

# Monster Up Document

Version 1.0



## **Menu**

1. Introduce the Monster Up Game
2. How to change the parameters in game.
3. How to reskin this game.
4. How to integrate Admob sdk and FireBase Analytics.

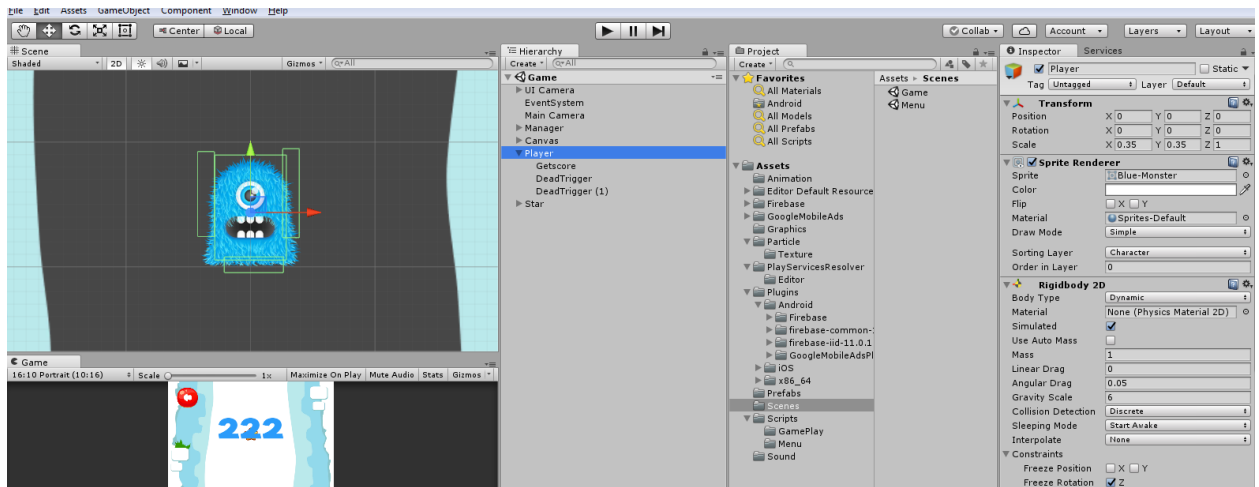
## 1. Introduce the Stickman Jumping Game

All the monsters want to jump high, help them jump high avoid the woods. Get the star, you'll play new level. Monster Jump Up is addicting game, use your skill to play this funny game. Monster Jump Up is easy to play, but very hard to get high score, play this fun game with your friend or family. This game safe for all kids to play.

