

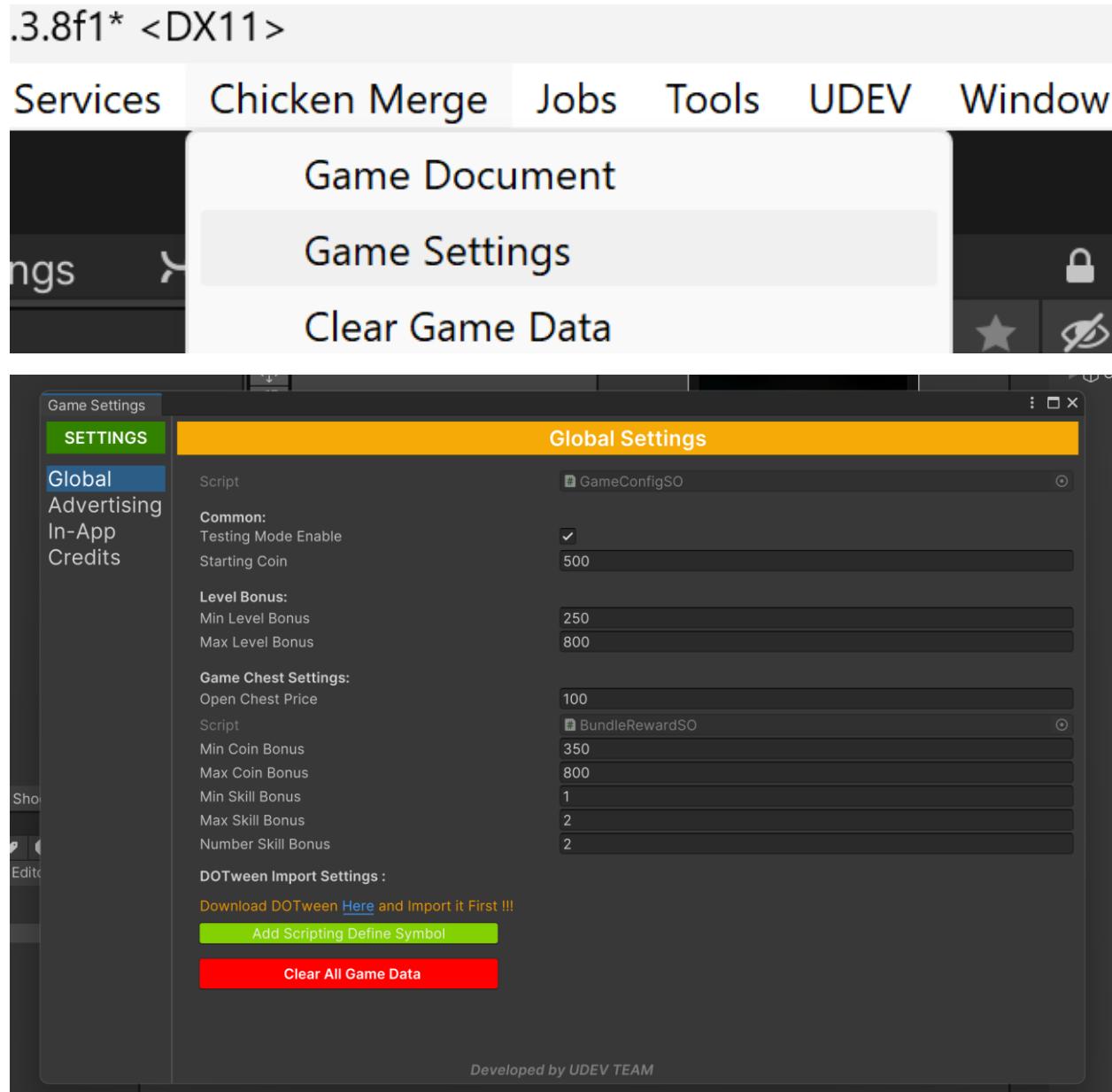
Chicken Merge – Game Template

Instructions

I – Game Setting

I.1 – Global Setting

Let's select as picture bellow:



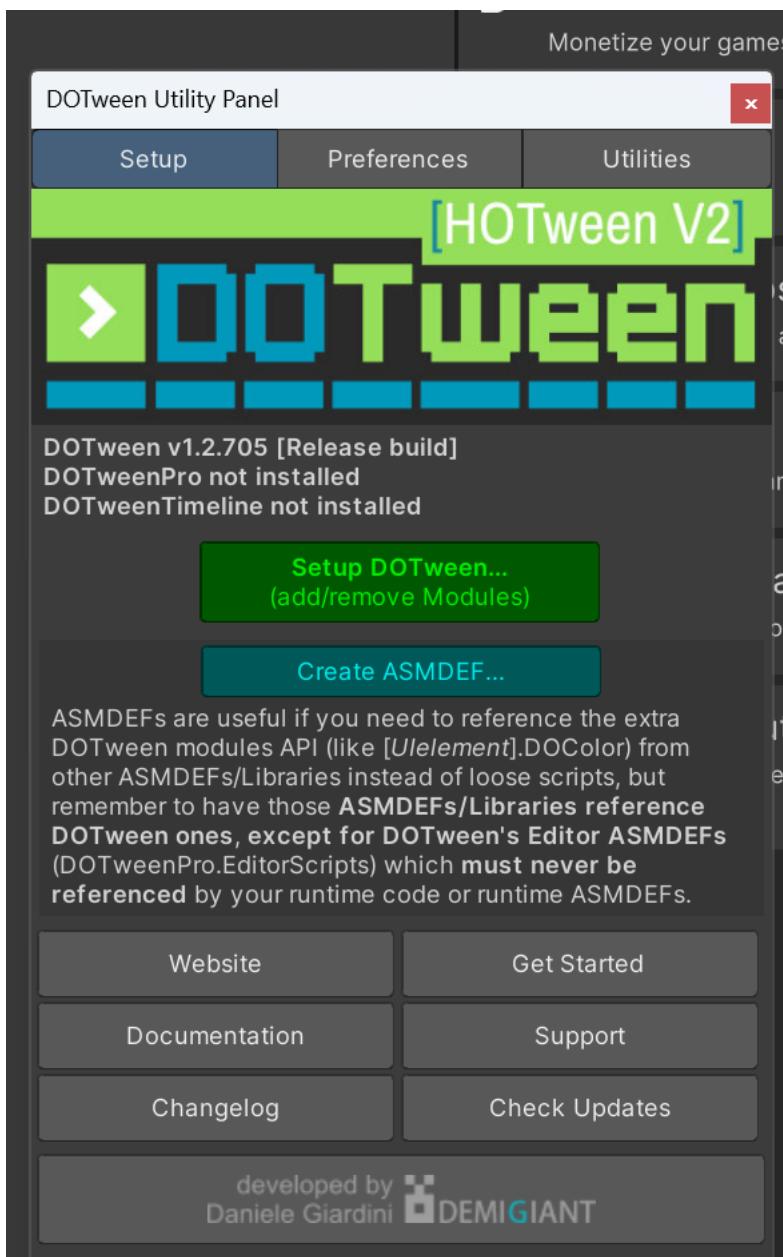
Testing Mode Enable is a option to make all levels and guns unlock for testing purpose and you have **1.000.000 coins** as well. You need **clear game data** first to make this option work well.

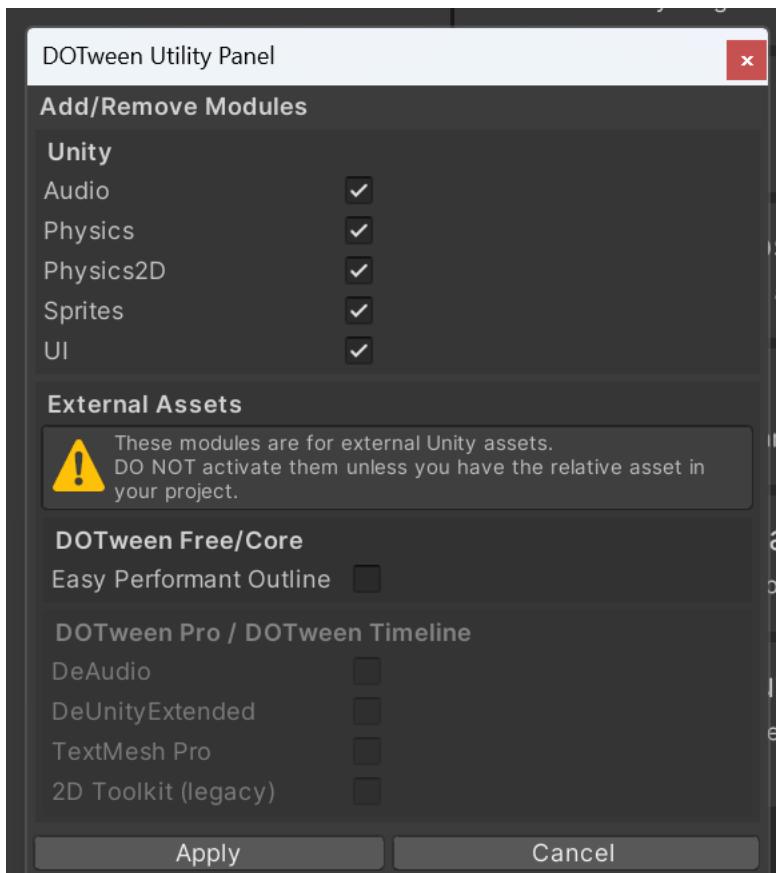
DOTween Import Settings:

Goto link bellow:

<https://assetstore.unity.com/packages/tools/animation/dotween-hotween-v2-27676>

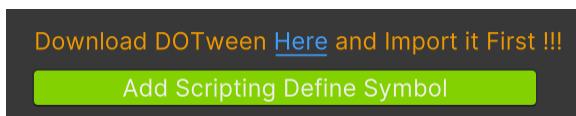
Install this package and click setup button:





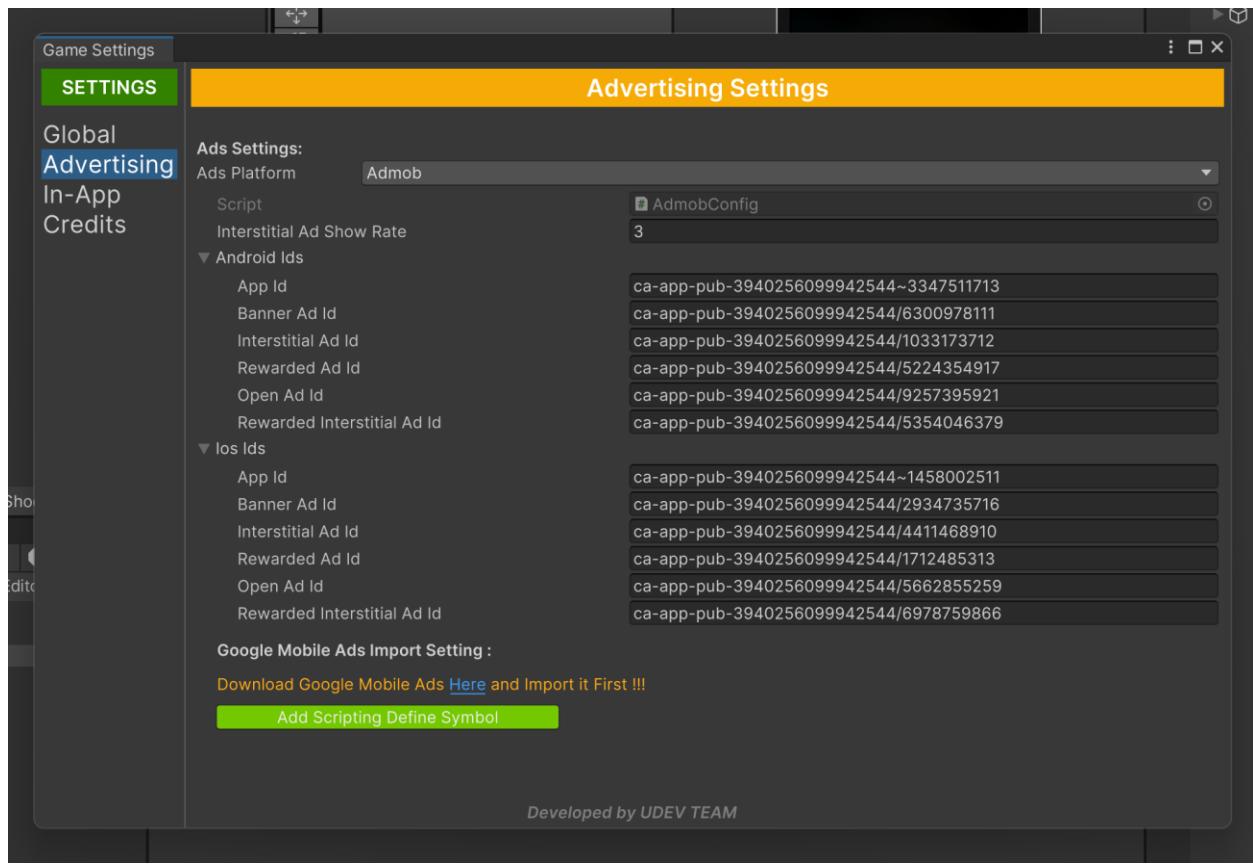
Hit apply and close this window.

