

BLOCK WOOD DOCUMENTATION: Version 1.4 Nov 17 2021

Import Plugins:

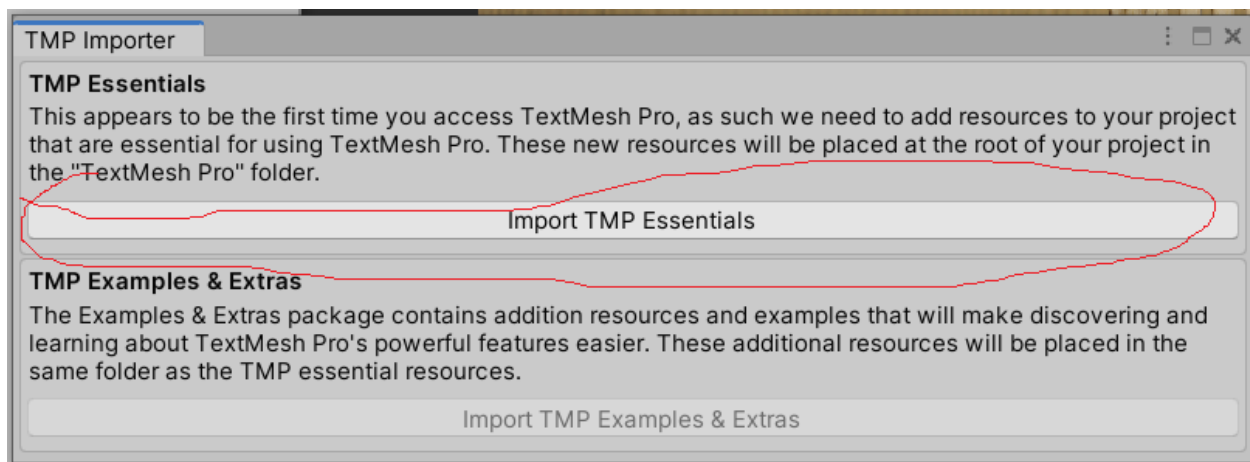
Google Mobile Ads (admob): version 6.1.2

Download and run it: <https://github.com/googleads/googleads-mobile-unity/releases>

LeanTween:

Download and import : <https://assetstore.unity.com/packages/tools/animation/leantween-3595>

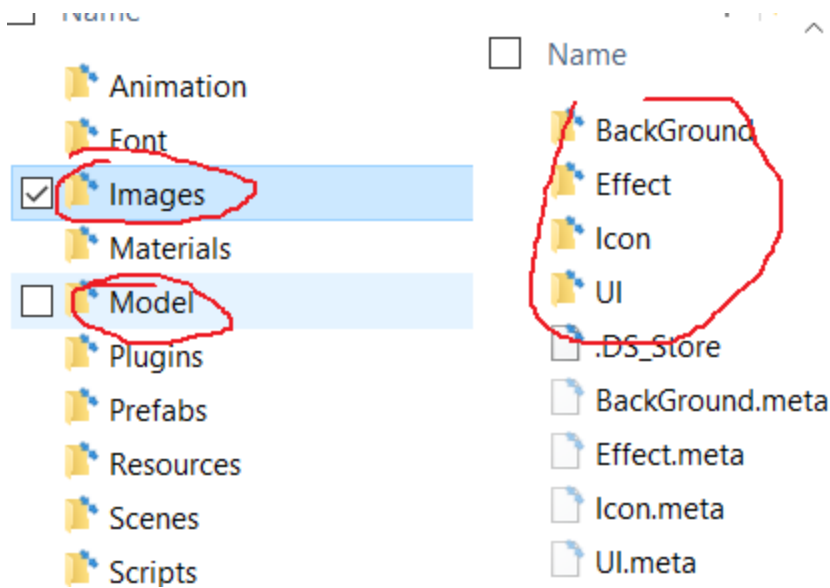
Import Textmesh Pro: when click **Play scene** it will show window TMP Importer, click Import TMP Essentials (if this place button disable you need to delete TestMesh Pro folder before click Play scene)



How to reskin:

Replace all file .png in Images folders (NayvySoftBlockWood-> Images->UI/Icon/BackGround)