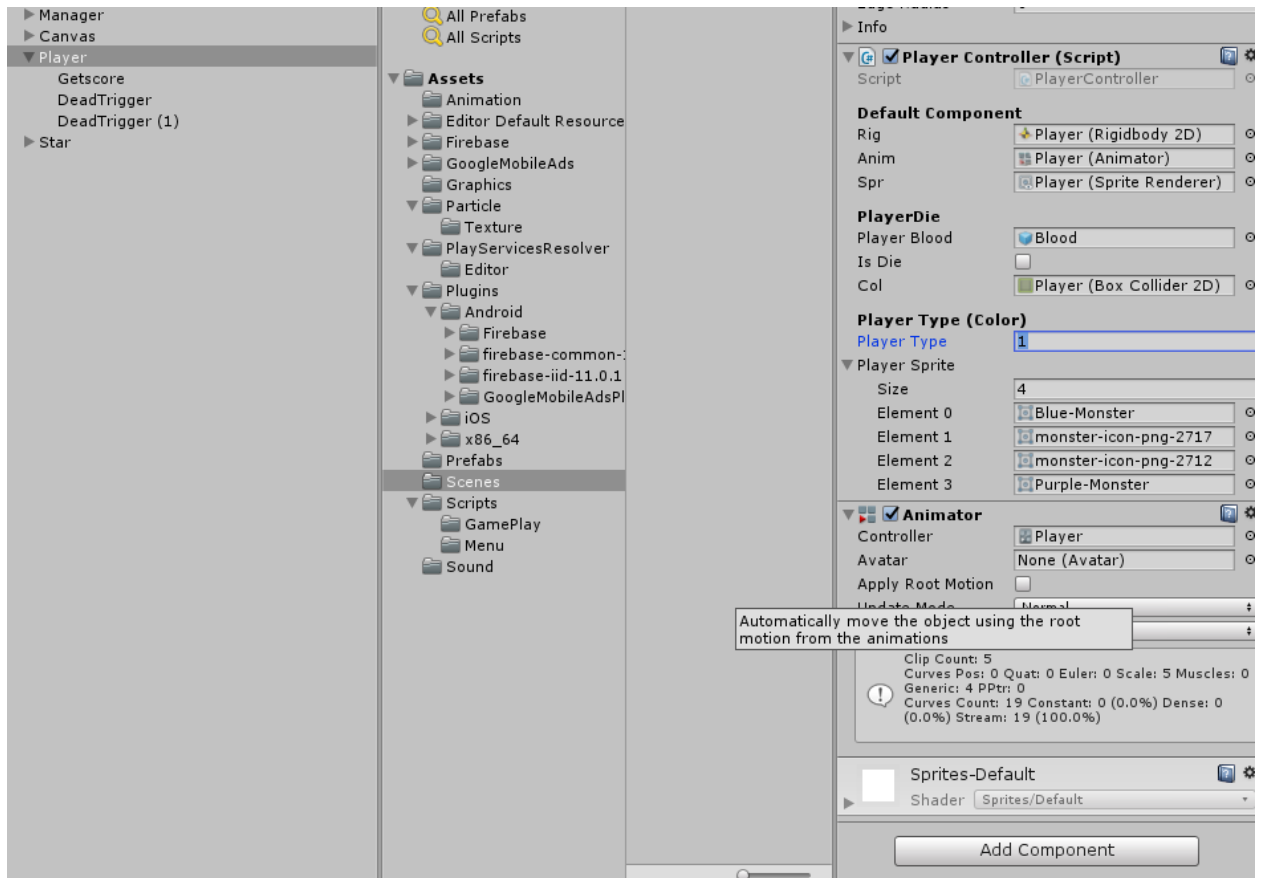
### FEATURE:

- Addicting game play.
- Easy to control, but too hard to get high scores.
- Share play screen shot to social networks.
- Save top scores.
- Fun play.
- Easy to reskin, no coding needed.
- Clean code, easy to turning the parameters.
- Admob and FireBase Analytics integrated.

## 2. How to change the parameters in game:



Click Player at scene Game, you can change the Physic Player parameters. Other parameters: Mass, Gravity Scale... We have adjusted the parameters properly, you can turn if needed. Add more monster:



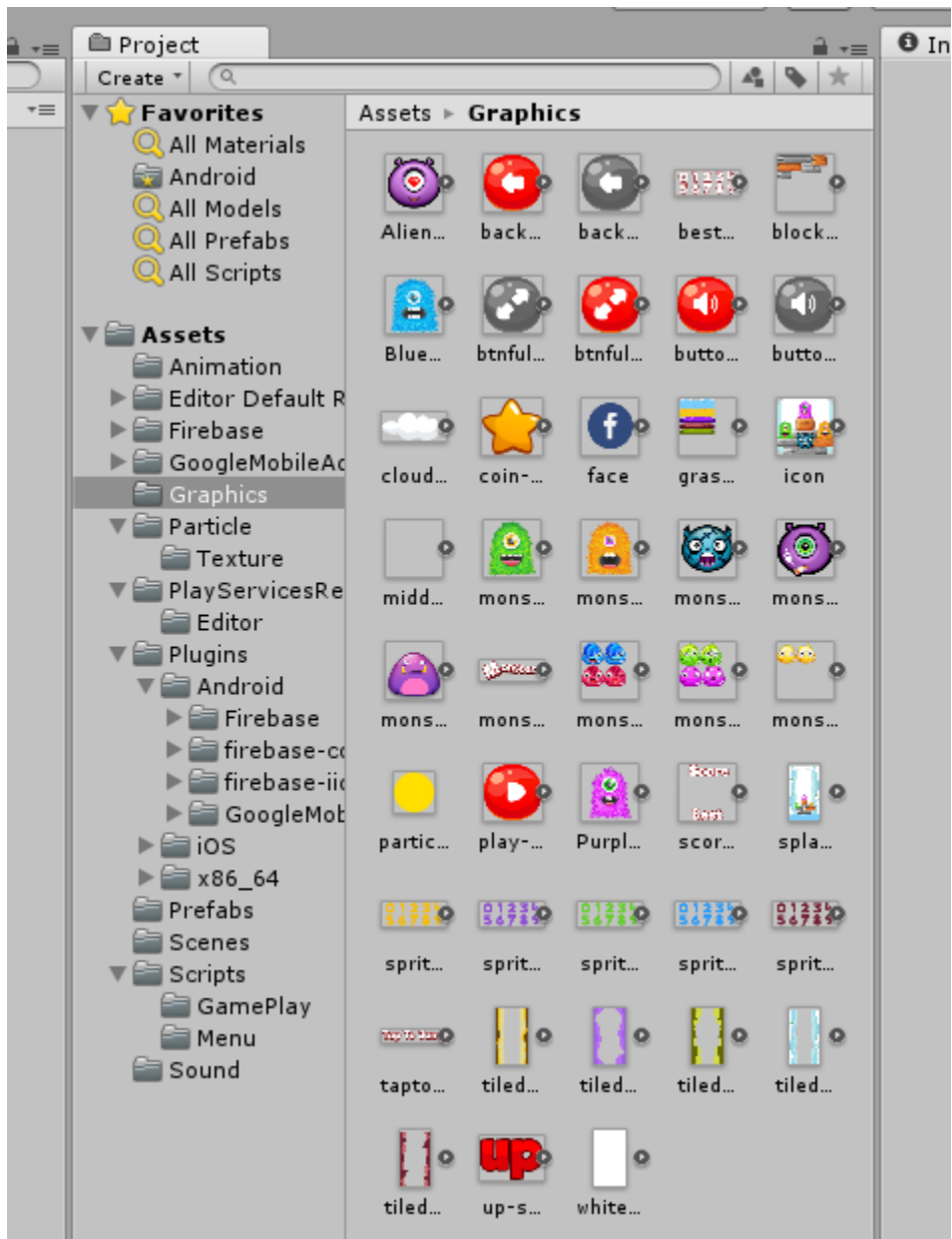
You can turning the parameters of player in PlayerController.cs file:

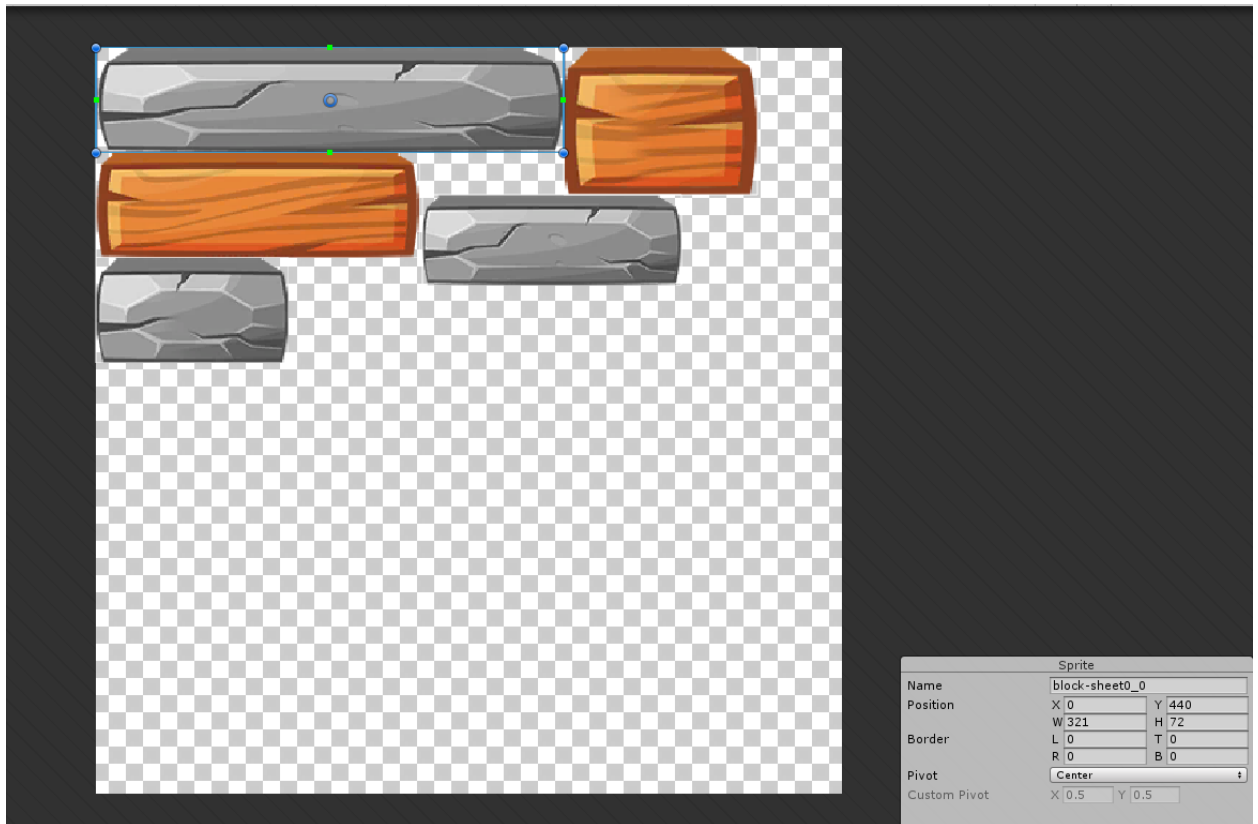
```
void JumpControl()
{
    if (Input.GetMouseButtonDown (0)) {
        //I plus 1 to jump count
        jumpTime += 1;
        //if jump count <=1, i made the player jump
        //if jump count > 1, i do no thing
        if (jumpTime <= 1) {
            rig.gravityScale = 2;
            rig.AddForce (new Vector2 (0, 0450));
        } else {
            return;
        }
    }

    if (AudioManager.instance != null) {
        AudioManager.instance.source.PlayOneShot (AudioManager.instance.effectClip [0]);
    }
}
```

### 3. How to reskin this game:

This game, we use sprite sheet, so it's very easy to reskin, you can change all sprites by using Photoshop: player, backgrounds, items...





