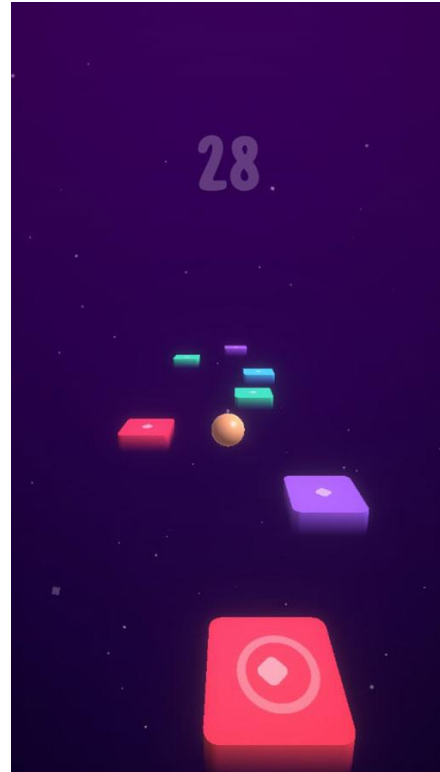


Ball Hop – Documentation

V1.0



MENU

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Unity Version

Instal Unity 2020.3.16f1 or higher version to load up the project

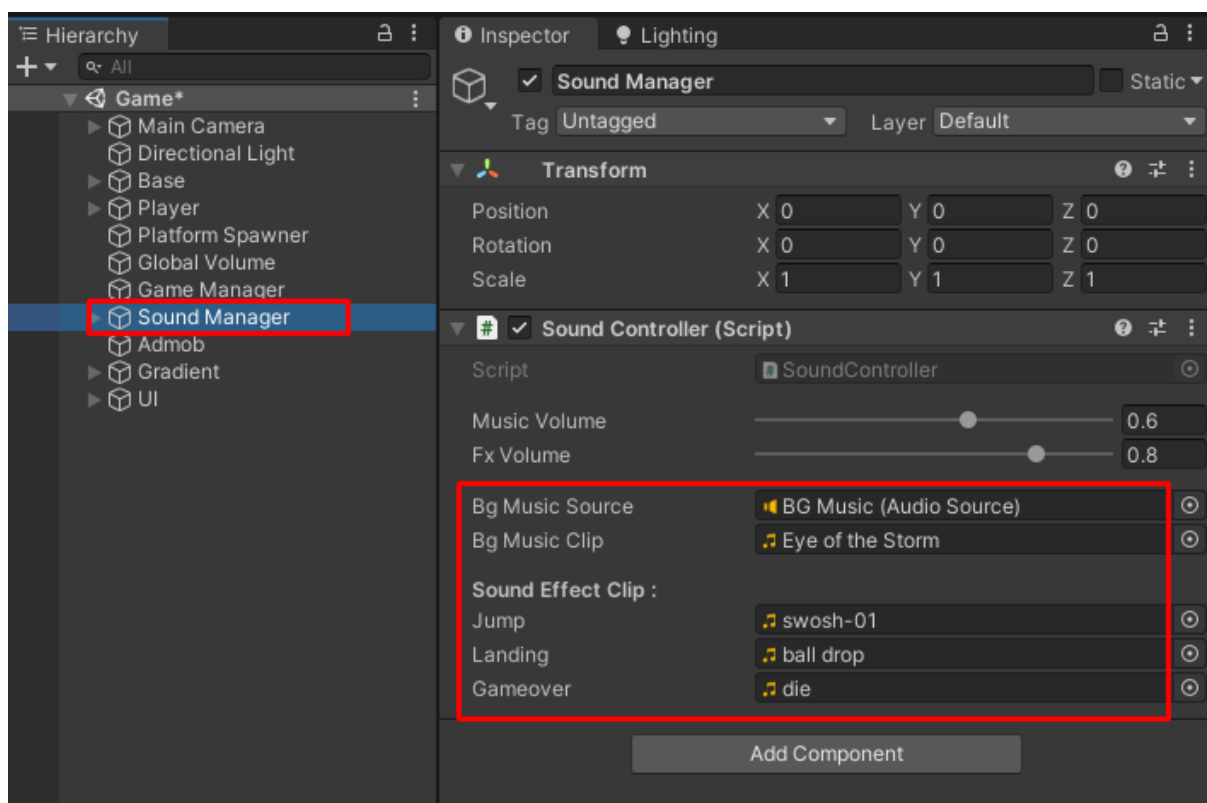
Prepare the Project

Watch this video to prepare your project before doing customization.