And textures in Model

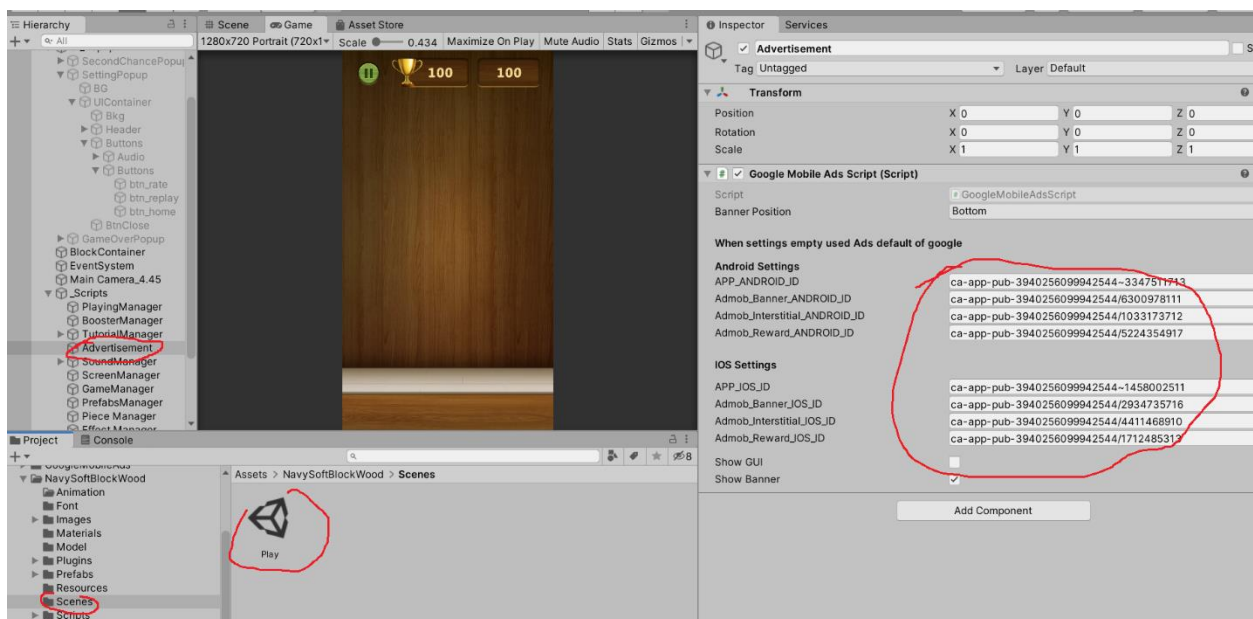


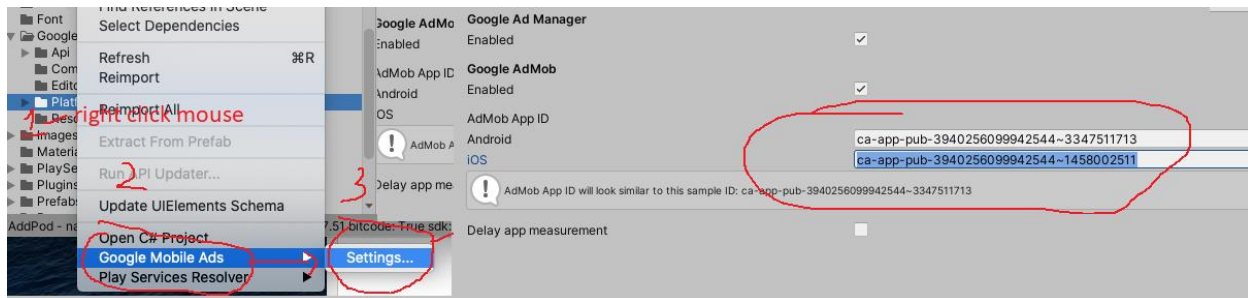
1.Change admob key:

Click left mouse Scenes-> double click Game Scene

Left click _Scripts->Advertisement --> change admob keys

Change admob app id : right click in Assets --> Google Mobile Ads -> Settings....-->replace with your admob app id





Use your admob key replace at here:

(if you don't know create admob key how do please contact us. We will support)