After that you need to add **Dotween Define**:



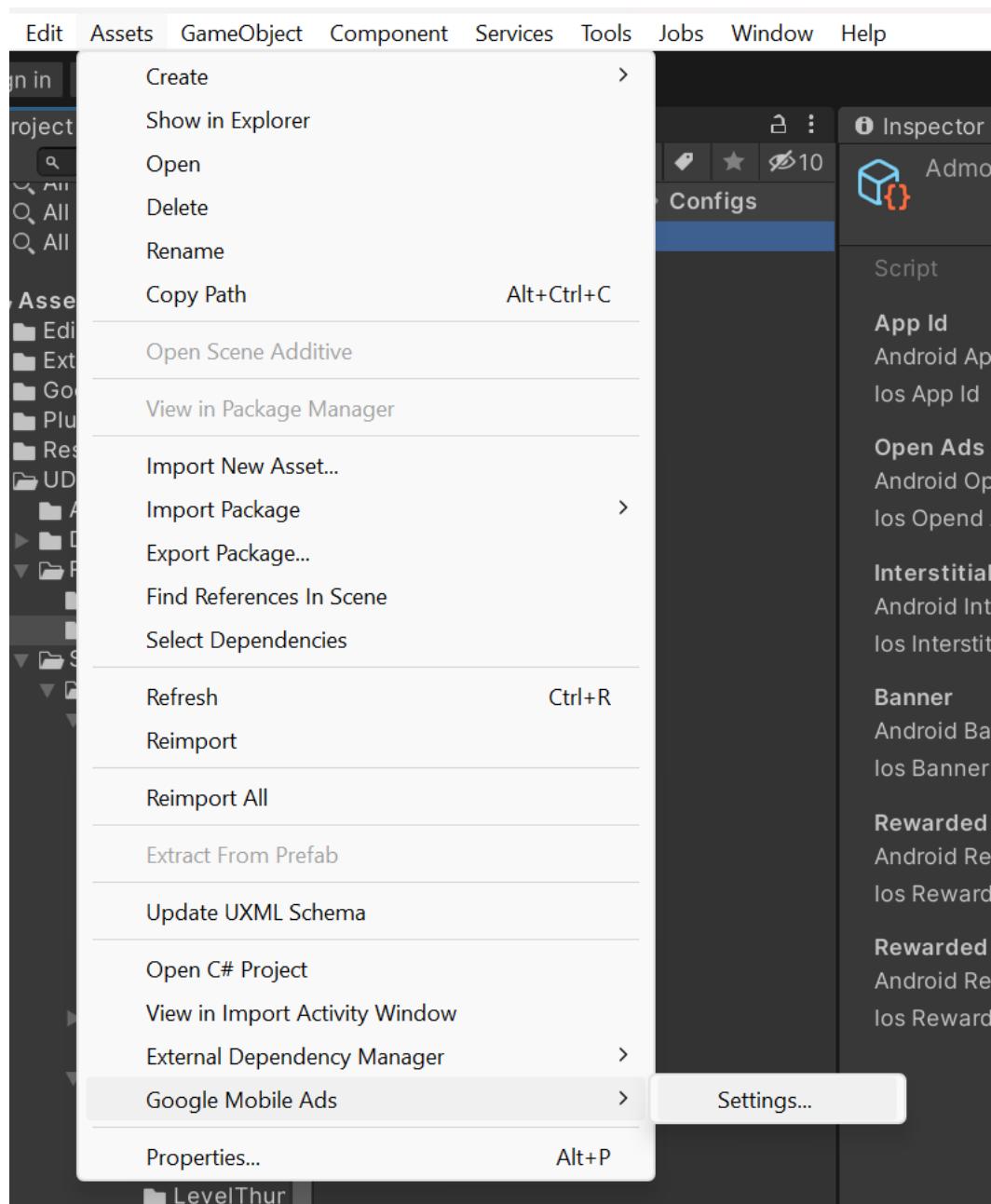
I.2 – Ads Setting

Let's select as picture bellow:



You can config your ads settings in here:

After you enter admob's settings (**and make sure google mobile ads plugin was import**) you need enter your app id into here too:



Inspector

 Google Mobile Ads Settings (Google Mobile Ads Set) [Open](#)

Google Mobile Ads App ID

Android: ca-app-pub-3940256099942544~334751

iOS: [redacted]

 Google Mobile Ads App ID will look similar to this sample ID:
ca-app-pub-3940256099942544~3347511713

Android settings

Enable kotlinx.coroutines:

 Adds instruction to fix a build.gradle build error with message '2 files found with path 'META-INF/kotlinx_coroutines_core.version'. For more details see <https://developers.google.com/admob/unity/gradle>

Remove property tag from manifest:

Optimize initialization:

 Initialization will be offloaded to a background thread.

Optimize ad loading:

 Ad loading tasks will be offloaded to a background thread.

AdMob-specific settings

Delay app measurement:

UMP-specific settings

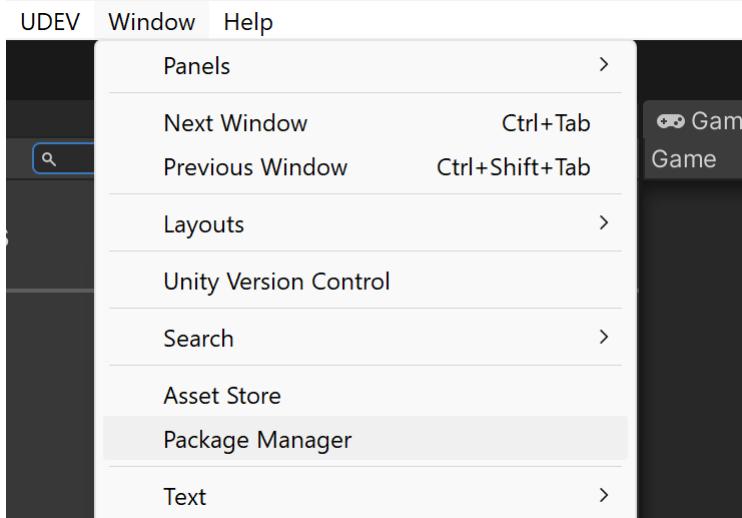
User Tracking Usage Description: [redacted]

 A message that informs the user why an iOS app is requesting permission to use data for tracking the user or the device.

Ads Package Import:

Import **only** one ads platform package you need use (**Not Both**).

1 - Unity Ads



Services	
Analytics	Analytics 5.0.0
DevOps	
Build Automation	1.0.5
Cloud Diagnostics	1.0.6
Deployment	1.1.0
Unity Distribution Portal	2.2.5
Version Control	2.0.7 ✓
Game Backend	
Authentication	3.0.0
CCD Management	2.2.2
Cloud Code	2.5.0
Cloud Save	2.2.1
Economy	3.2.1
Remote Config	3.3.2
Monetization	
Advertisement Legacy	4.4.2
In App Purchasing	4.9.3 ↑
iOS 14 Advertising Support	1.0.0

Download and install lastest package:

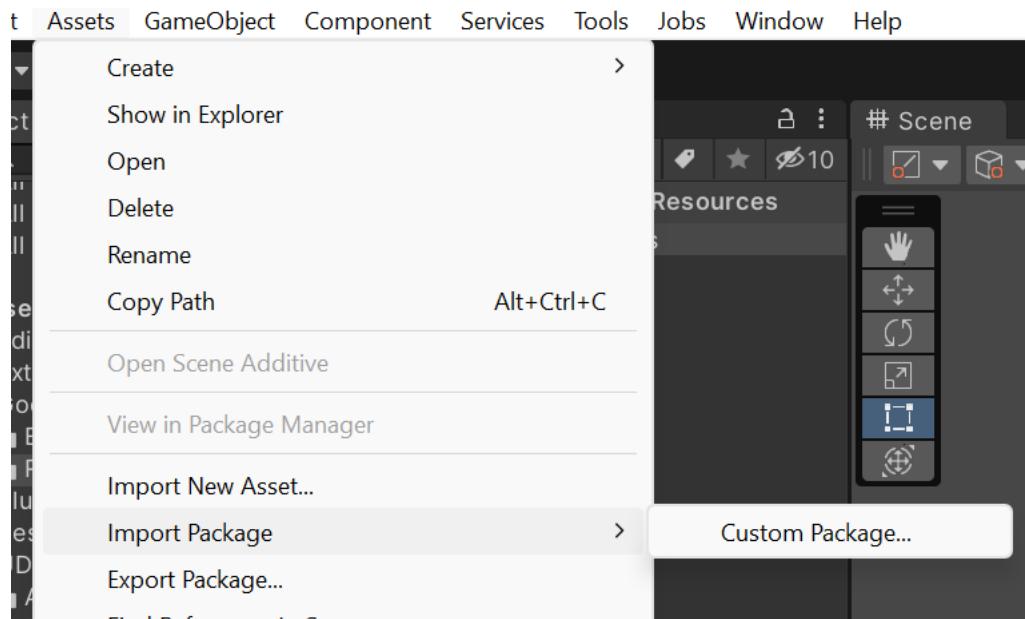
Goto Your Account Dashboard to finish setup ads unit.

2 – Admob Ads

Goto link bellow to download latest Google Mobile Ads Unity:

<https://github.com/googleads/googleads-mobile-unity/releases>

Import this package to your project.



After import ads package you need to add **defines for ads**:

Google Mobile Ads Import Setting :

Download Google Mobile Ads [Here](#) and Import it First !!!