<https://youtu.be/TxDFMP6Fbb4>

How to change game sounds

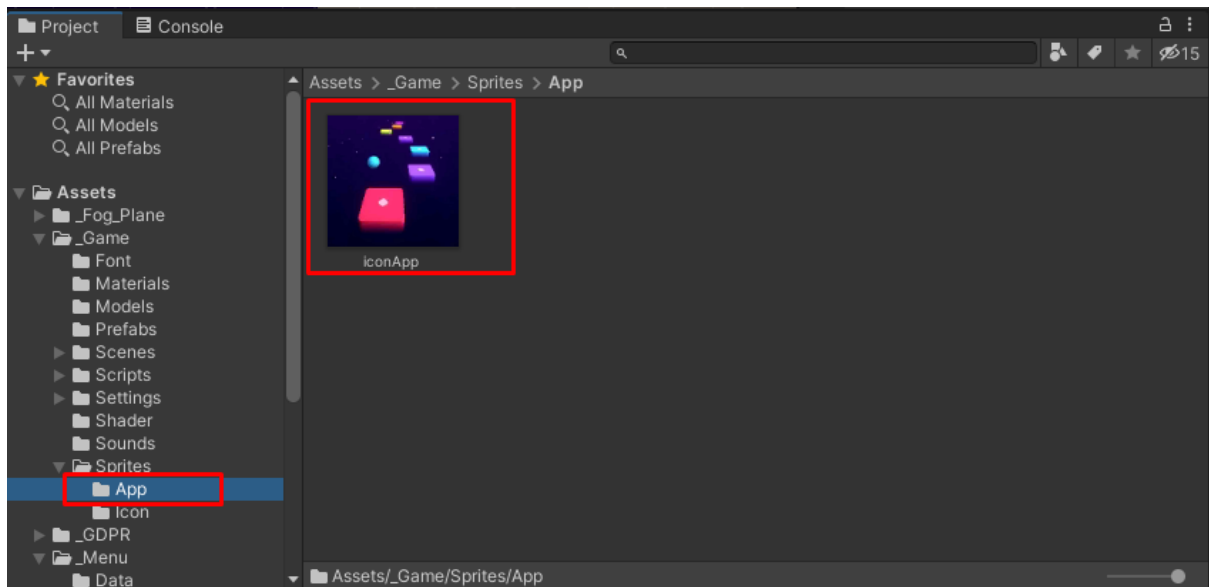
Go to Hierarchy and select **Sound Manager**. Replace the sound in the Inspector with your sound.



Drag and drop audio file from **Project Window** to the **Inspector** to replace it.

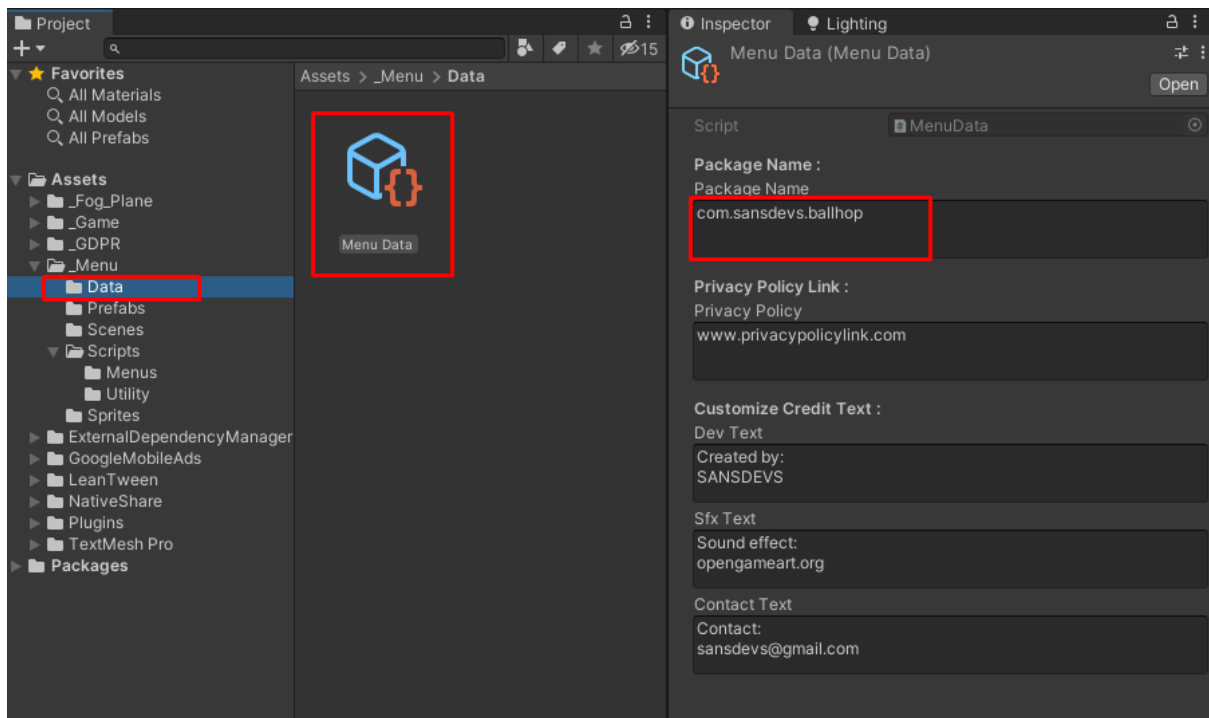
How to Change Game Icon.