2.Change link rate in file GameManager.cs

```
[SerializeField]
private TextMeshProUGUI bestScoreText;
[SerializeField]
private TextMeshProUGUI currentScoreText;
[SerializeField]
private BoardType boardType;
[SerializeField]
private GameMode gameMode = GameMode.CLASSIC;
[SerializeField]
private List<Button> buttonsInGame = new List<Button>();

[Header("Data Board ")]
[SerializeField]
private DataInGame dataInGame;
[Header("Data Setting ")]
[SerializeField]
private GameSetting gameSetting;
[Header("Rate URL ")]
[SerializeField]
private string rateURL = "market://details?id=com.navysoft.blockwooddemo";

private int currentScore = 0;
private int bestScore = 0;
private DataMode currentDataMode;
private bool secondChance = false;

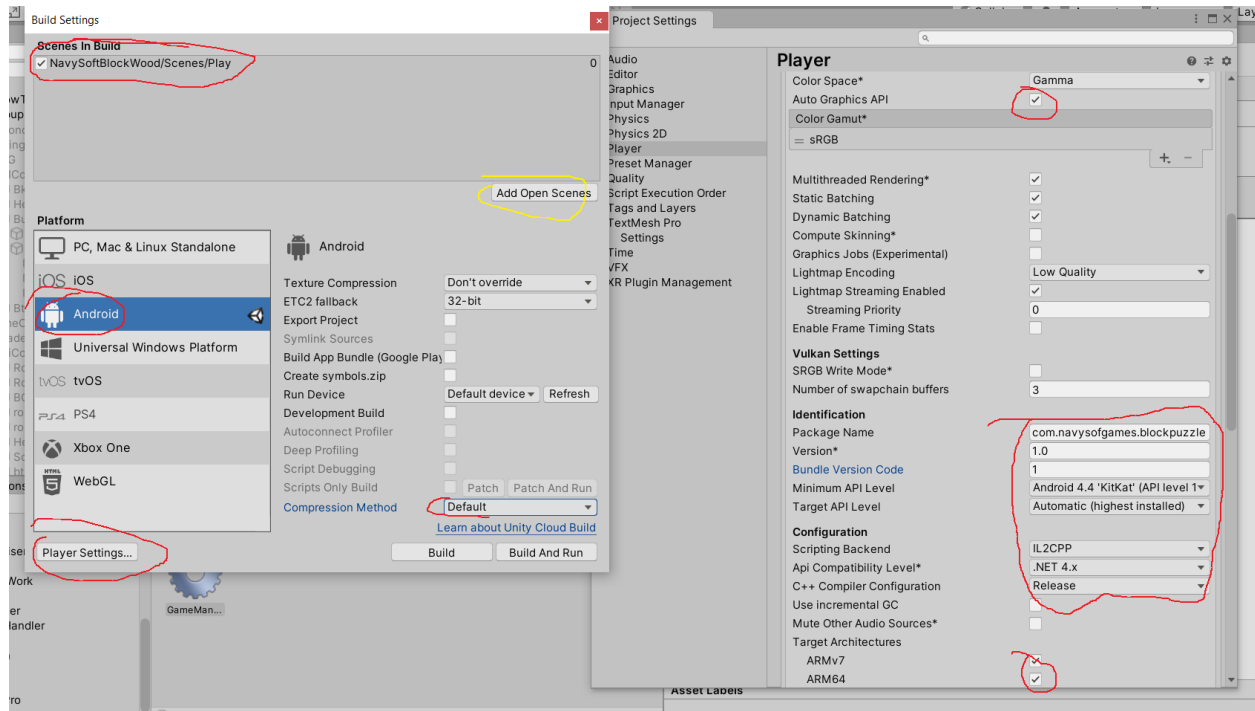
#region Properties
public int currentBoard { get; set; }
public DataGameMode CurrentDataGameMode://{ get; set; }
public DataInGame GetDataInGame => dataInGame;
public string GetRateURL=> rateURL;
public GameSetting GetGameSetting => gameSetting;
public DataMode GetCurrentDataMode => currentDataMode;
public GameMode GetGameMode => gameMode;
```

If google play: market://details?id=[package name]

iOS: [https://apps.apple.com/app/id\[ID](https://apps.apple.com/app/id[ID) app create in your apple store]

4.How to build for Android:

Choose File in left top window --> Build Settings--> Android -> Playing Settings--> replace your Package Name in Other Settings tab



Remember choose scene before build (under picture)