Add Scripting Define Symbol

Unity Ads Import Setting :

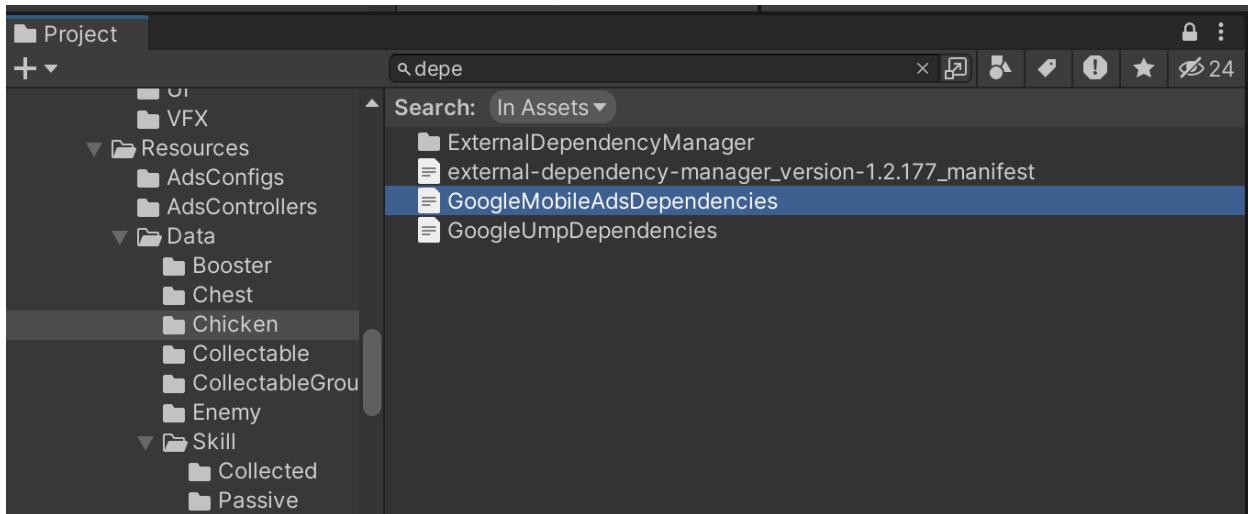
Please Setup Unity Ads First !!!

Add Scripting Define Symbol

Use **only** one ad platform you need to use (**not both**).

Admob Open Ads Fix:

Do as picture bellow:

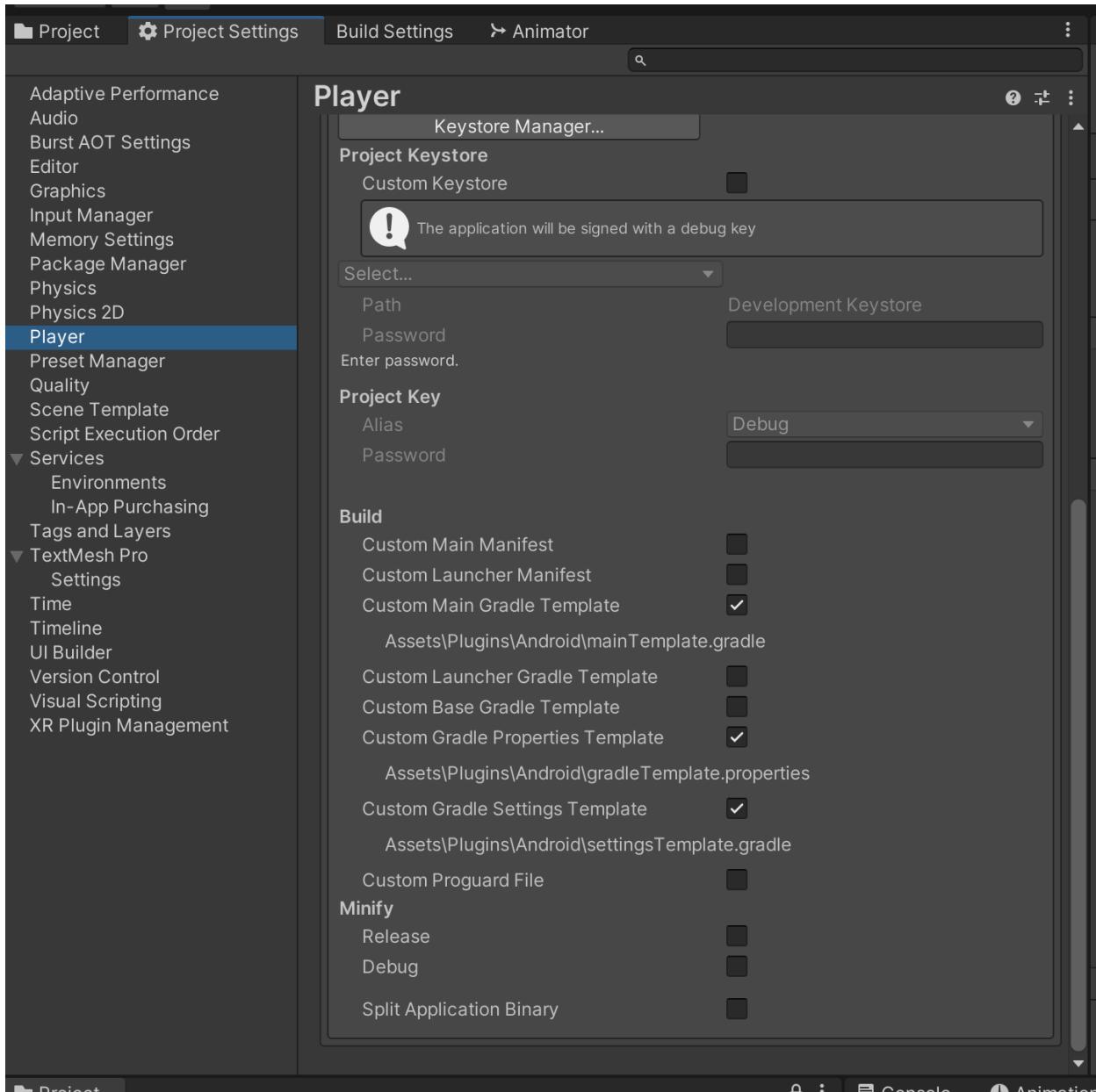


Open this file and copy those code below:

```
<androidPackage spec="androidx.lifecycle:lifecycle-common-java8:2.4.1">
    <repositories>
        <repository>https://maven.google.com/</repository>
    </repositories>
</androidPackage>
<androidPackage spec="androidx.lifecycle:lifecycle-process:2.4.1">
    <repositories>
        <repository>https://maven.google.com/</repository>
    </repositories>
</androidPackage>
```

```
<><dependencies>
  <><androidPackages>
    <><androidPackage spec="com.google.android.gms:play-services-ads:23.0.0">
      <><repositories>
        <><repository>https://maven.google.com/</repository>
      </repositories>
    </androidPackage>
    <><androidPackage spec="androidx.constraintlayout:constraintlayout:2.1.4">
      </androidPackage>
      [PASTE CODE HERE]
    </androidPackage>
  </androidPackages>
  <><iosPods>
    <><iOSPod name="Google-Mobile-Ads-SDK" version="~> 11.2.0">
      <><sources>
        <><source>https://github.com/CocoaPods/Specs</source>
      </sources>
    </iOSPod>
  </iosPods>
</dependencies>
```

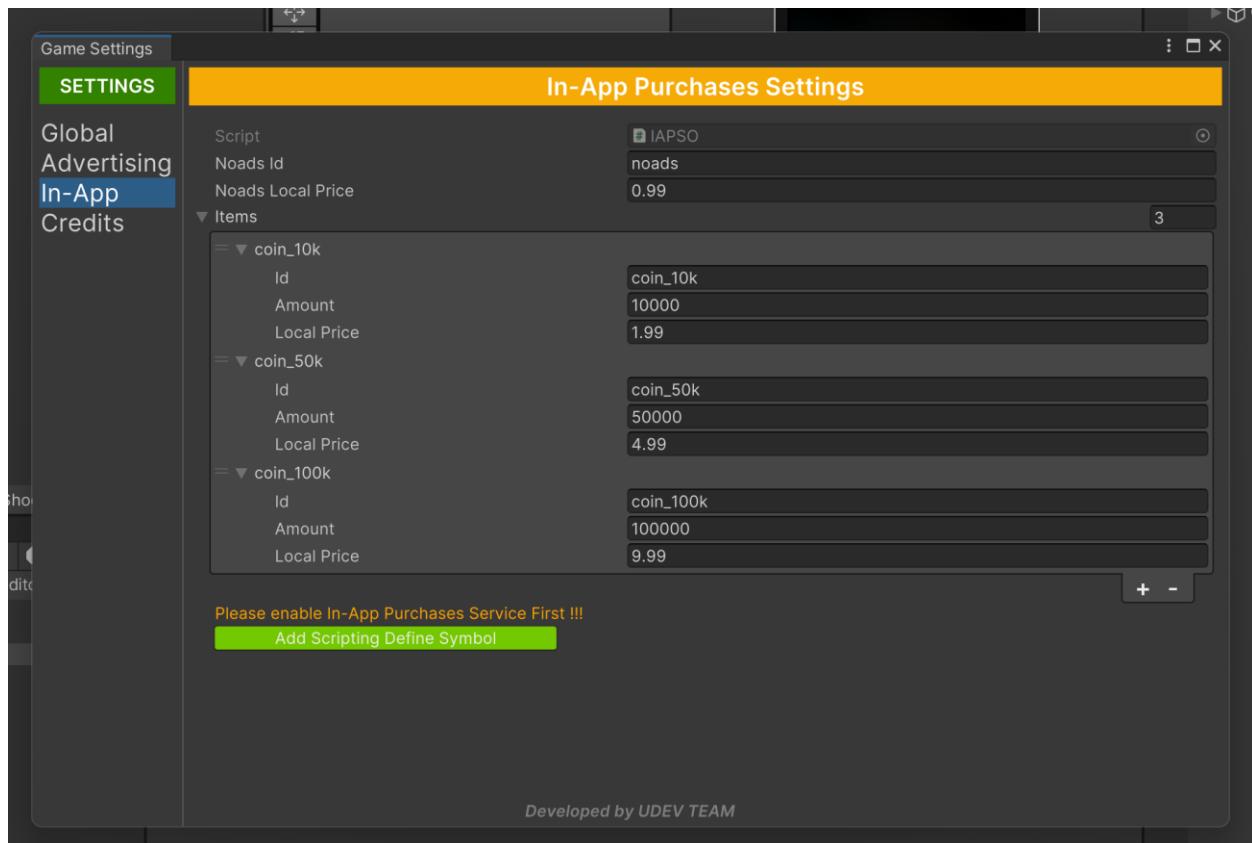
Paste code to mark of this file and save.



Make sure you have these options when build game with Google Mobile Ads to make it working correctly.