Go to Project window and find folder **Assets/_Game/Sprites/App**. You can change the game icon by replacing them with your image file.



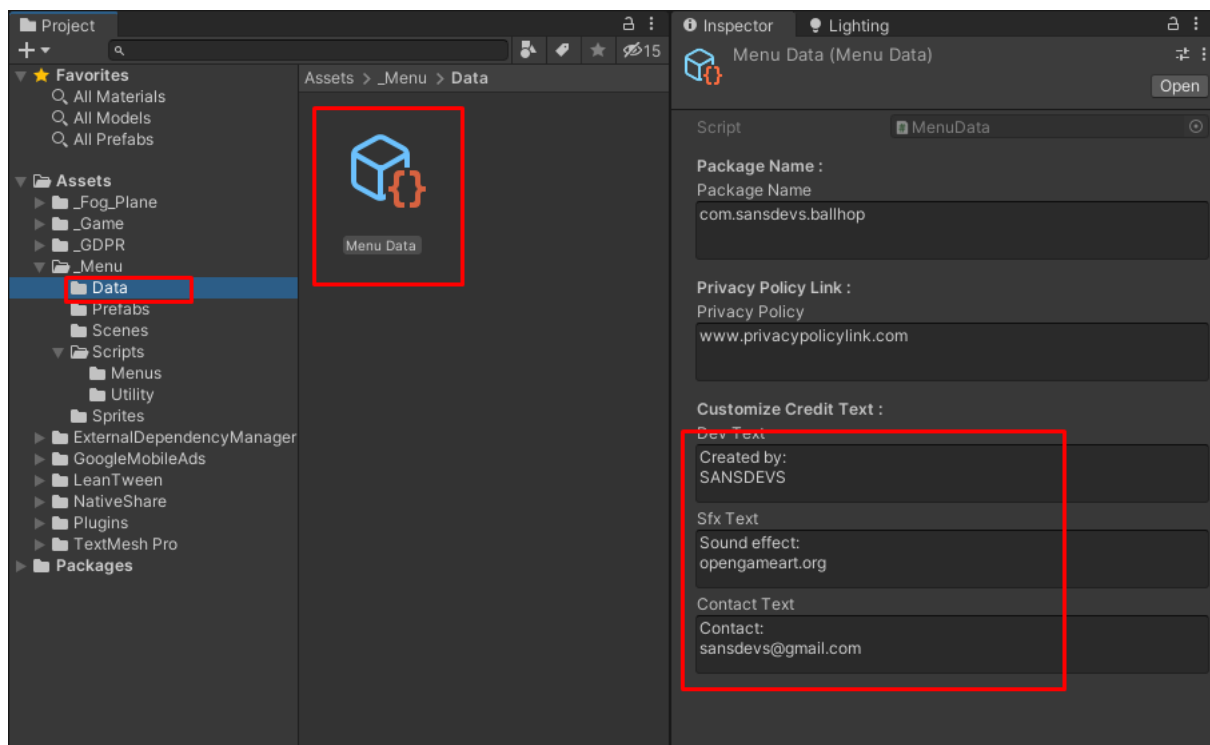
How to customize the rating page link

Go to Project file and find folder **Assets/_Menu/Data/**. Select **Menu Data** and then fill the Package Name with your App Package Name in the Inspector.