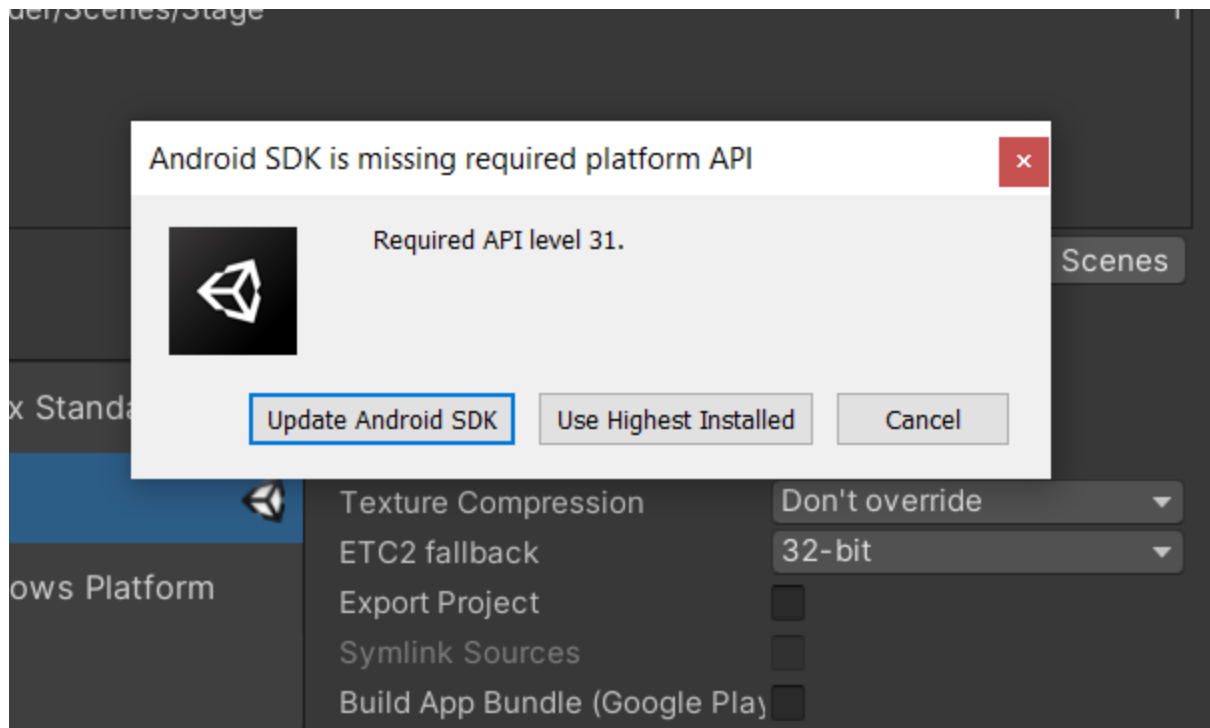
After click Build

If have **SDK** issues please Force Resolve (right click Assets -> External Dependency Manager->android Resolver -> Force Resolve) after Play Game before build

Set Target API Level: API level 30 or 31 and above

After click build if show window Android SDK is missing required platform API choose

Update android SDK button . (Window: If update error please run Unity Hub as Administrator or reset computer and open with Unity Hub with Administrator)