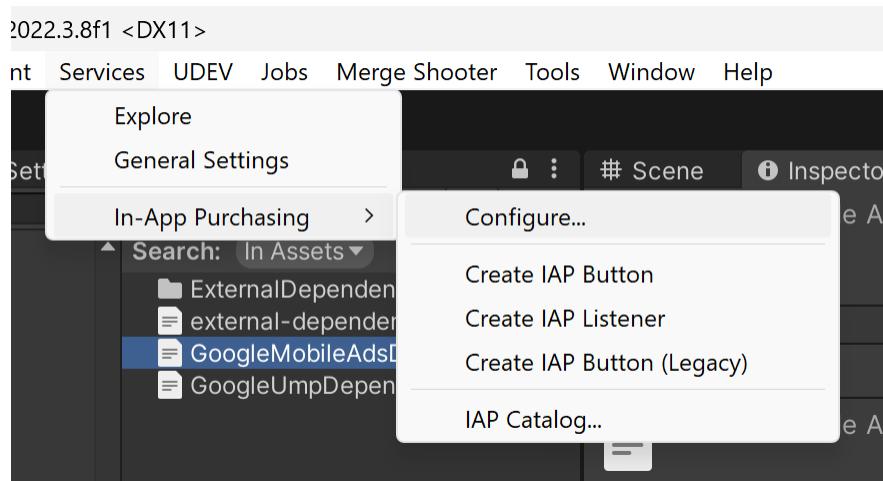
I.3 – In-App Purchase Setting

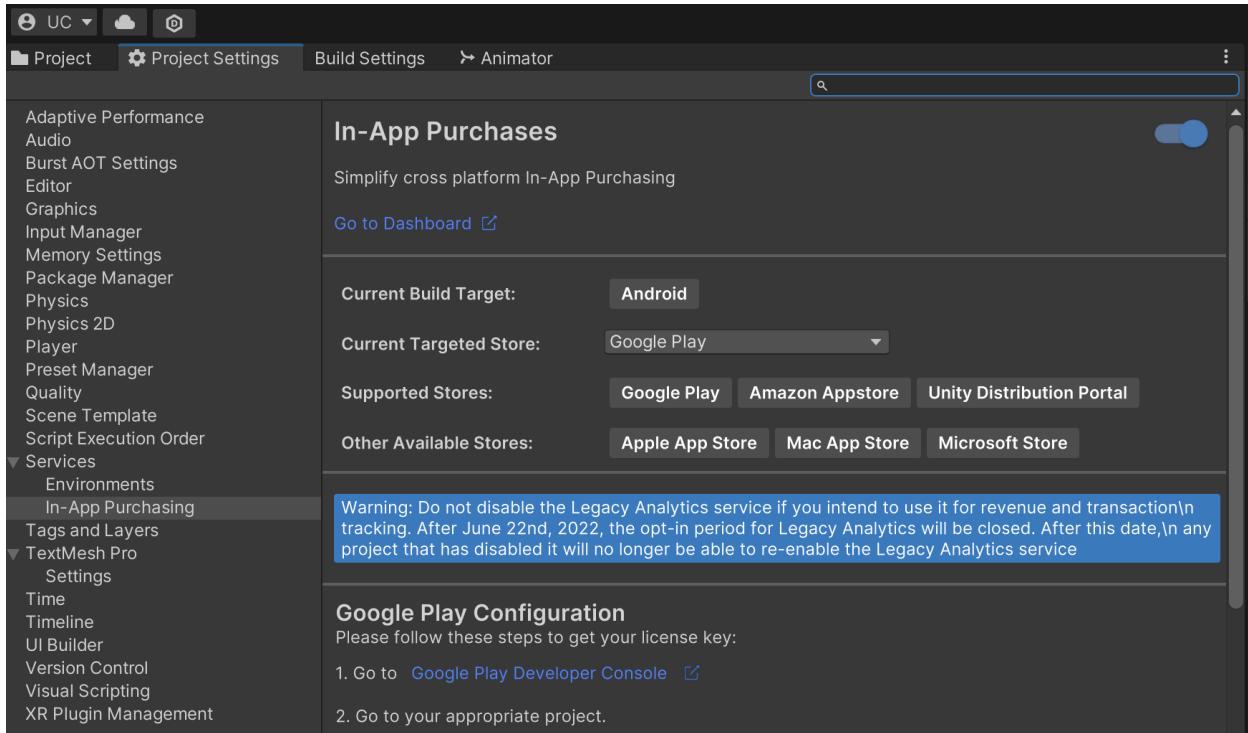
Let's select as picture bellow:



You can add new product or edit product in here.

First make sure you In-App Purchases service is turn on and version is lastest.





And make sure you added **IAP Define**.

Please enable In-App Purchases Service First !!!

Add Scripting Define Symbol

After that go here to enter product id from unity editor into google play console.



▼ Ratings and reviews

Ratings

Reviews

Reviews analysis

Testing feedback

▶ Android vitals

Monetize

▼ Products

App pricing

In-app products

Subscriptions



Promo codes

▶ Financial reports



Monetization setup

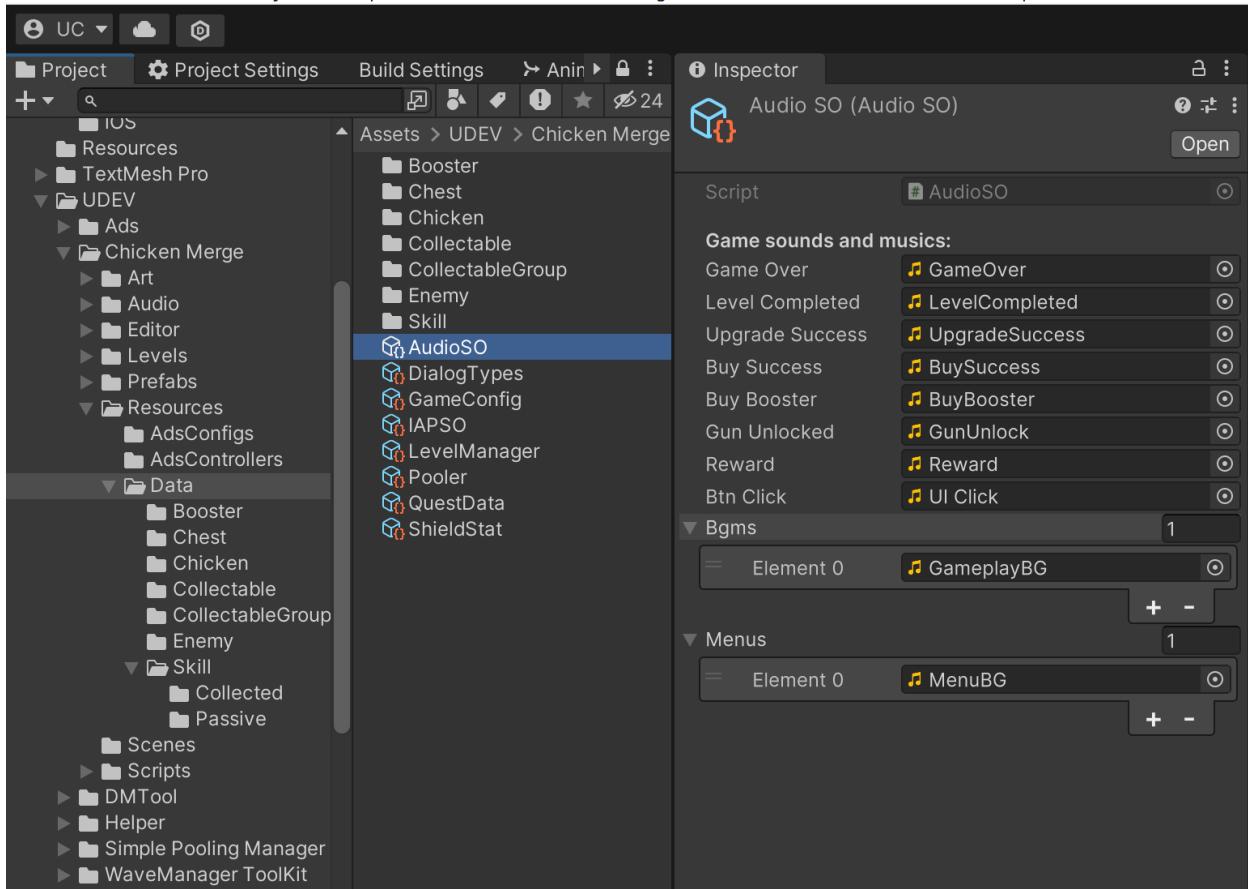
The screenshot shows the Google Play Console dashboard. On the left, there's a sidebar with navigation links: 'Ratings and reviews' (with 'Reviews analysis' and 'Testing feedback'), 'Android vitals', 'Monetize' (with 'Products' selected), 'App pricing', 'In-app products' (which is highlighted with a blue background), 'Subscriptions', 'Promo codes', and 'Financial reports'. At the top right is a search bar labeled 'Search Play Console'. The main content area has a title 'In-app products' and a subtitle 'Offer products for sale in your app for a one-off charge, like extra live'. Below this is a callout with an info icon and the text 'To get more out of your revenue metrics, see our new strategy', followed by a link 'Go to Strategic guidance'. There's also a search bar 'Search products by name or ID'. A table lists five in-app products:

Product name	Product ID
10000 Coins	coin_10k
1000 Coins	coin_1k
Ads Remove	noads
5000 Coins	coin_5k

II – Gameplay Setting

II.1 – Game Audio Config

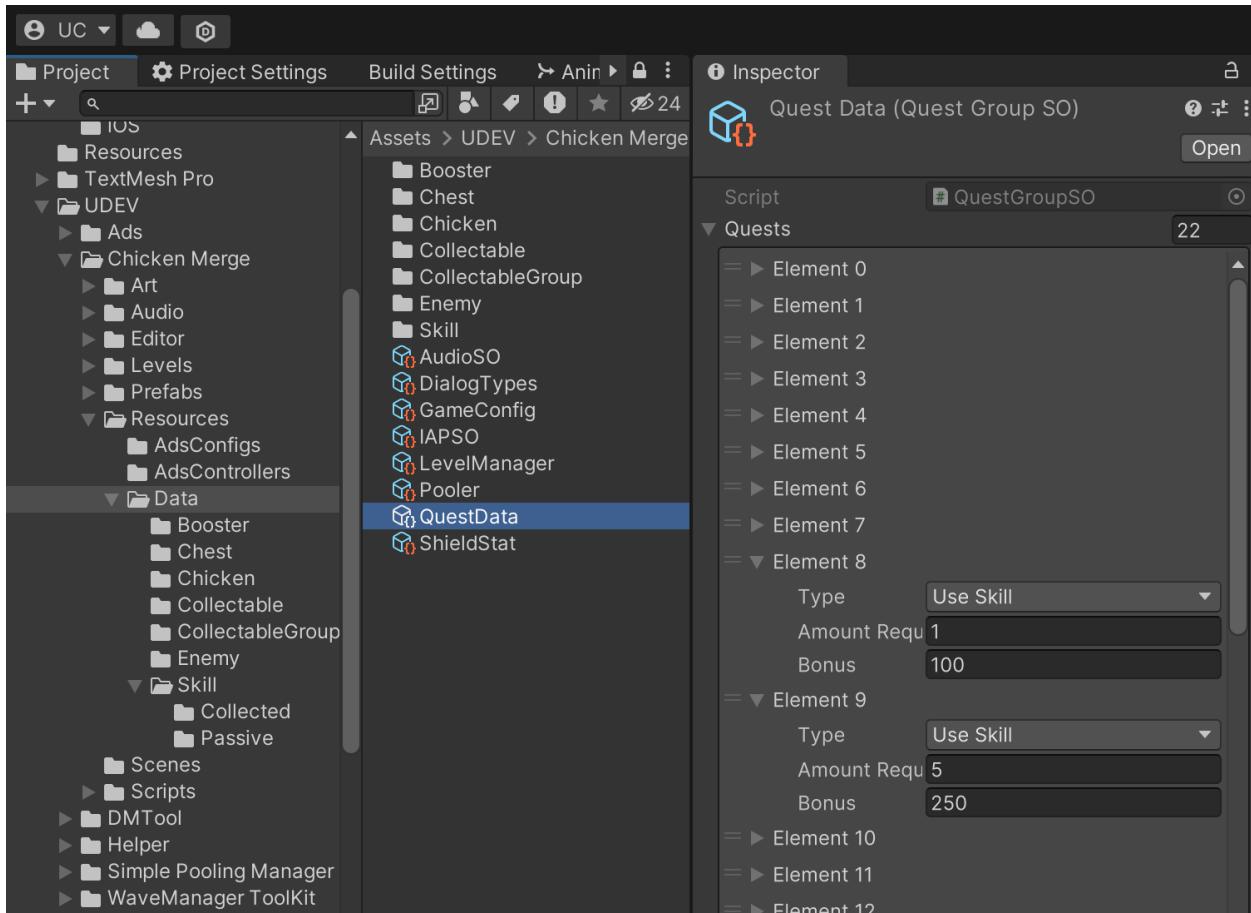
Let's select as picture bellow:



You can change game audios in here.