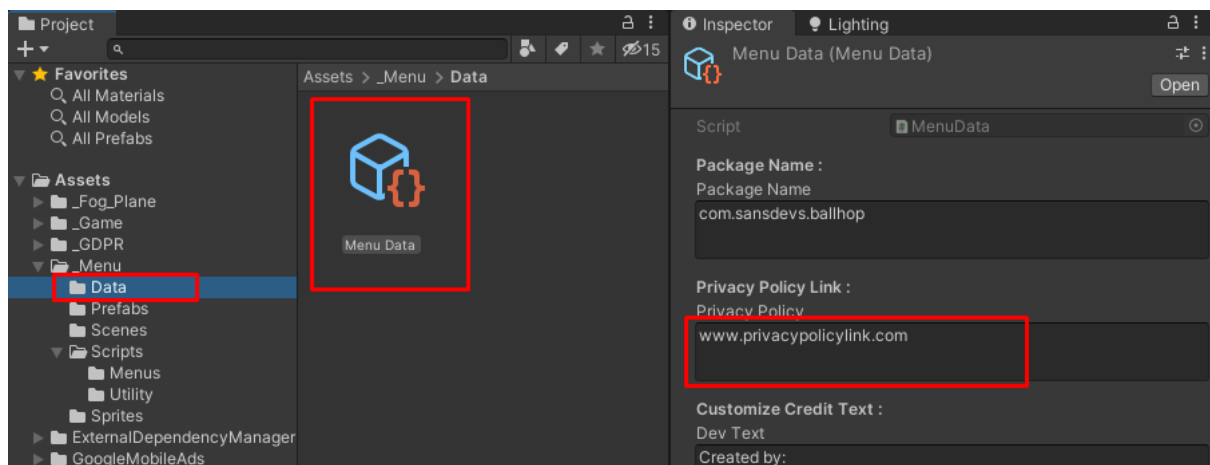
How to customize About Us Panel

Go to Project file and find folder **Assets/_Menu/Data/**. Select **Menu Data** and fill your credit in the **Inspector**.



How to customize Privacy Policy page link

Go to Project file and find folder **Assets/_Game/Database/**. Select **UI Data** and fill your Privacy Policy URL in the **Inspector**.



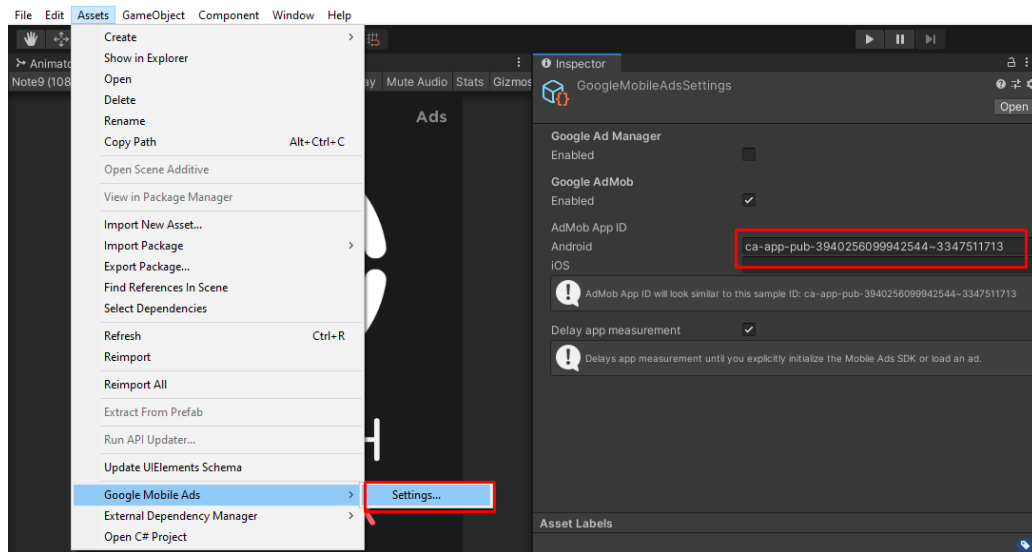
How to Add Splash Screen

You can watch this video on how to add Splash Screen in your game.

