Hero Rescue - Game Template

Minimal requirement:

- ## Unity 2019.x

- ## Latest android SDK

Hero Rescue – Adventure Puzzle Game is a complete project template that will help you create a great puzzle game. You only need change the graphic, advertising ID and publish on **Google Play or App Store** . The project includes many game features like **Admob, Unity Ads.** The project use Unity new version (2019.x) so your game has highest performance and support all mobile device generation

Important informations:

To avoid the problems with AppStore and GooglePlay , we strongly recommend to change all graphic in the game . They don't like many the same games in their store

1. You can use this template **ONLY** for **PUBLISHING** your games on mobile stores like GooglePlay, AppStore and etc. **Resale** of source code is **not allowed**, even after reskining

Game engine description

- Easy to play

- 100 great designed levels

- Easy to create more levels

- We have tutorial videos to create more levels

- Ton of physic object

- 2D nice graphic and easy to reskin

- Mobile control (support IOS and Android)

- Admob (Interstital and banner)

- Unity Ads (fill rate 100% for Admob) and reward video

- In App Purchase (Remove Ads)

- Unity 2019.x

How to reskin

You don't need to change a lot of similar arts in different places into the project. Just change one art in Images folder, and this art will replaced in all places of the project, where it should be located.

1. Open a project
2. Go to Assets → Sprites
3. For reskin, you should to change all arts in all folders into Images Folder.
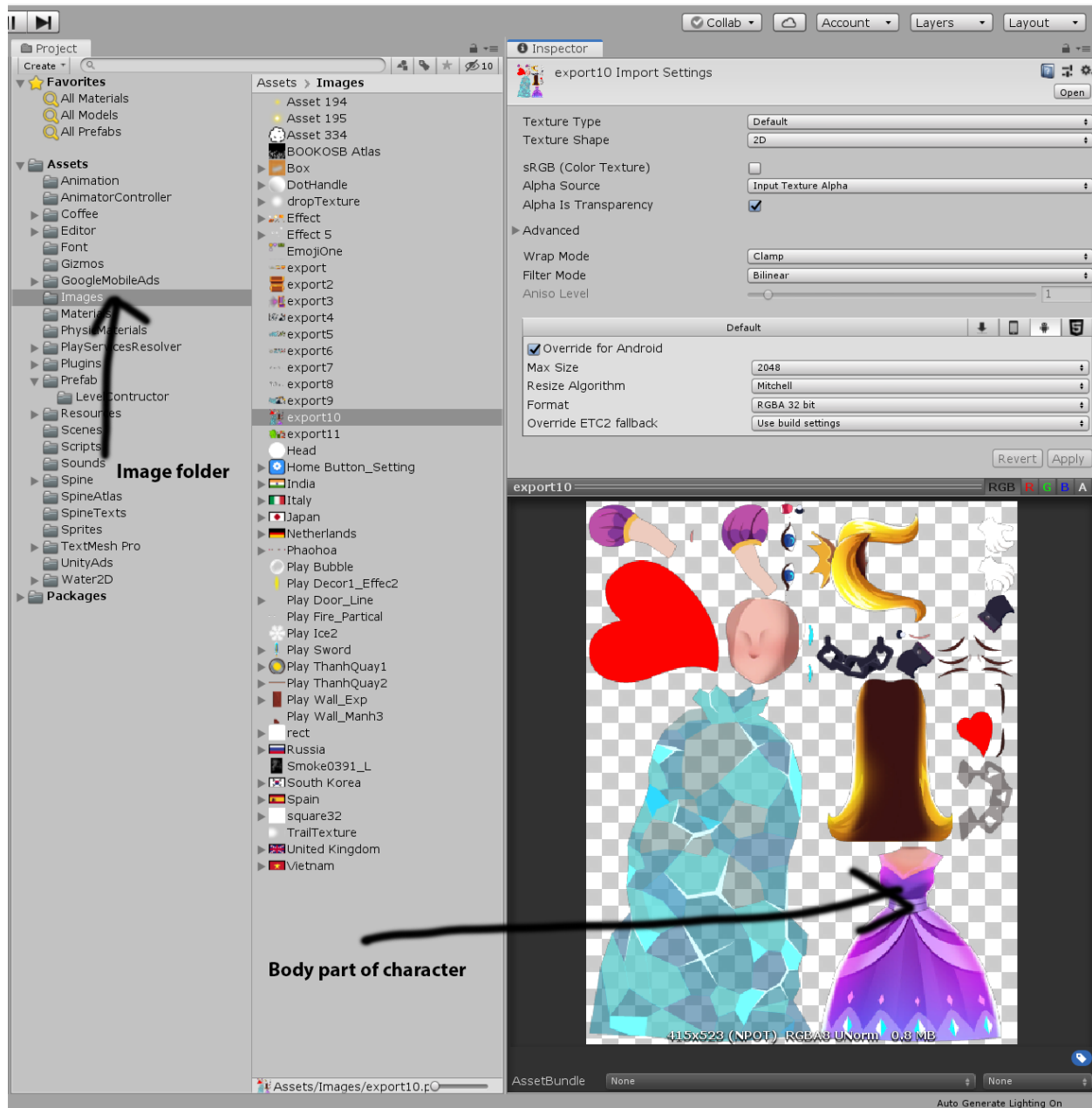
IMAGE RESOURCE FOLDER
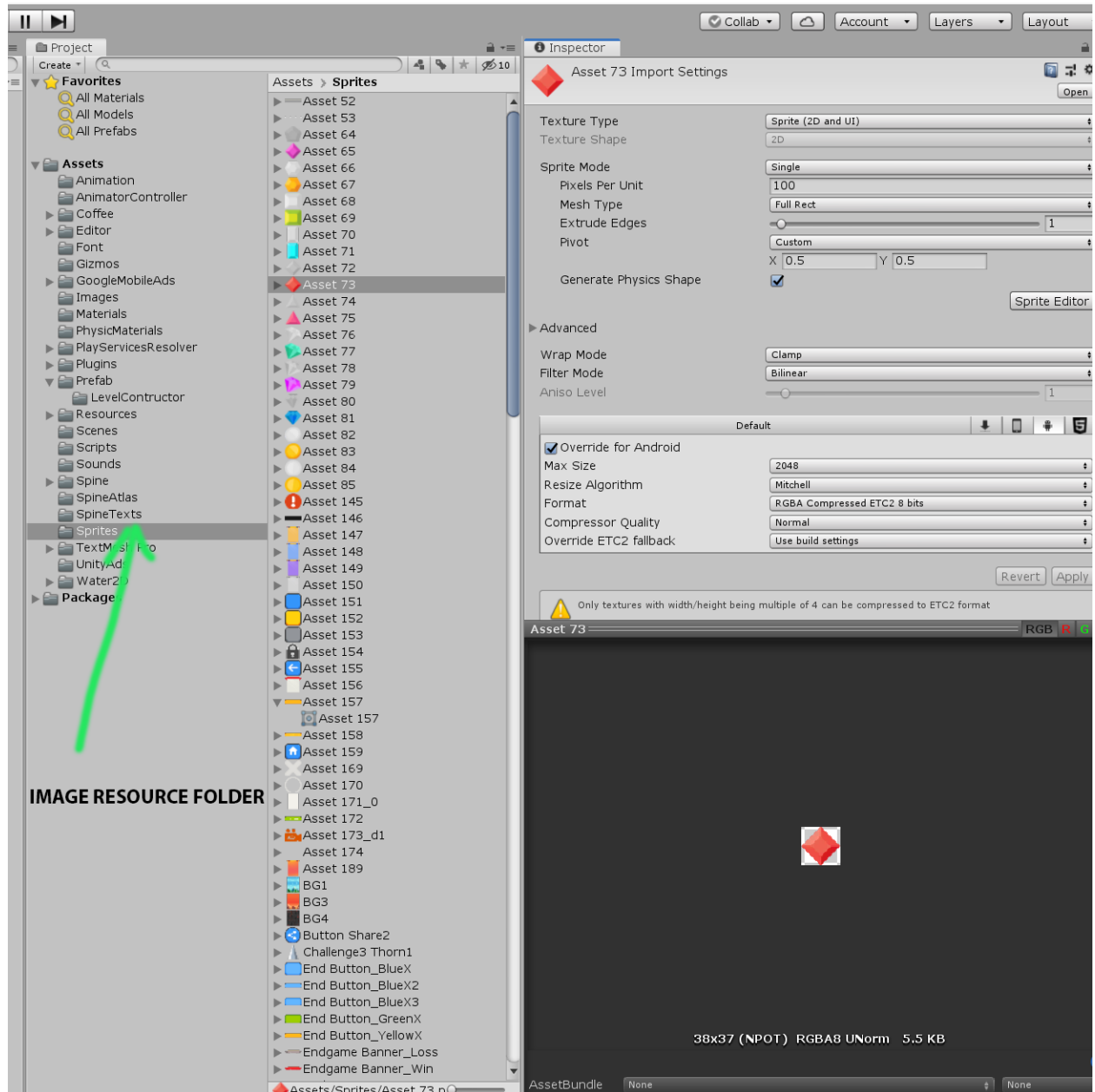
EXAMPLE, open Images Folder --> Items (folder includes all items and blocks images in the project). Replace your arts in Images--> Items to reskin all images in this Folder. Do the same for all folders inside the Images folder

Remember - your art should be the same size and only in the PNG format like in the project, to correctly display the textures in the project.

