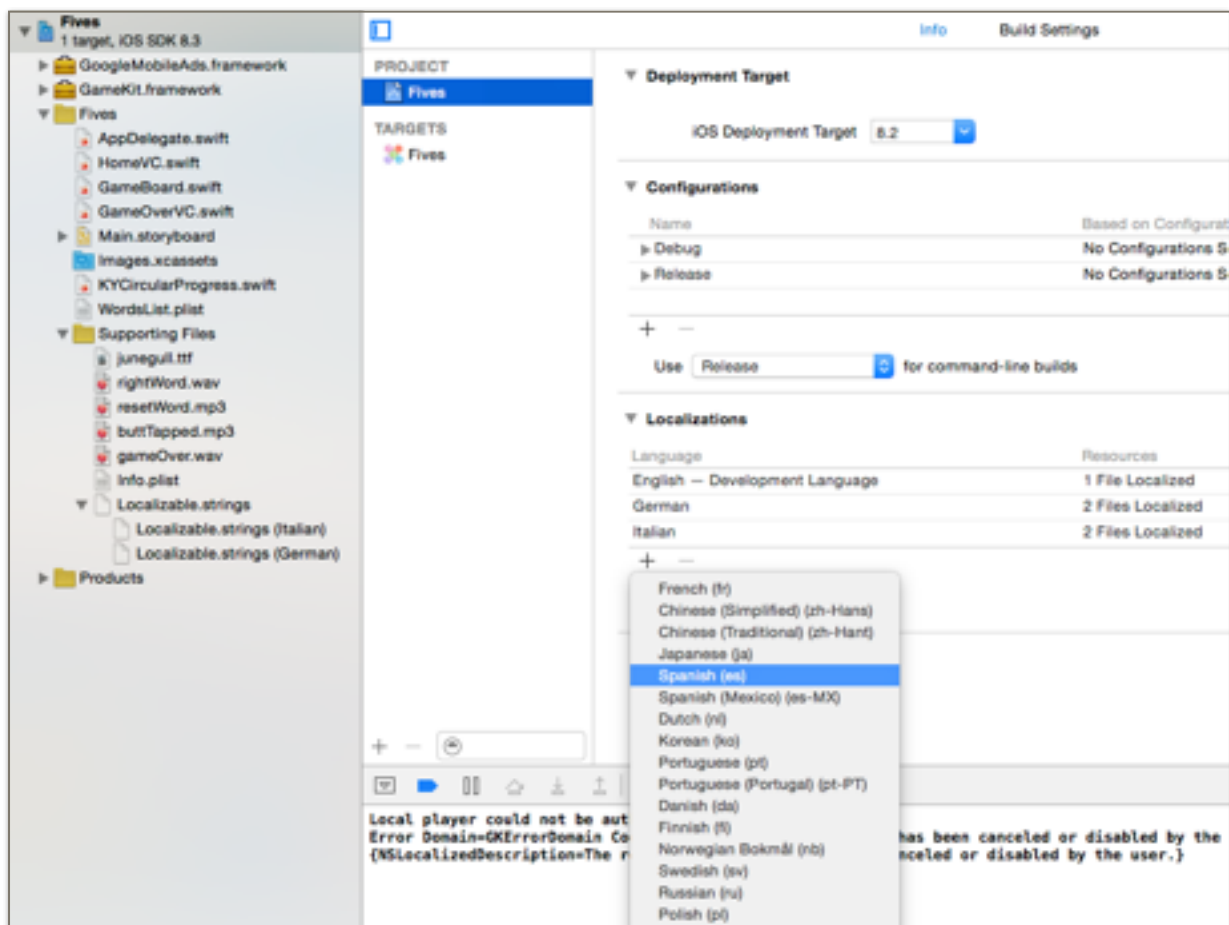
- Multi language setup -

We have added 2 extra languages as an example of how you can setup this app for multi language.

If you want to keep Italian and German languages, you must add words to their relative arrays in the .plist file, as described above, in order to offer more words to your users. FIVES will automatically detect the primary device language and show 5-letter words into such language on the Game Board. If a device language will be different than the ones you've set in the .plist file, the app will set English language as default one by using this if statement:

```
if deviceLanguage != "en"
    && deviceLanguage != "it"
    && deviceLanguage != "de" {
        deviceLanguage = "en"
    }
```

So if you want to add some other language (let's pretend, Spanish), you have to first click on Fives PROJECT, then on the "+" sign under **Localizations** and add Spanish language (its 2-digit name will be "es"). Then click on Finish button on the popup window you'll get.