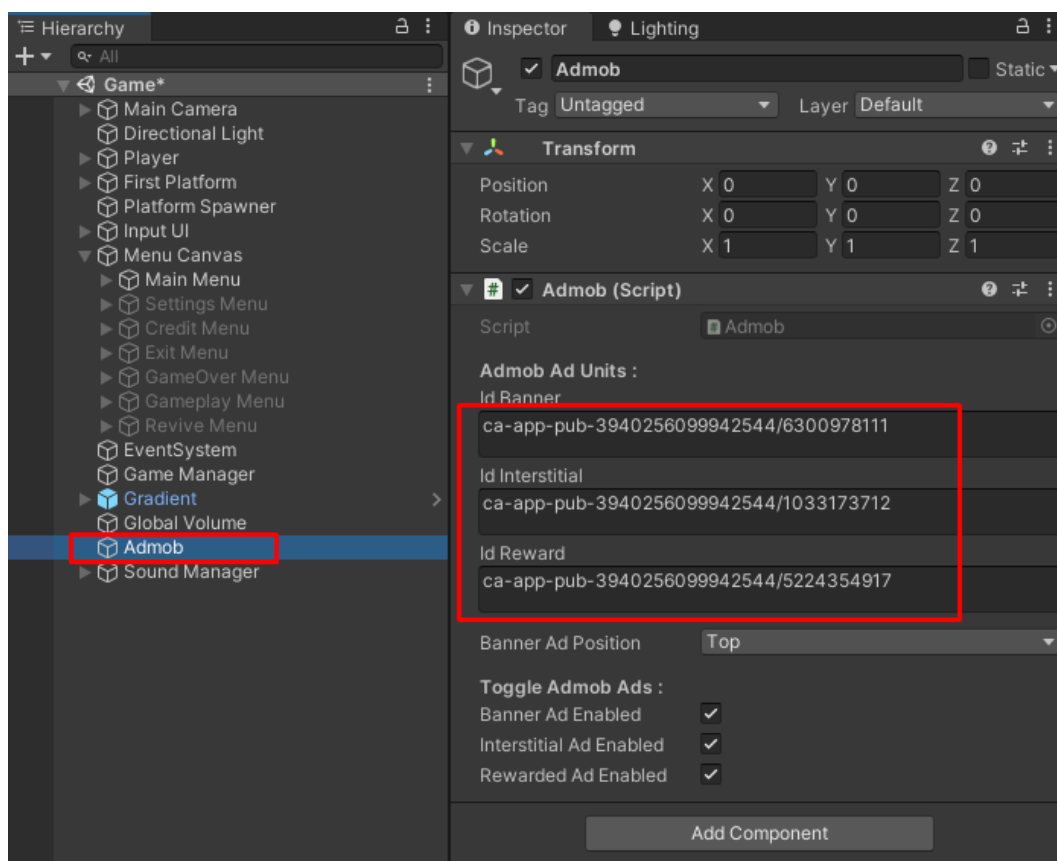
<https://youtu.be/LOxDg692fWM>

How to set Admob Ads

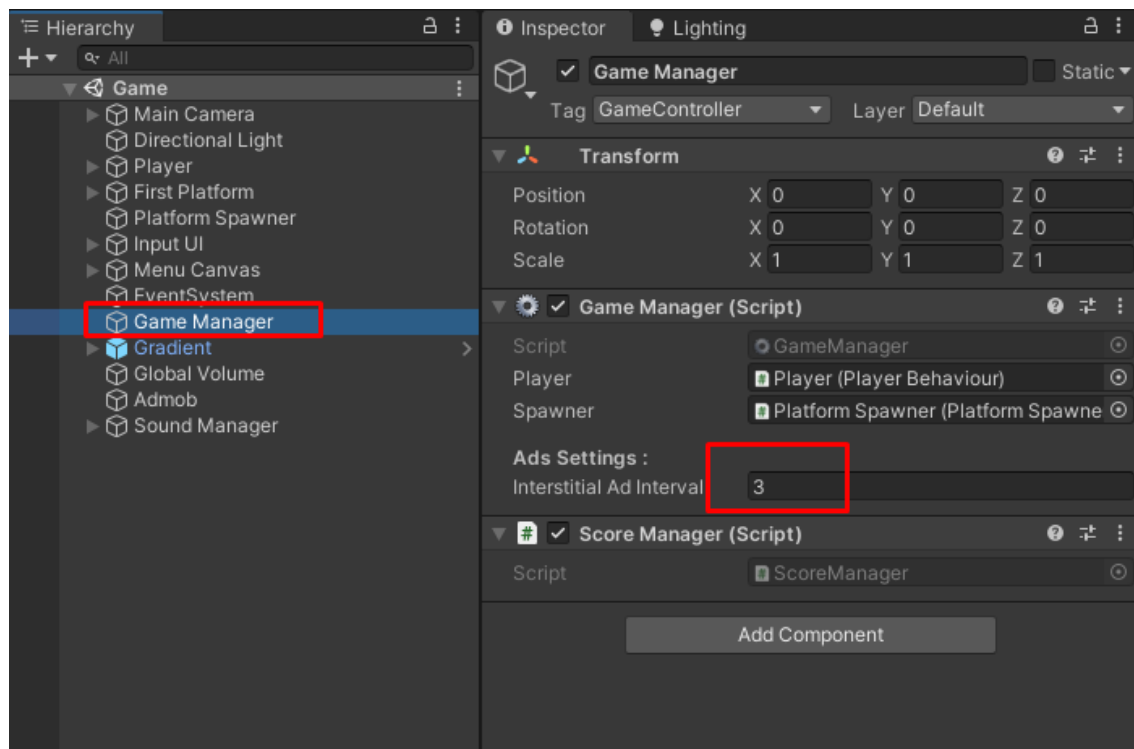
1. Go to Assets in Menu Bar. Select **Google Mobile Ads > Settings..** and then Look at the Inspector and **Enabled** checkbox under **Google AdMob** and Fill your AdMob App ID for Android.