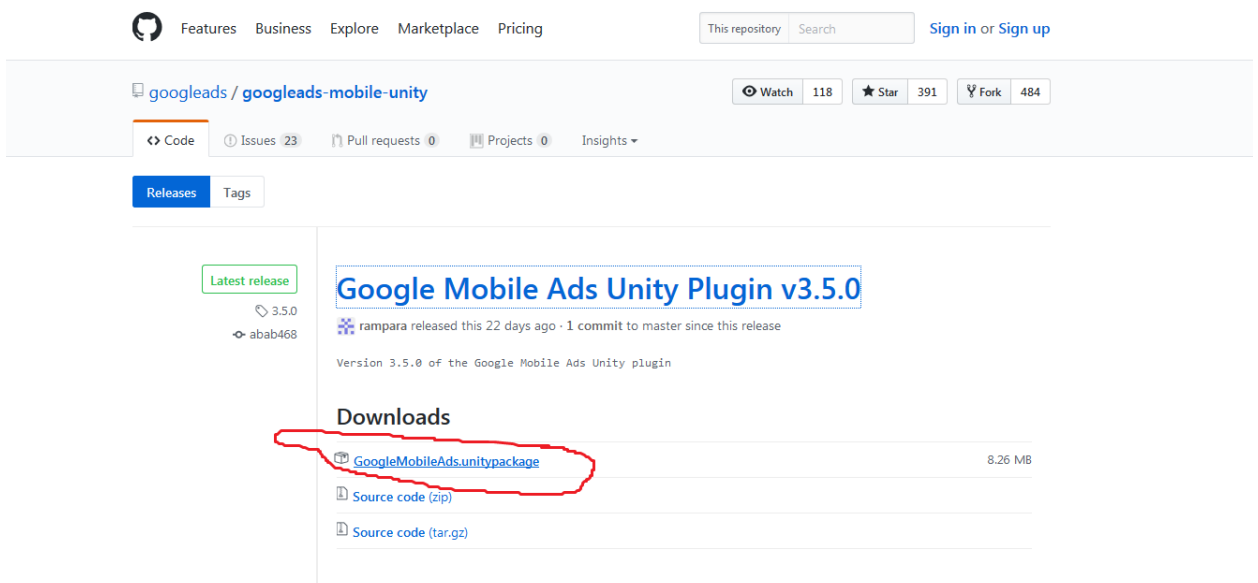
Also edit in sprite editor.

#### 4. How to integrate Admob sdk and FireBase Analytics in game:

If in this project doesn't have Amob plugin or FireBase Plugin, please follow these steps:

You could use Admob and Unity Ads to monetize by install these SDK, our package not include.

- Download Admob SDK here: <https://github.com/googleads/googleads-mobile-unity/releases>

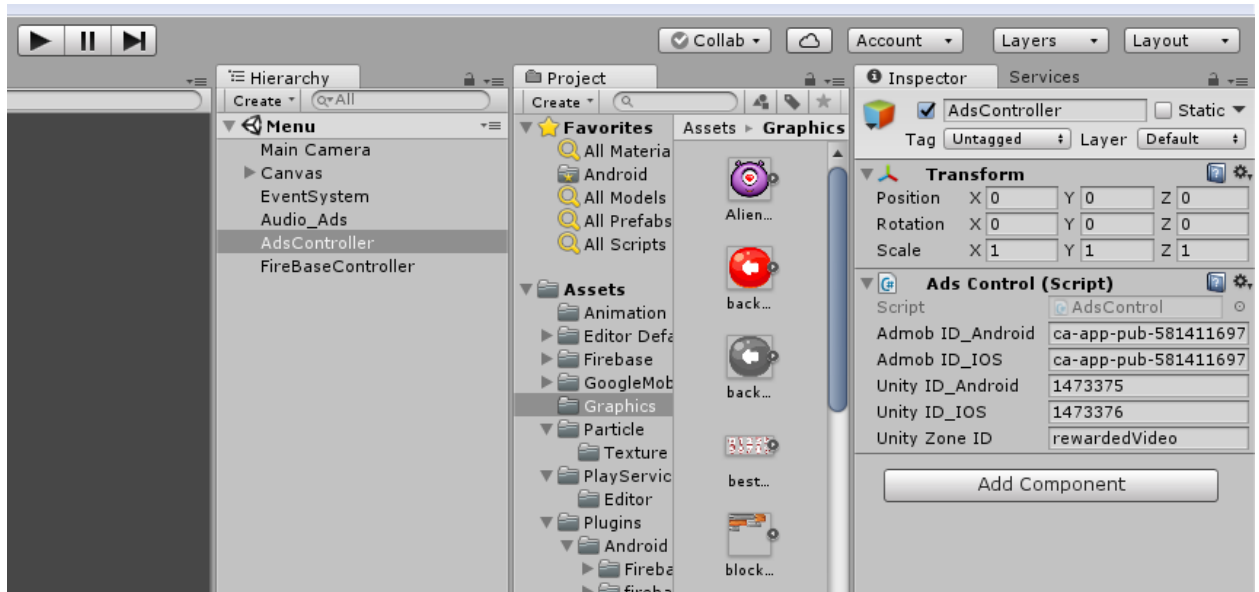


Download and Double Click to import Google Mobile Ads.