Now go back to **GameBoard.swift** file and add this line of code into the if statement mentioned above:

```
&& deviceLanguage != "es"
```

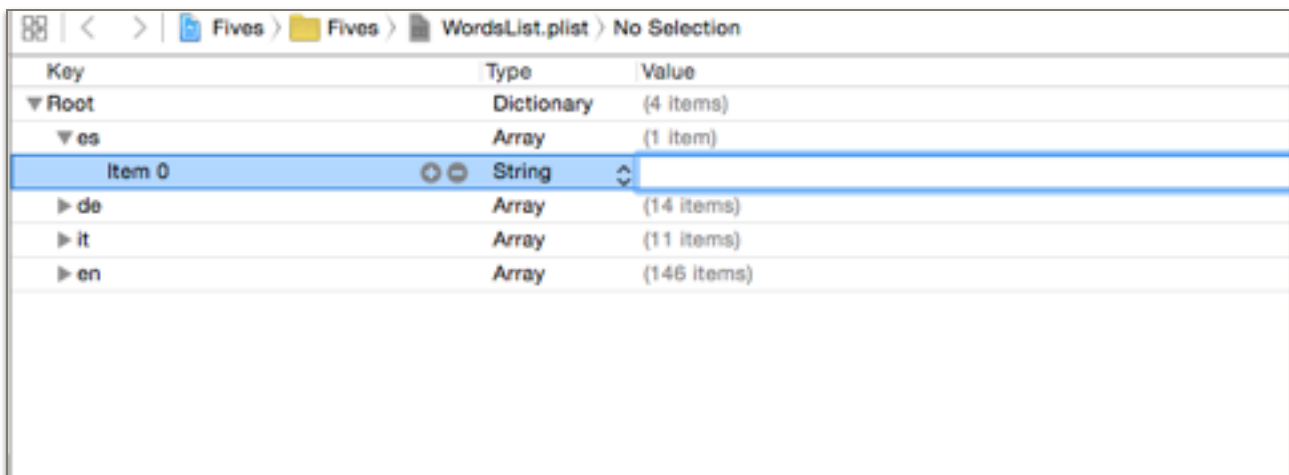
So the final statement will look like this:

```
if deviceLanguage != "en"  
    && deviceLanguage != "it"  
    && deviceLanguage != "de"  
    && deviceLanguage != "es" {  
        deviceLanguage = "en"  
    }
```

This will prevent the app for crashing on devices with languages different than the ones you've set, showing English as default language.

XCode should already have added a new **Localizable.string** for Spanish language, it will have the Italian words since that's the base one. All you have to do is to change the Italian red words into Spanish and you'll see the app's labels with Spanish text once you'll run FIVES on real device or Simulator (just change its language by Settings/ Language).

Now head over the WordsList.plist file for your final settings. Here you have to first create a new Array and call it **es** (the Spanish abbreviation"), and then hit again the "+" sign to add Strings for words.



Key	Type	Value
Root	Dictionary	(4 items)
es	Array	(1 item)
Item 0	String	
de	Array	(14 items)
it	Array	(11 items)
en	Array	(146 items)

You're done, choose a language on your device/Simulator and have fun playing FIVES in multi language!

- AdMob banners -

In order for you to display your own AdMob banners you must create an AD UNIT ID on www.apps.admob.com. Once you've got it, replace the red string below with your *AD UNIT ID* on the top of the **GameBoardVC.swift**:

```
let ADMOB_BANNER_UNIT_ID = "ca-app-pub-9733347540588953/6145924825"
```

■ **Apple Review process:** Sometimes it may happen that an app gets rejected once by Apple reviewers because of ads (iAd or AdMob doesn't matter), that's an issue we encountered too and we can't still understand why since we then re-submitted an app without any change and it got approved.

Anyway, check out the screenshot below, you'll get it after clicking on Submit For Review button on iTunes Connect, check the options shown below and everything should go smoothly.

Advertising Identifier

Does this app use the Advertising Identifier (IDFA)? ☒ Yes ☐ No

The Advertising Identifier (IDFA) is a unique ID for each iOS device and is the only way to offer targeted ads. Users can choose to limit ad targeting on their iOS device.

If your app is using the Advertising Identifier, check your code—including any third-party code—before you submit it to make sure that your app uses the Advertising Identifier only for the purposes listed below and respects the Limit Ad Tracking setting. If you include third-party code in your app, you are responsible for the behavior of such code, so be sure to check with your third-party provider to confirm compliance with the usage limitations of the Advertising Identifier and the Limit Ad Tracking setting.

This app uses the Advertising Identifier to (select all that apply):

- ☒ Serve advertisements within the app
- ☐ Attribute this app installation to a previously served advertisement
- ☐ Attribute this app installation to a previously served advertisement

If you think you have another acceptable use for the Advertising Identifier, [contact us](#).

Limit Ad Tracking setting in iOS

☒ I, Anne Johnson, confirm that this app, and any third party that interfaces with this app, uses the Advertising Identifier checks and honors a user's Limit Ad Tracking setting in iOS and, when it is enabled by a user, this app does not use Advertising Identifier, and any information obtained through the use of the Advertising Identifier, in any way other than for "Limited Advertising Purposes" as defined in the [iOS Developer Program License Agreement](#).

Have fun with FIVES, and don't forget to rate it on your Downloads page!