2. Go to Hierarchy and select **Admob** gameobject. Look at the Inspector and fill your ad unit id (banner and interstitial).



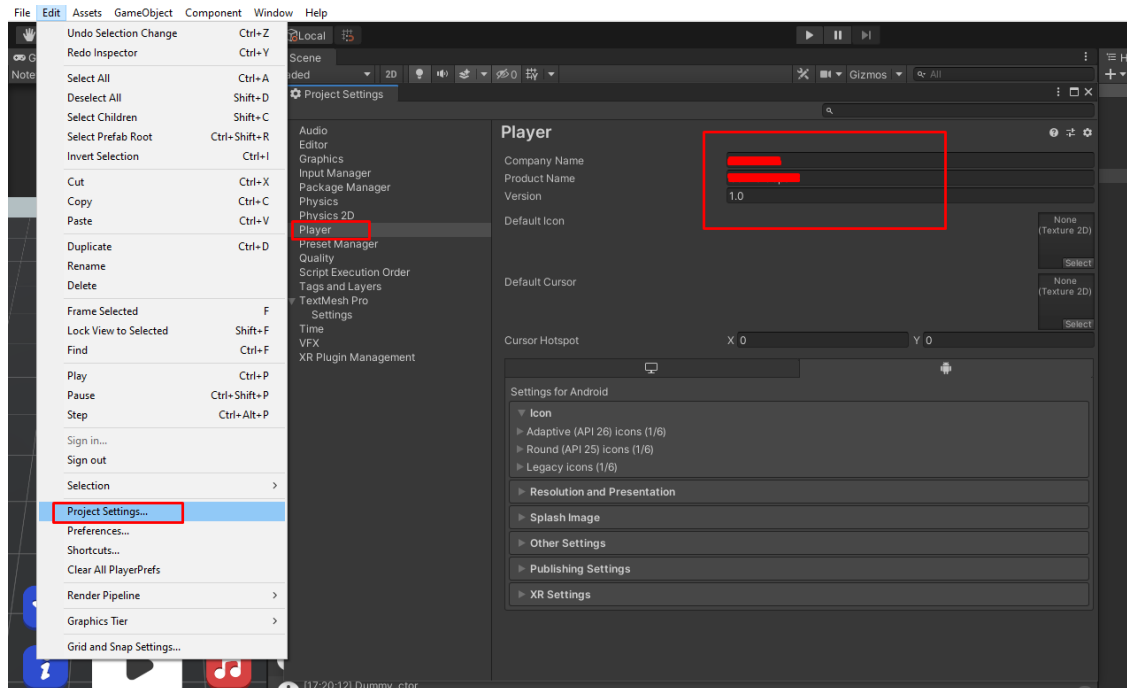
3. You can adjust the number of interstitial ad views per several games by selecting **Game manager** in the Hierarchy and then fill **Interstitial Ad Interval** in the Inspector



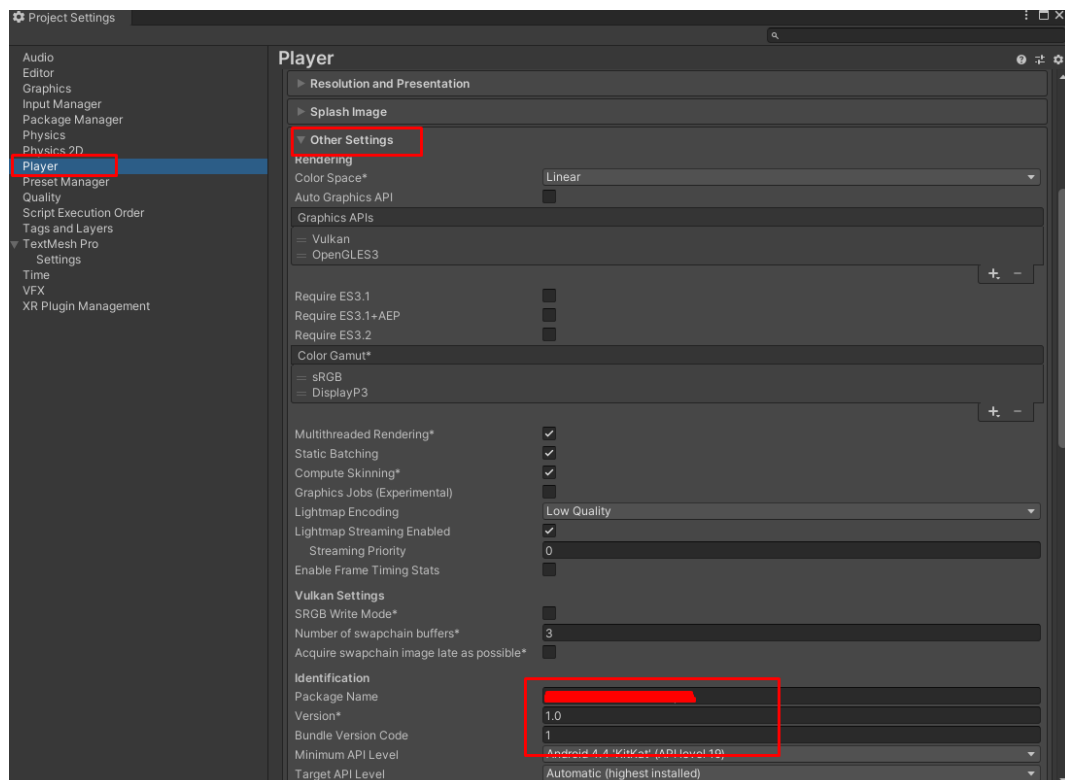
for example, if you fill **3** in the **Interstitial Ad Interval**, its means the interstitial Ad only show every 3 games.