II.2 – How to create new Quest

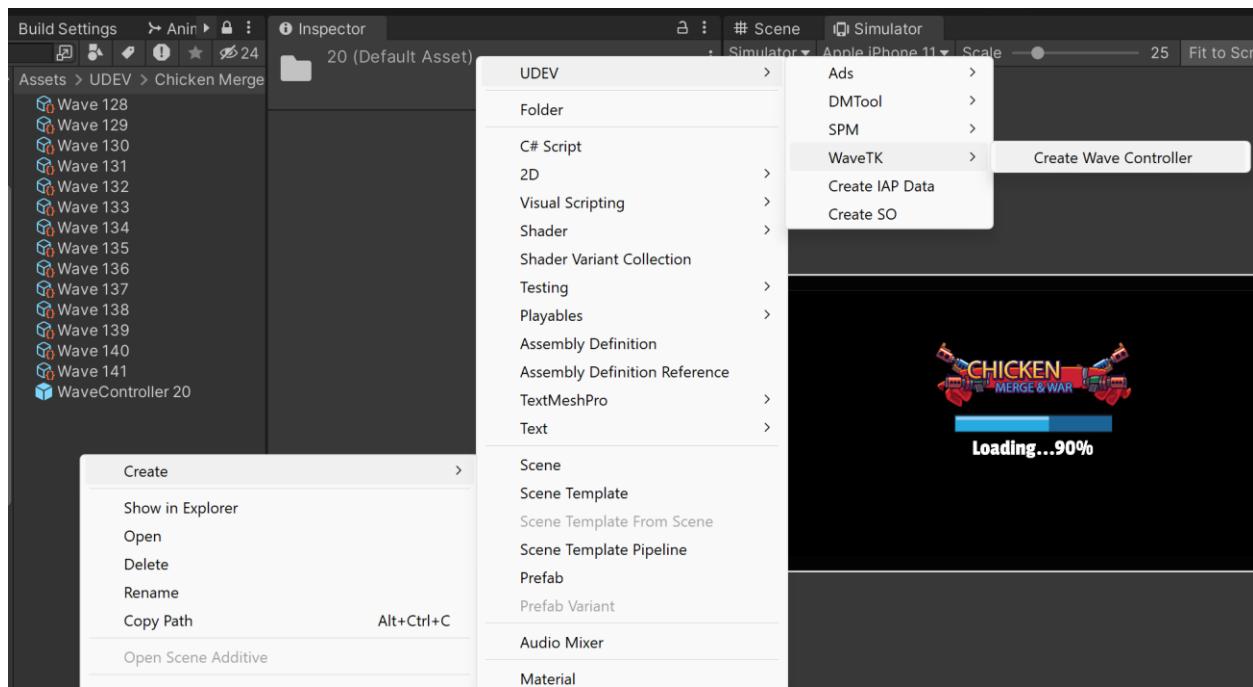
Let's select as picture bellow:



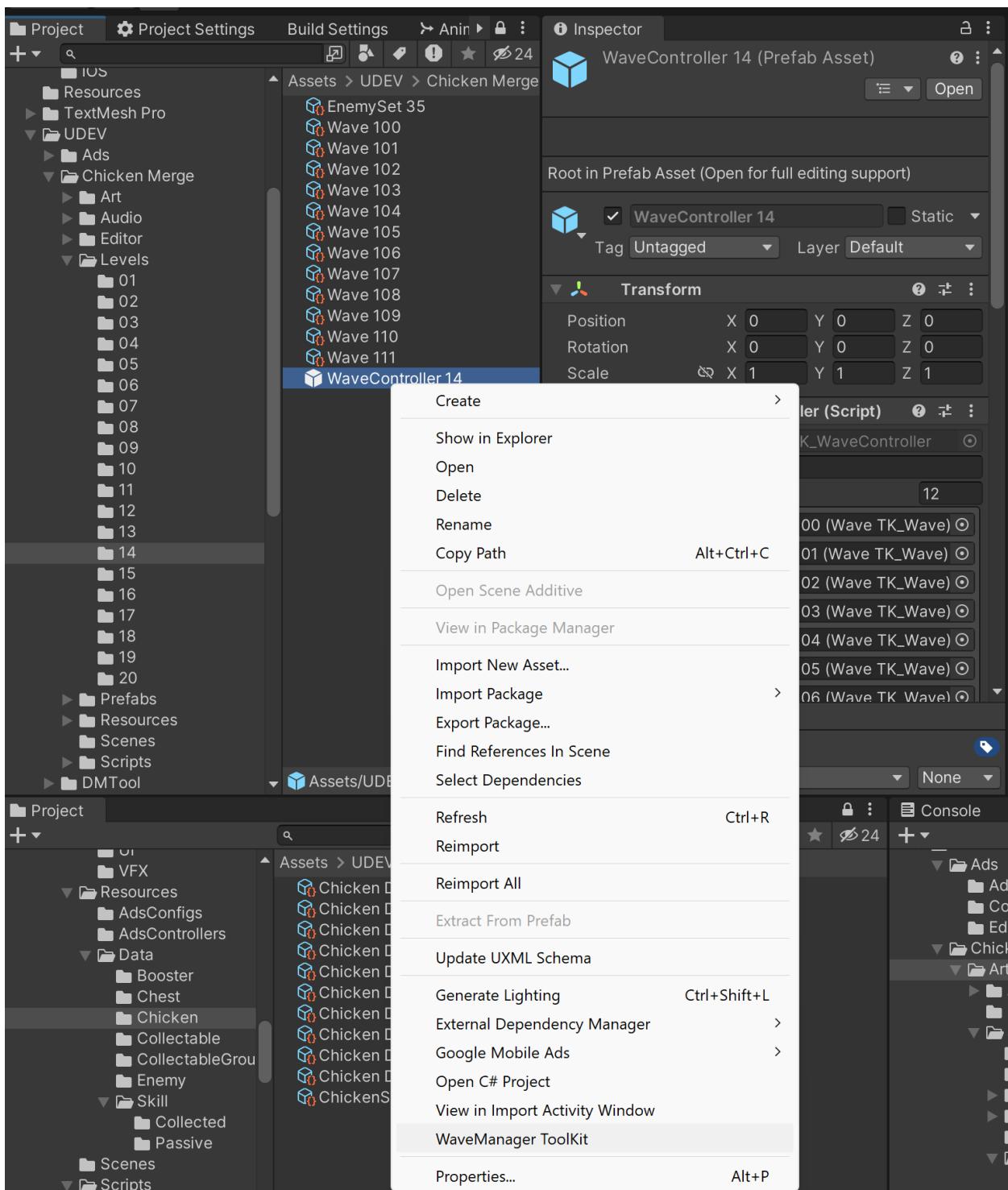
You can add new or edit quest in here.

III.3 – How to create a new Game Level

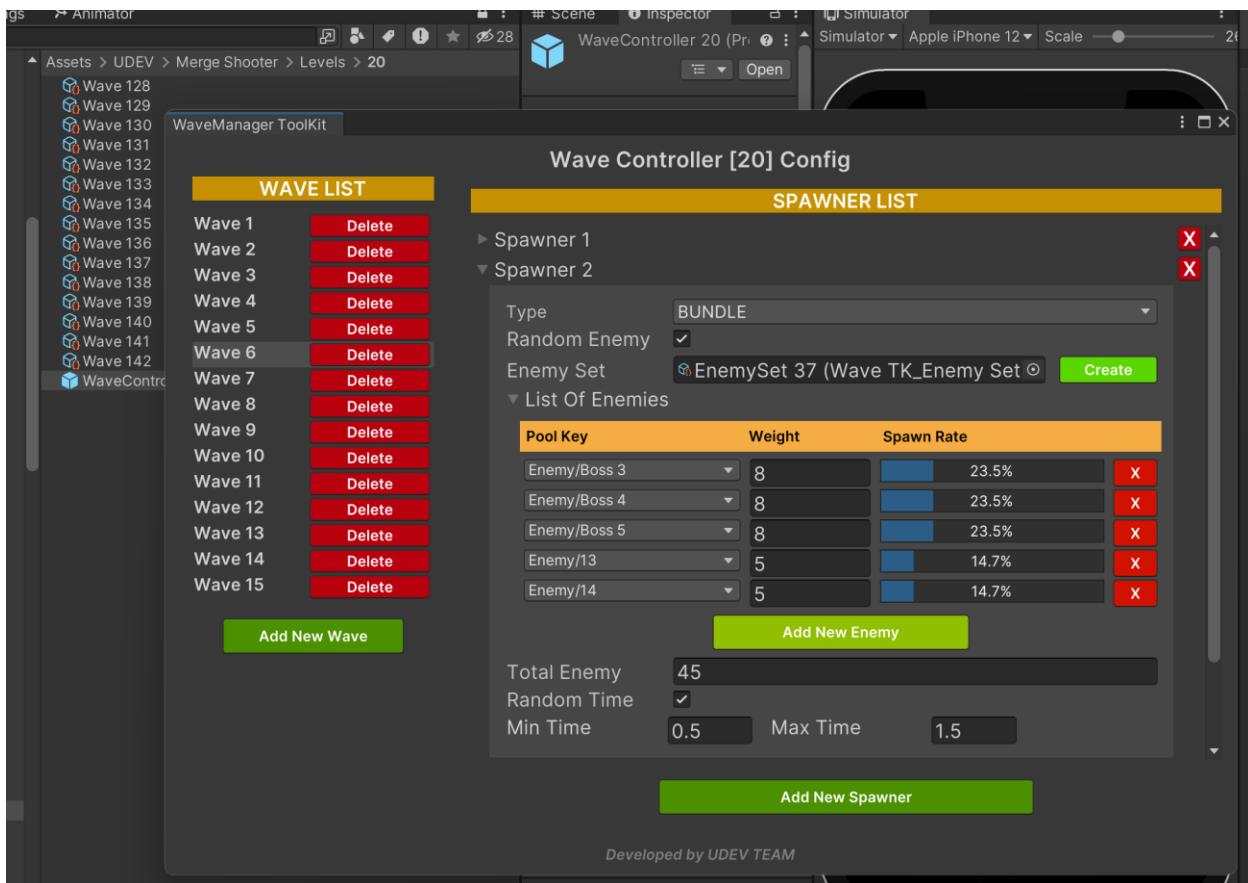
Let's select as picture bellow:



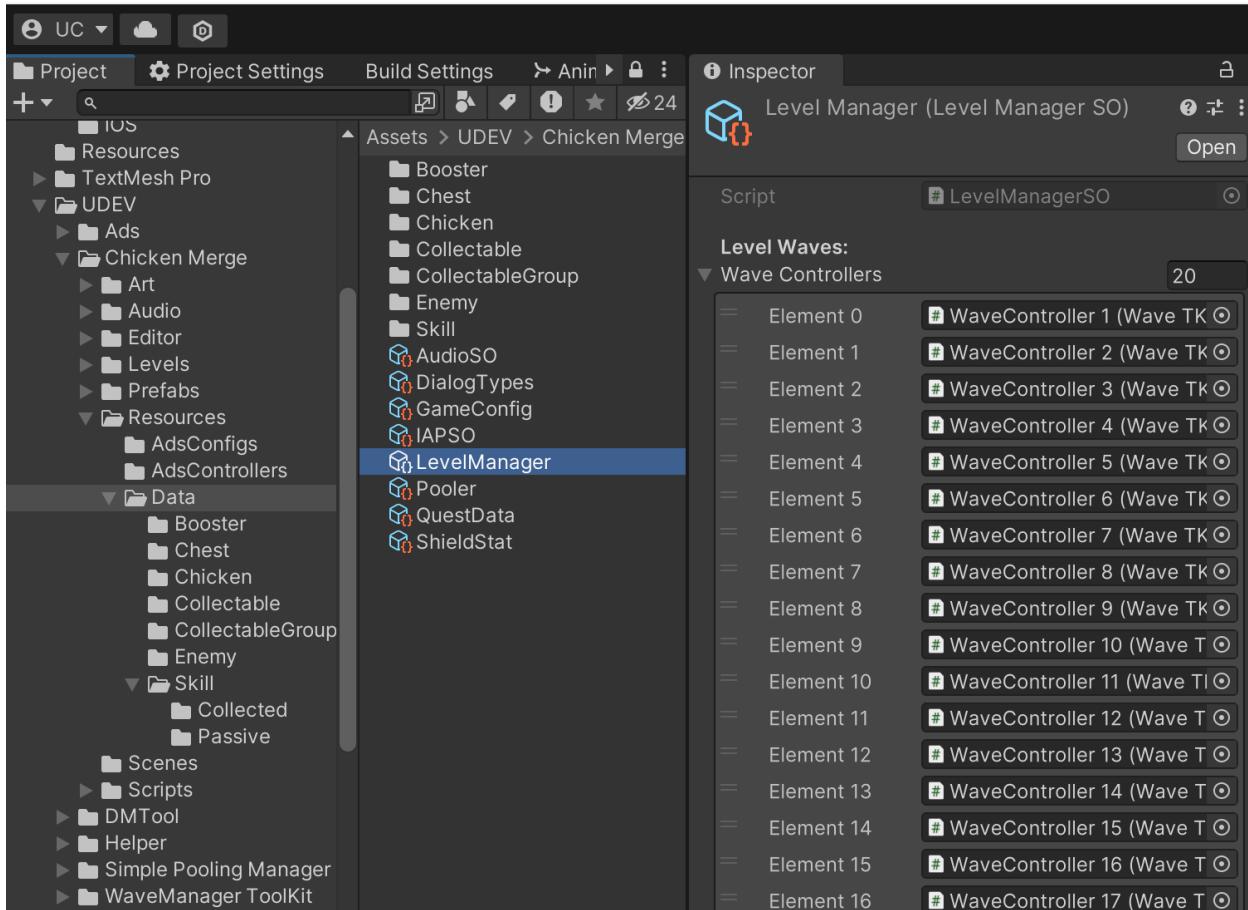
1 – Create a **WaveController**.



2 – Select a **WaveController** to open the editor window.



3 - You can config a **WaveController** in here very easy with the editor built-in.



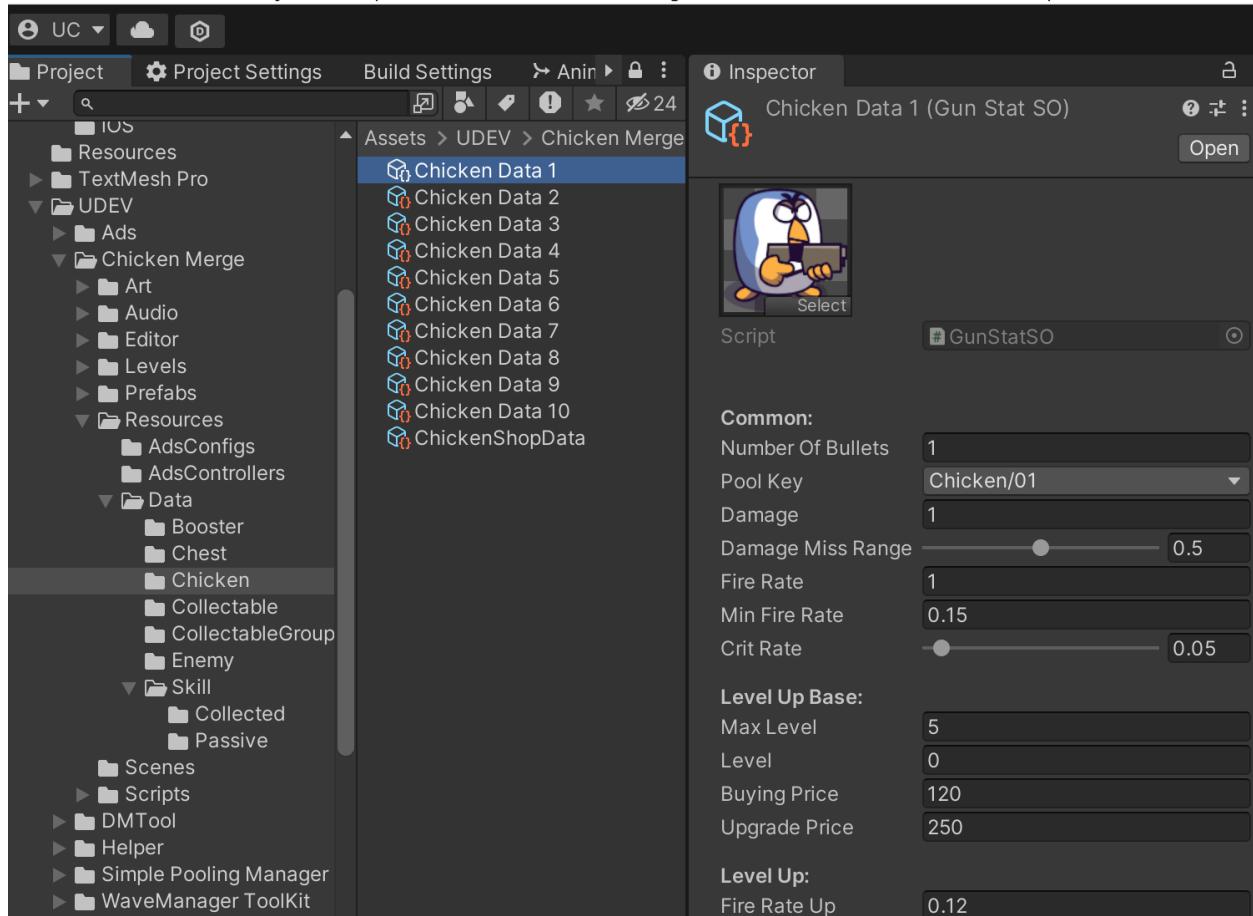
4 – After config a **WaveController** done you need add it to LevelManager Data in here.

III – Core Game Setting

"Warning: For now game balancing is good. Make sure you know well for game system before config those stats below ".

III.1 – Chicken Stat

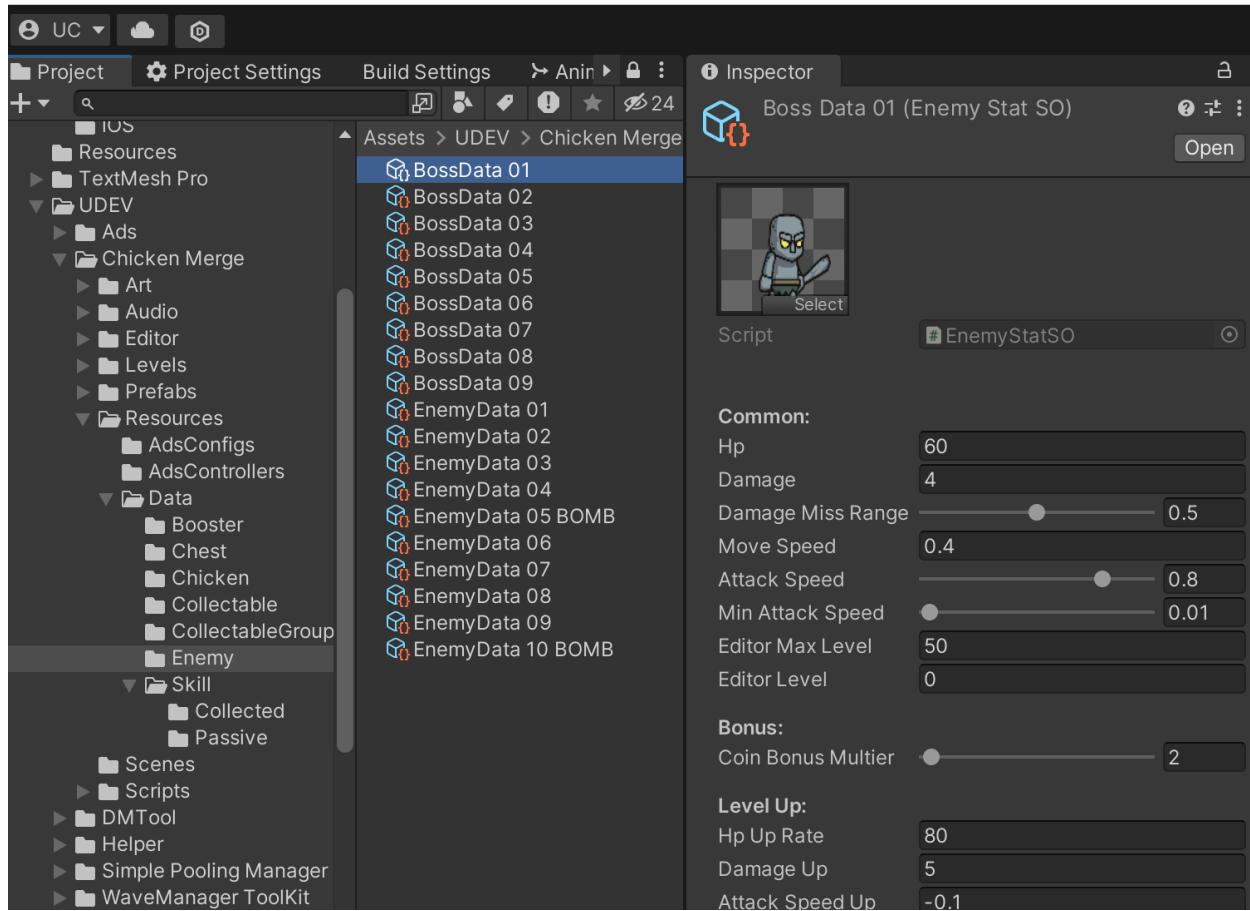
Let's select as picture bellow:



You can config all chicken's stat in here.