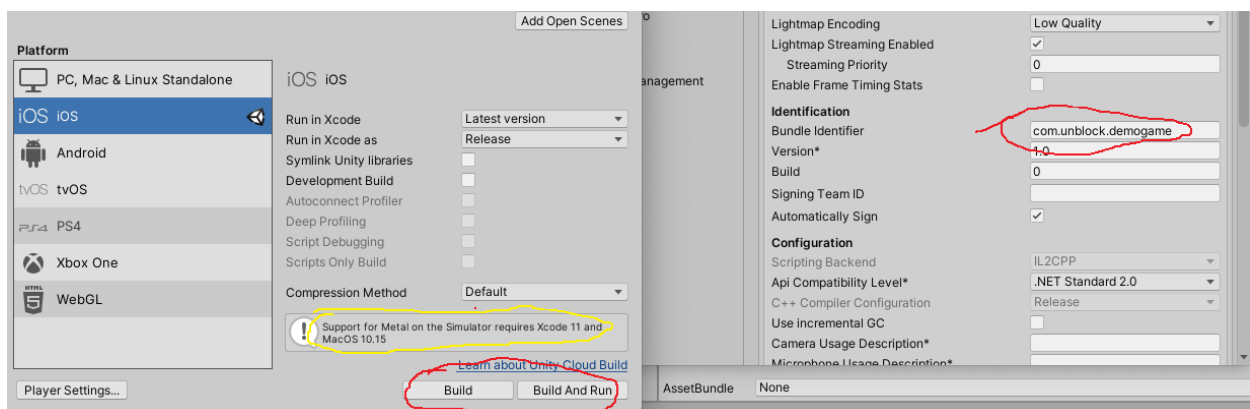
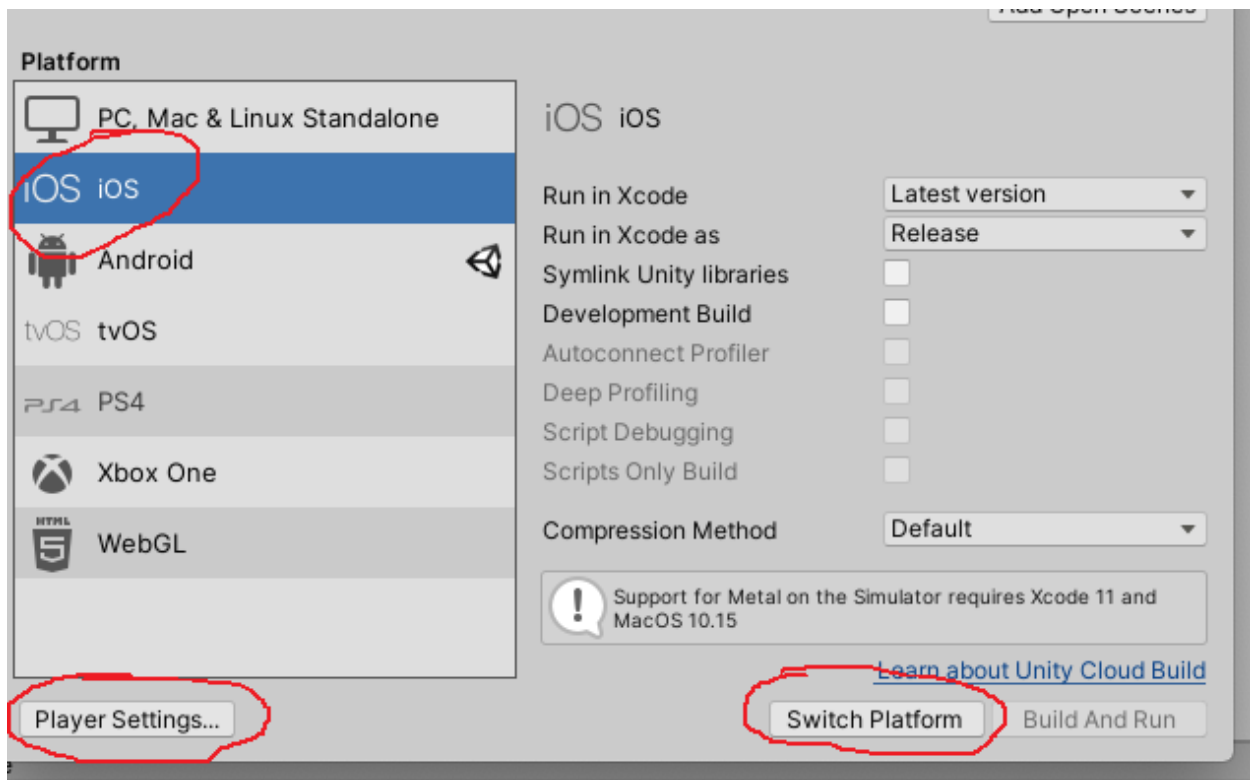


5.How to build for iOS:

File--> Build Settings-> iOS-> Switch Platform->Playing Settings

Change your Bundle Identifier and Build It with Build button or Build and Run

(you need MacOS 10.15 and Xcode 11.3 minimum)



If you can't build or have any issues please contact us. We will respond as soon as possible. Normal 15 - 30 minutes after receiving your message

Free support contact: help@navysoftgames.com

If you need to customize or reskin this game please email us. Visit website: <http://navysoftgames.com>

More Quality Games help you increase revenue in your business:

<https://assetstore.unity.com/publishers/48620?aid=1100lcWRT>