How to get Android App Bundle (.aab file) ready to publish

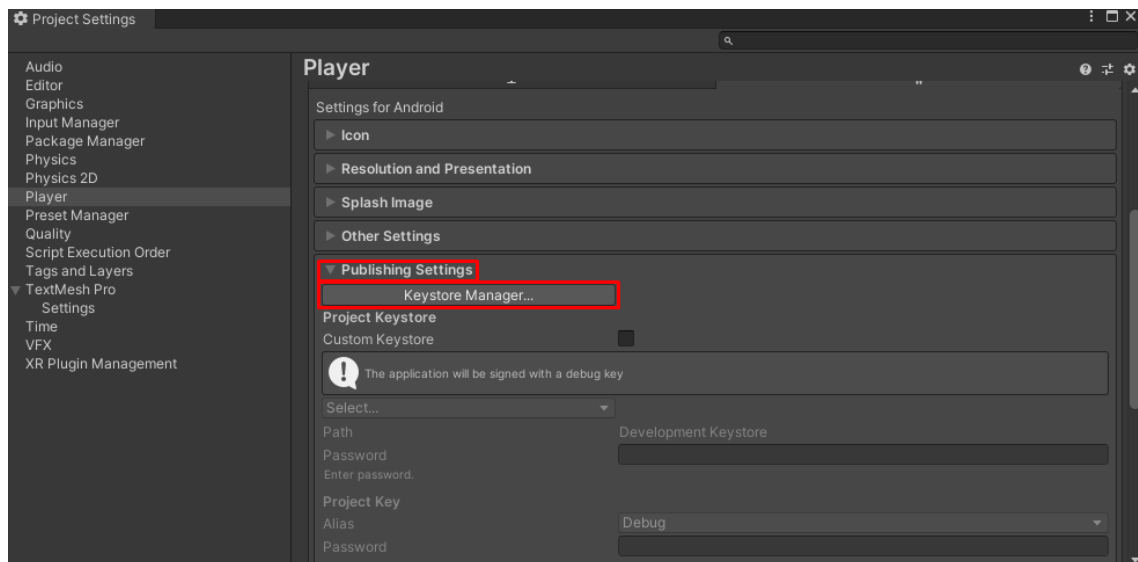
1. Go to **Edit** in Menu Bar and select **Project Settings..** to open Project Settings window. In Project Settings window, select **Player** on the left panel and then fill your company name, product name & version.



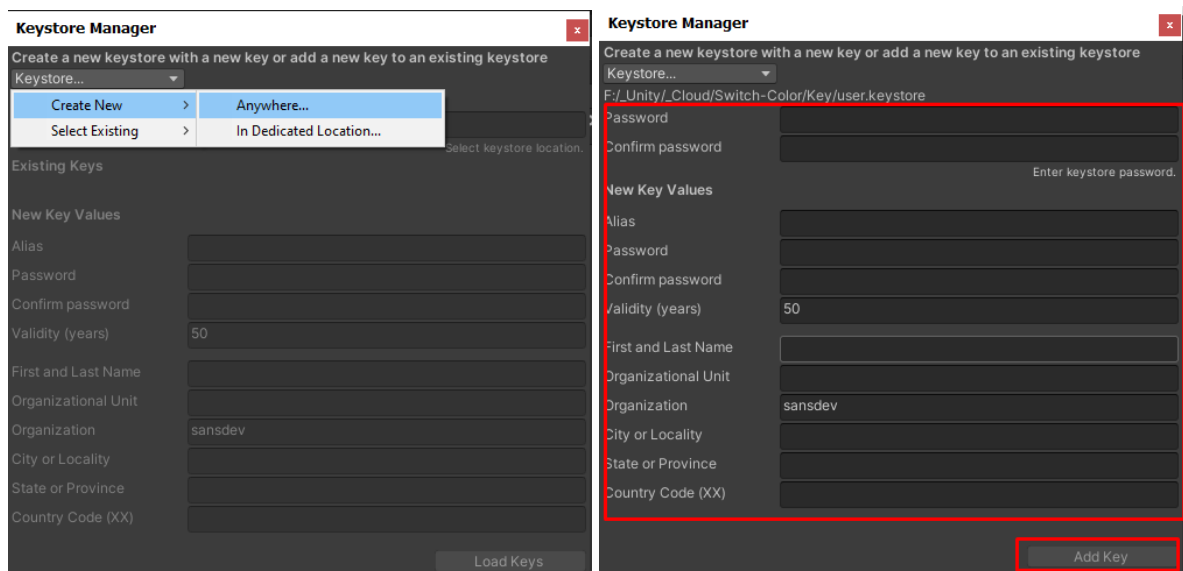
2. And then, click **Other Settings** to open a menu within it, scroll down until you find the **Package Name** and Fill your App Package Name there.