III.2 – Enemy Stat

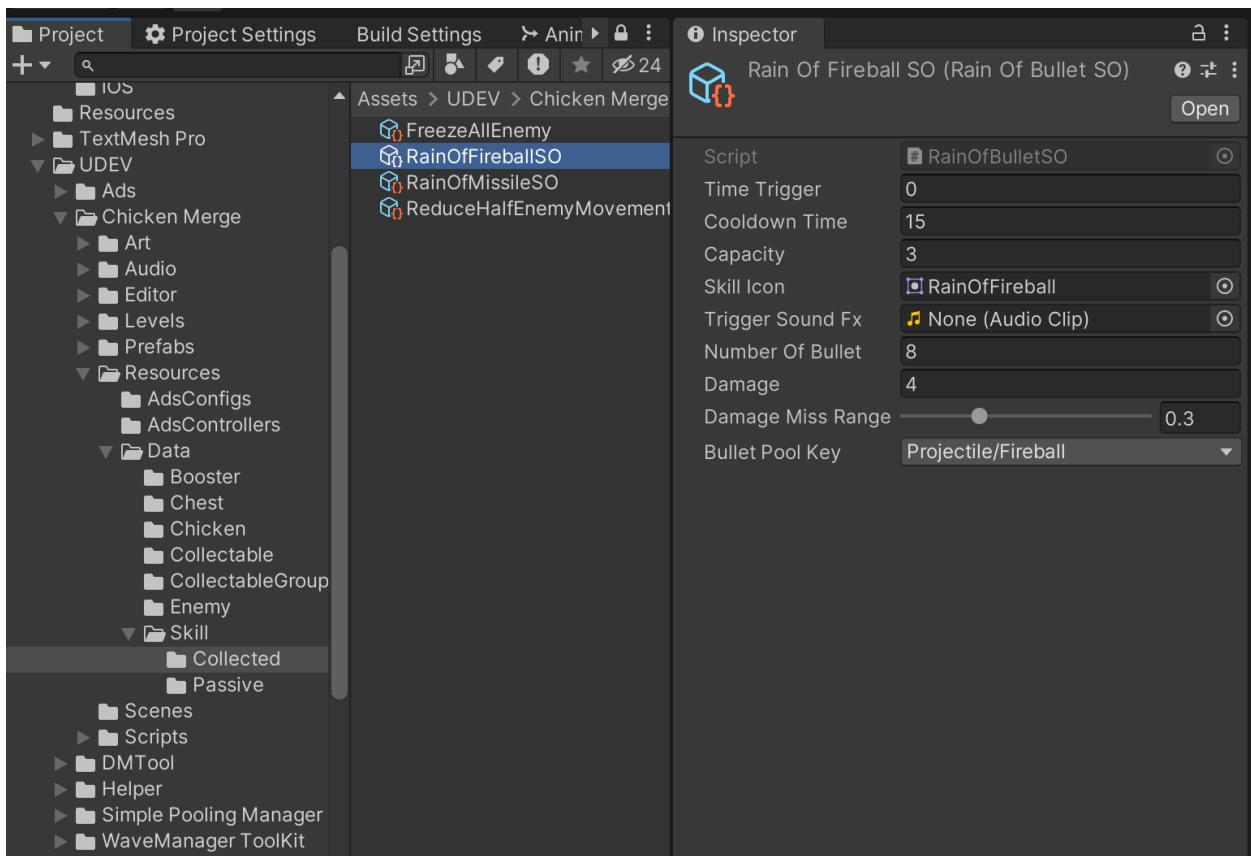
Let's select as picture bellow:

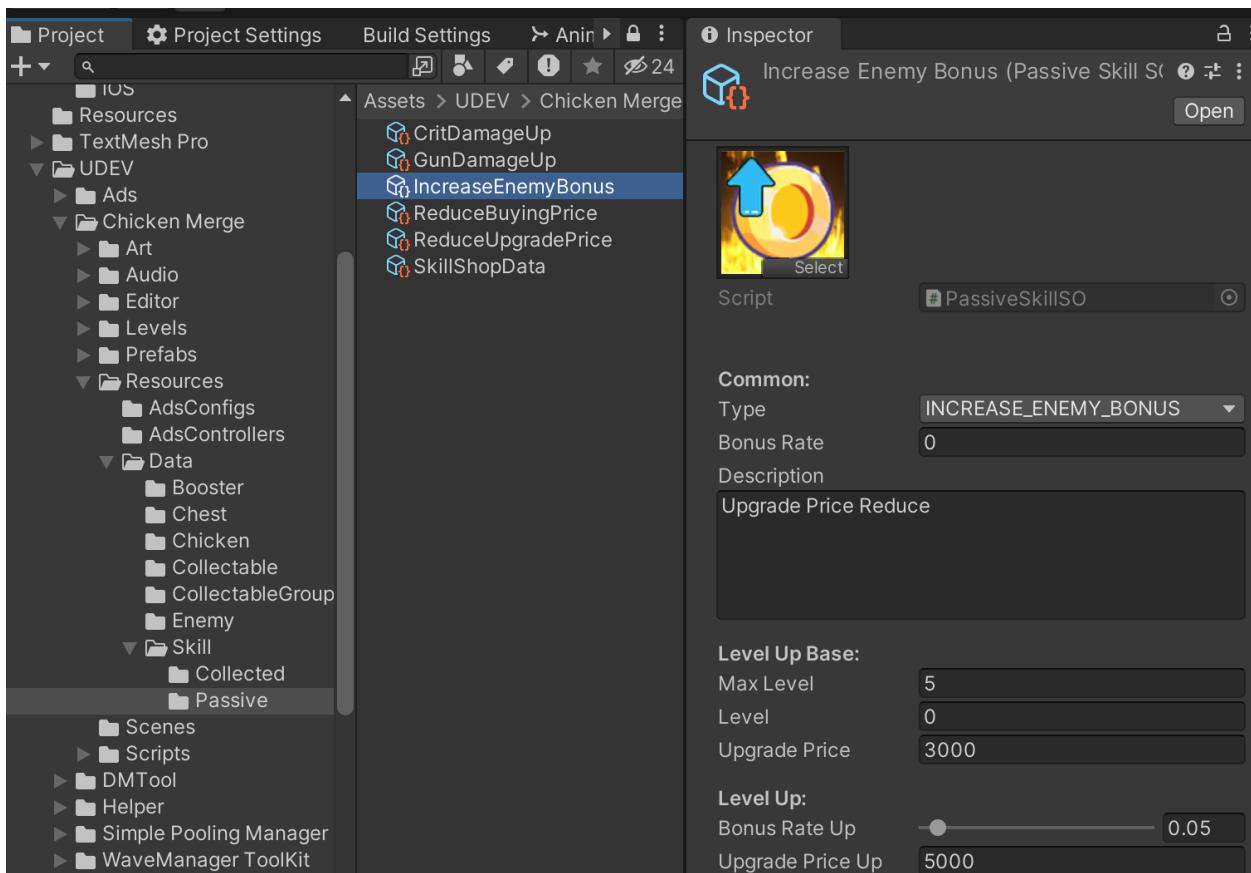


You can config all enemy's stat in here.

III.3 – Skill Stat

Let's select as picture bellow:

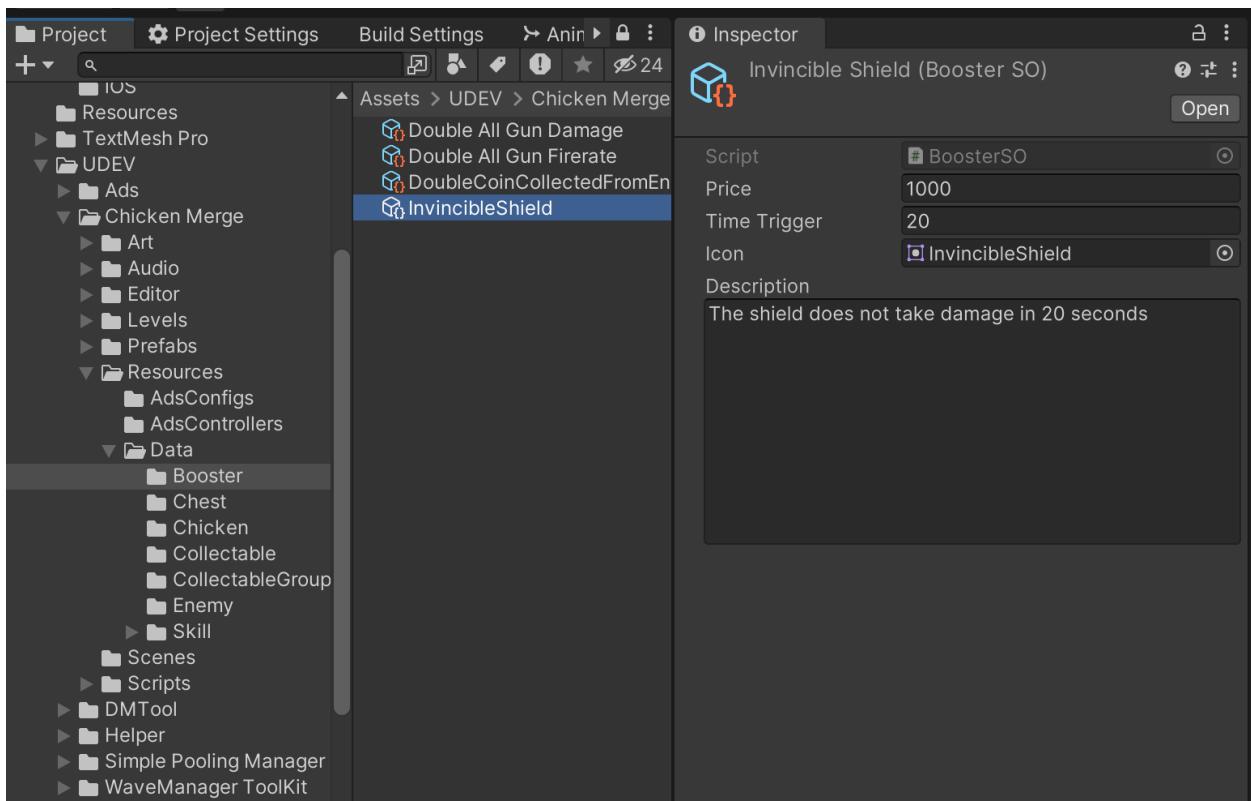




You can config all skill's stat in here.

III.4 – Booster Stat

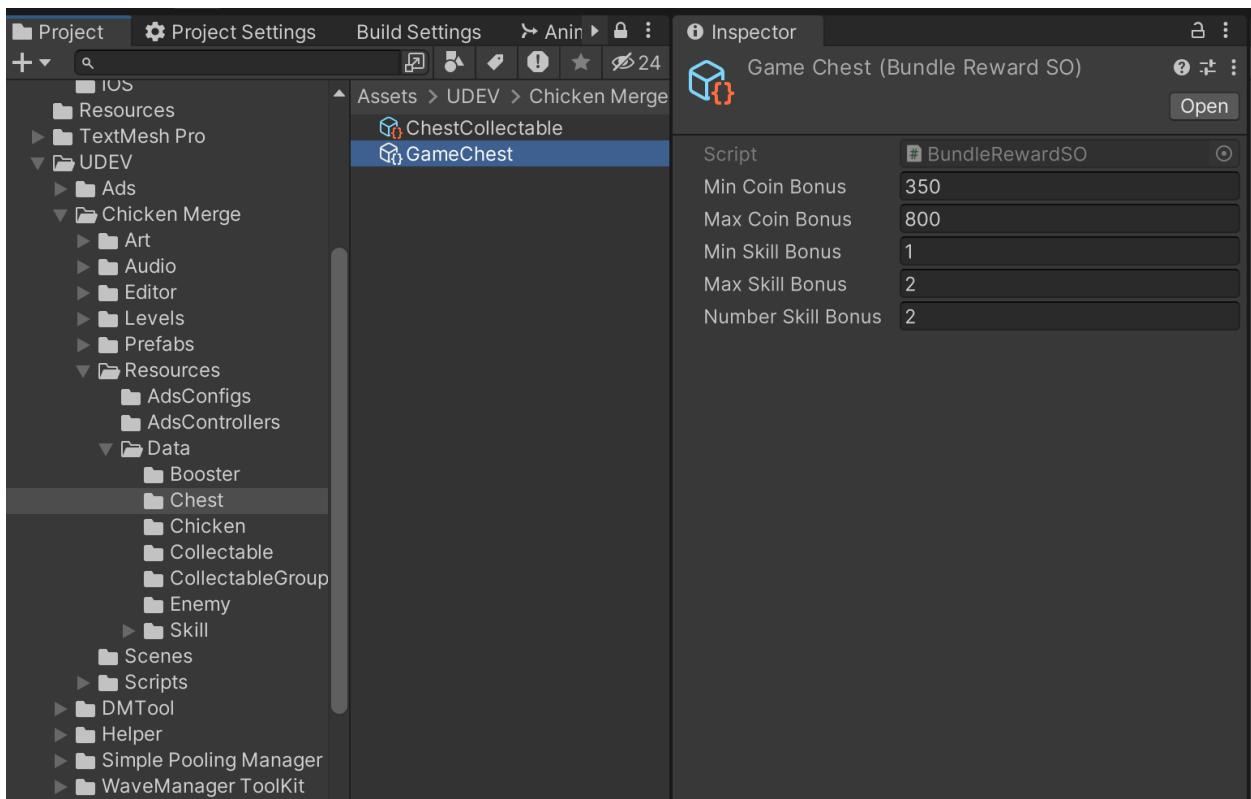
Let's select as picture bellow:



You can config all booster's stat in here.