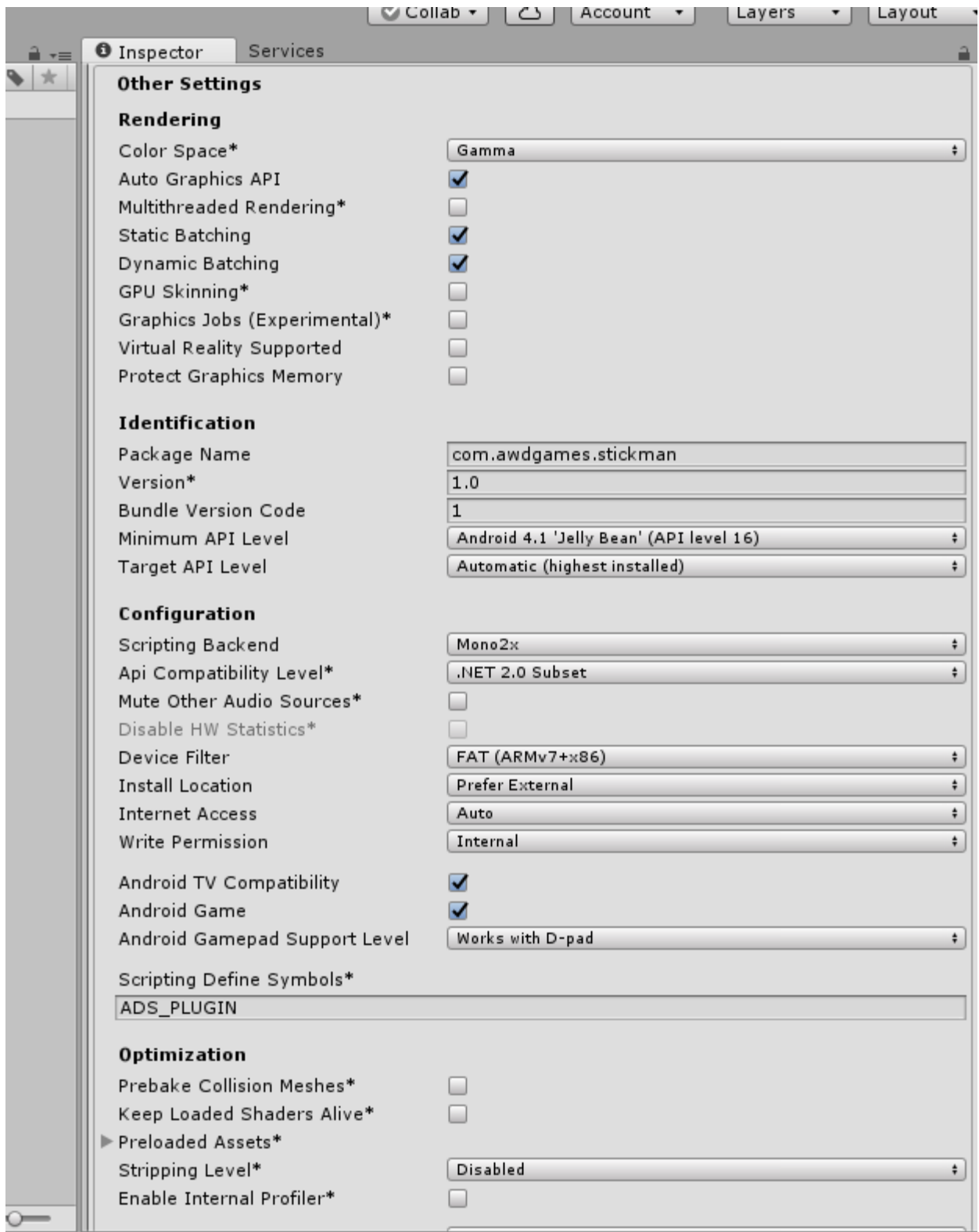
- Import Free Unity Ads Plugin:

<https://www.assetstore.unity3d.com/en/#!/content/66123>

Change the Admob and Unity Ads key at Introduce scene:



Remember to add symbol “ADS\_PLUGIN” at Player setting/Other setting and press enter:



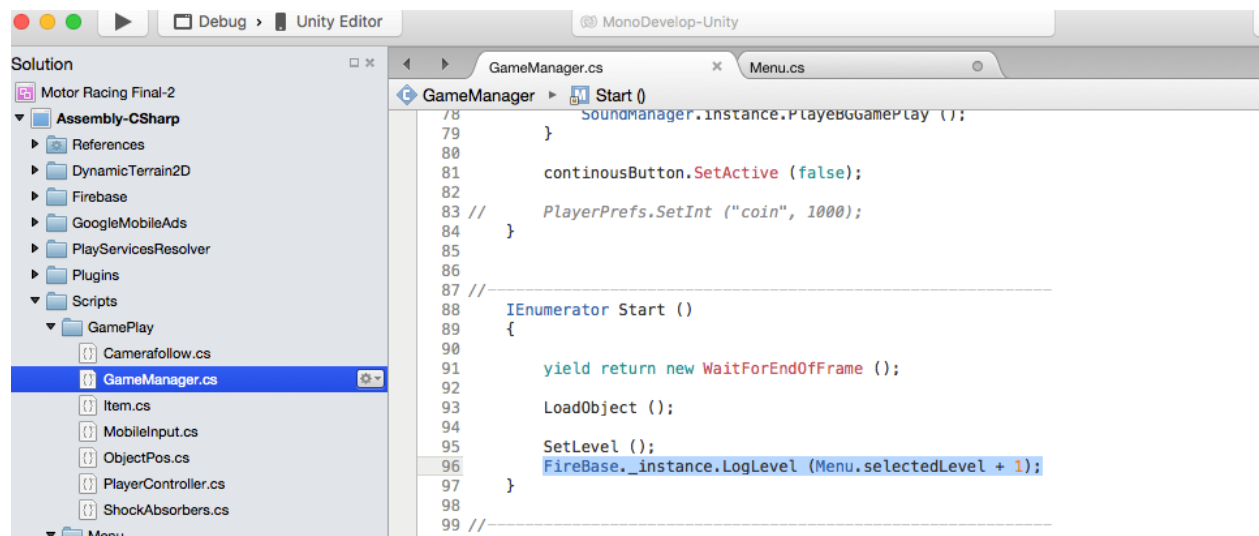
If you want use FireBase Analytics, view the instruction of Google:



- It's time to add Firebase to your app. To do this you'll need a Firebase project and a Firebase configuration file for your app.
- Create a Firebase project in the [Firebase console](#), if you don't already have one. If you already have an existing Google project associated with your mobile app, click **Import Google Project**. Otherwise, click **Create New Project**.
- Click **Add Firebase to your iOS app** and follow the setup steps. If you're importing an existing Google project, this may happen automatically and you can just [download the config file](#).
- When prompted, enter your app's bundle ID. It's important to enter the bundle ID your app is using; this can only be set when you add an app to your Firebase project.
- At the end, you'll download a `GoogleService-Info.plist` file. You can [download this file](#) again at any time.

Add the `GoogleServices.json` and `GoogleService-Info.plist` file to Asset folder.

We added code to log the player's event, so you don't need to add:



Thanks for purchasing our product!