3. To create a Key, Scroll down again and find **Publish Settings**. Click Publish Settings to open a menu within it, and then select **Keystore Manager..** to open Keystore Manager Window

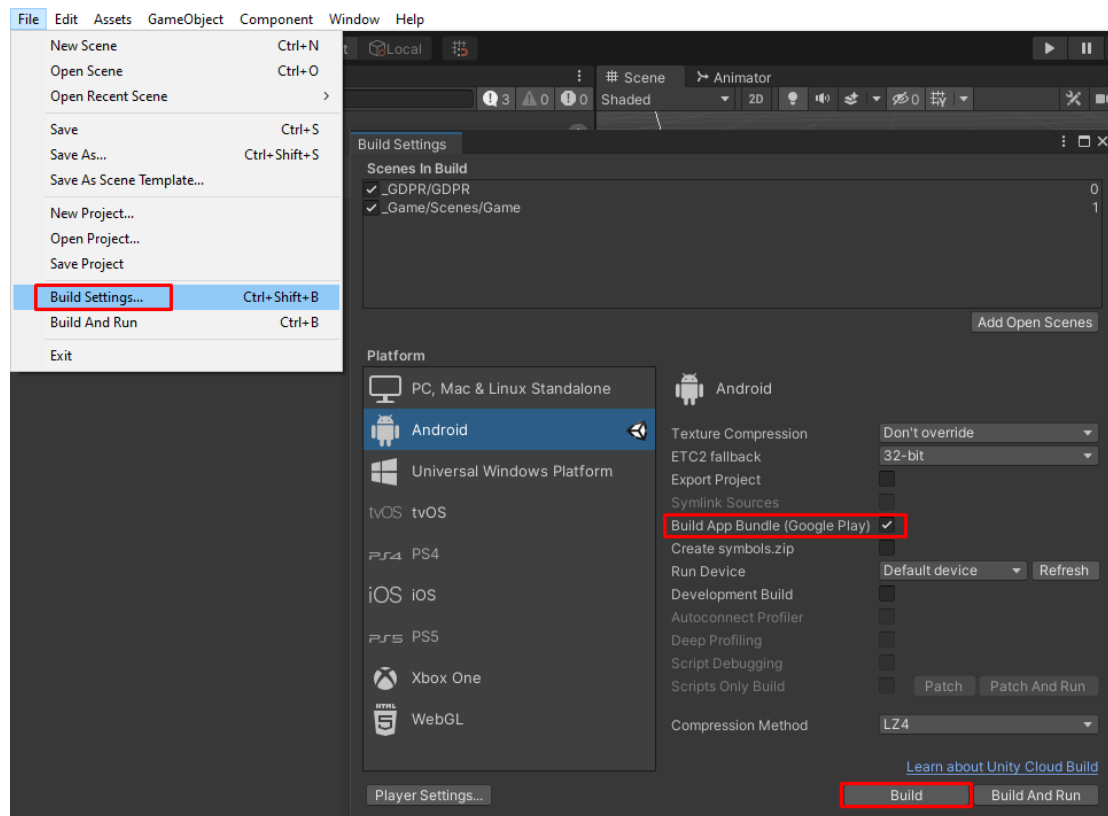


4. In Keystore Manager Window, select **Keystore > Create New > Anywhere..** to locate keystore save location in your directory and then, fill your key data and click **Add Key** to save your keystore.



5. You can now build your Android App Bundle (.aab file) by selecting **File > Build Settings..** and then click Build in the **Build Settings** window.

Make sure to enable the checkbox **Build App Bundle (Google Play)** to export Android App Bundle (.aab File).



If you find some issues, please contact me by email: sansdevs@gmail.com

Regards,