III.5 – Chest Stat

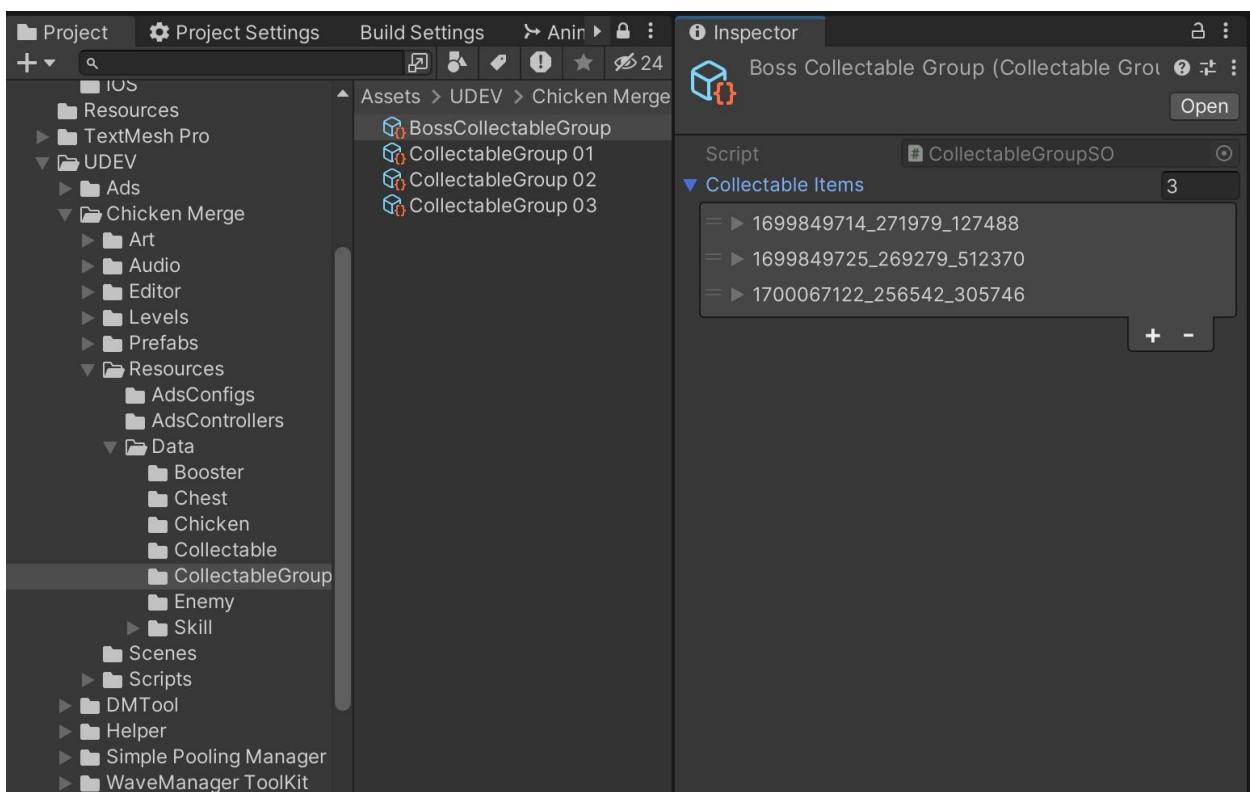
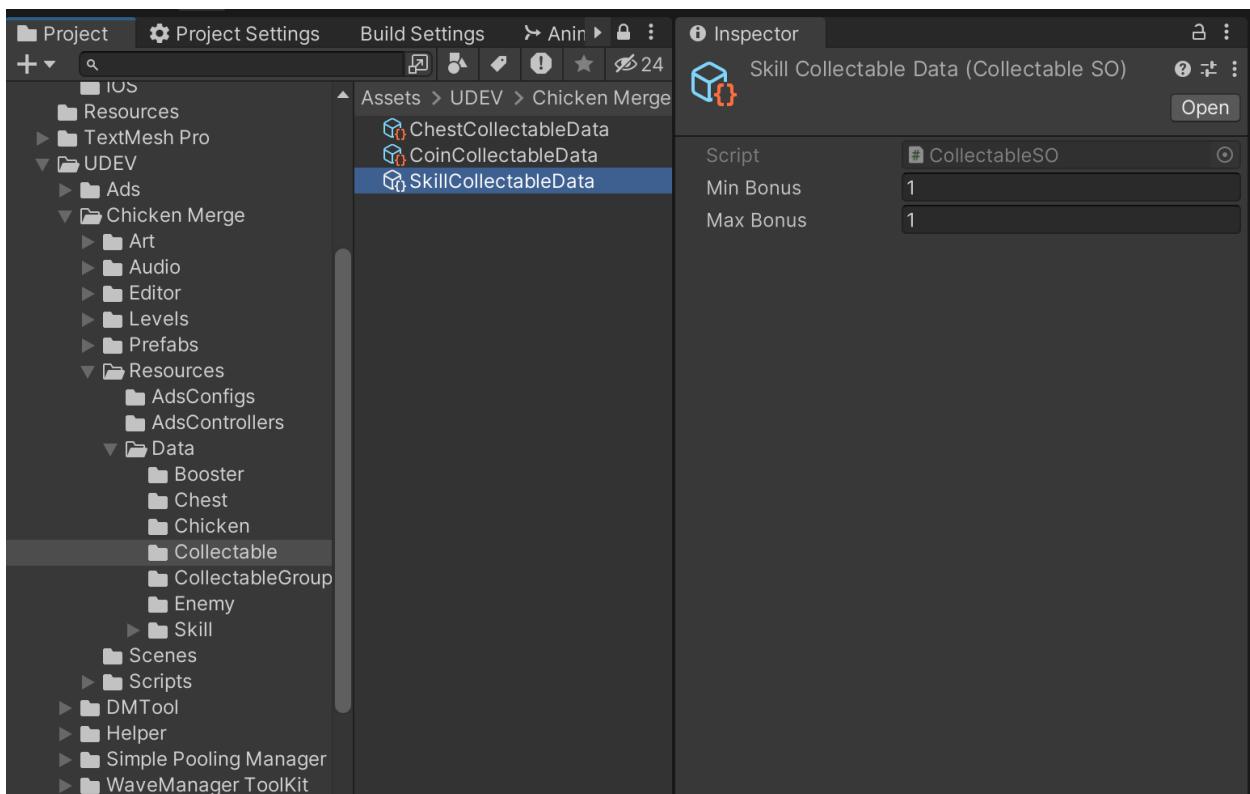
Let's select as picture bellow:



You can config all chest's stat in here.

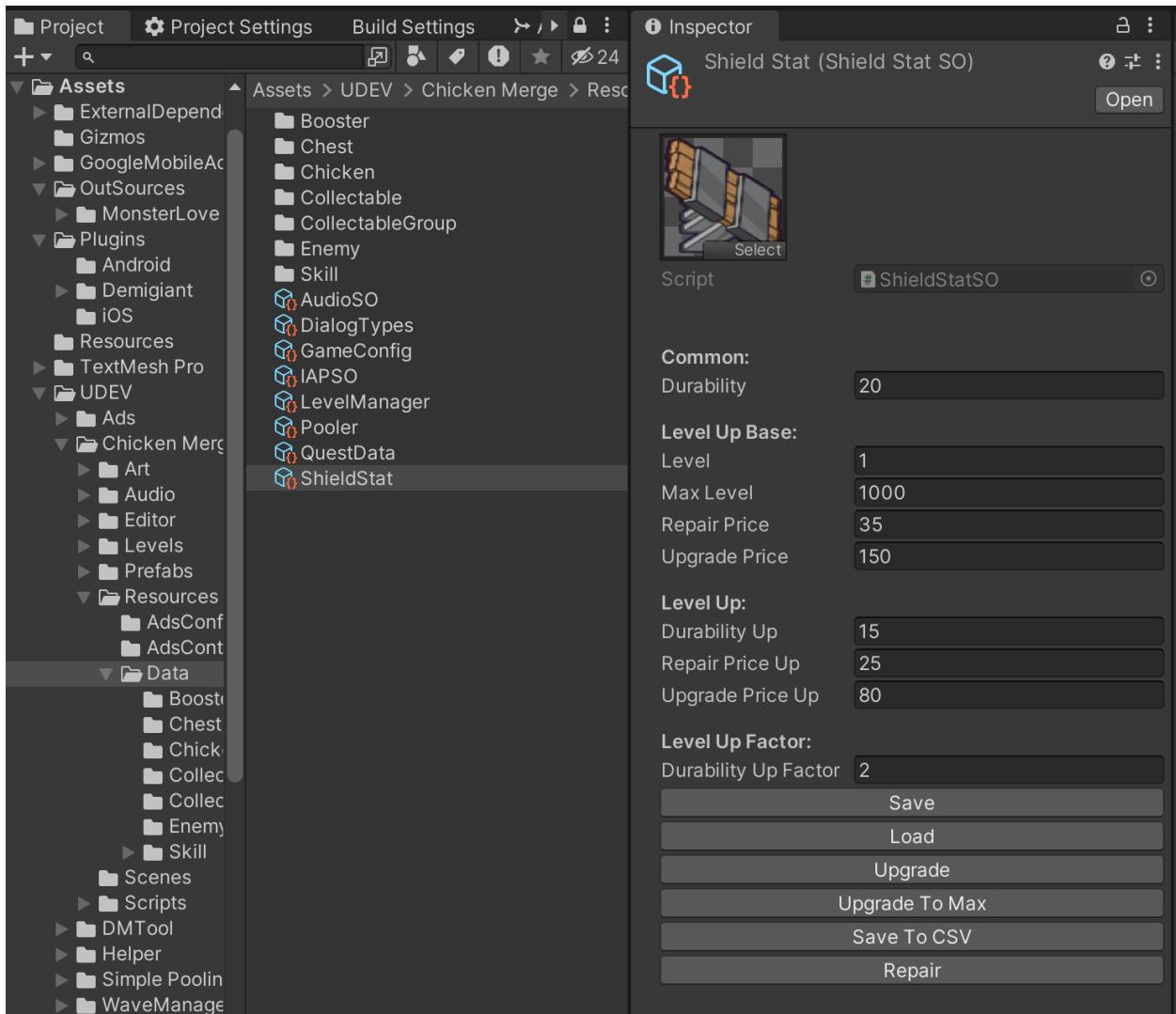
III.6 – Collectable Stat

Let's select as picture bellow:



You can config all collectable's stat in here.

III.7 – Shield Stat



That's All. Thank you for purchased our game.

If you have any question or need support about this game feel free email to us: udev2020@gmail.com