* Reskining Characters

All character are made by spine animation so they are part of body image
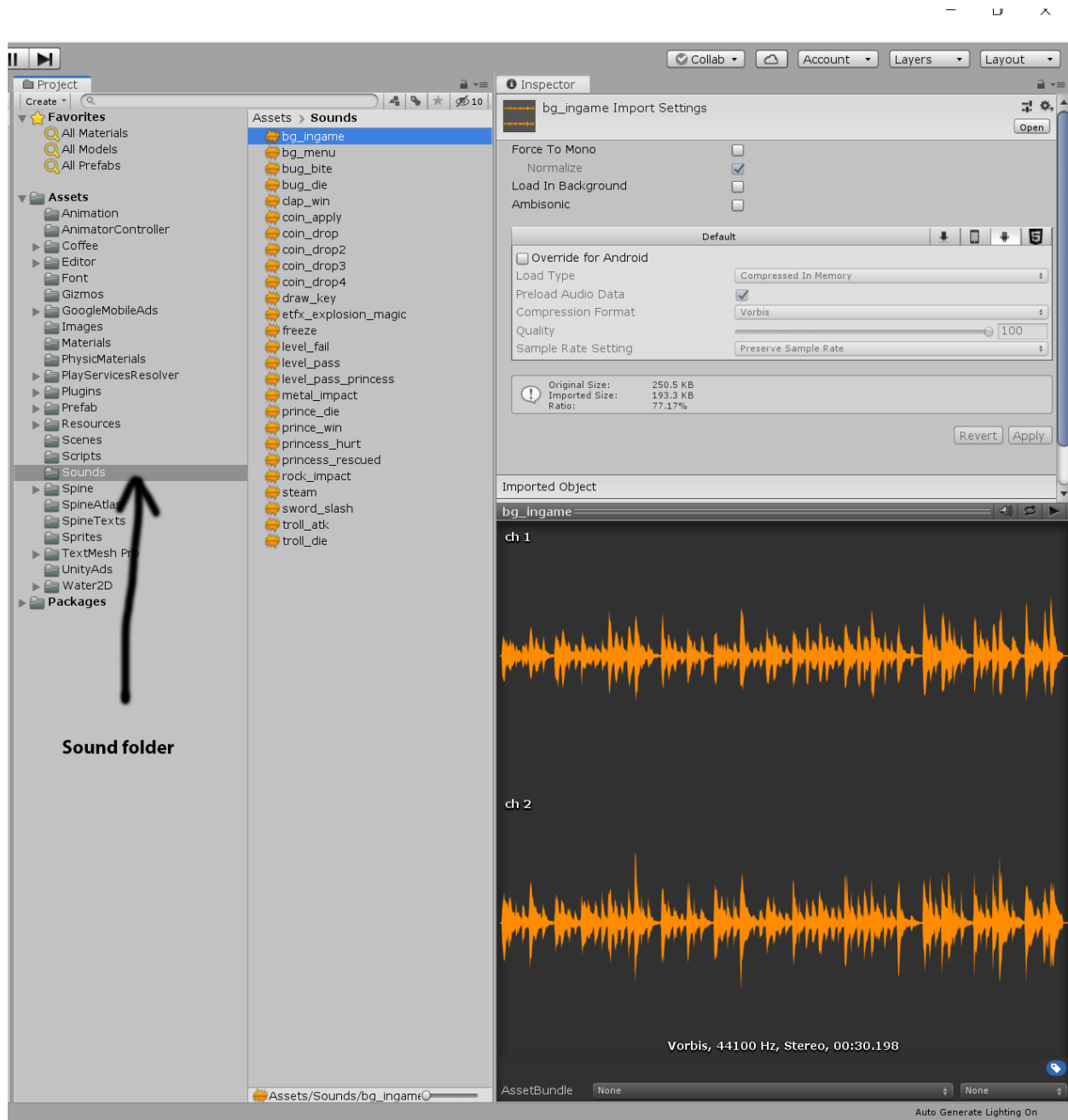
Go to images folder and reskin images

Change sound files

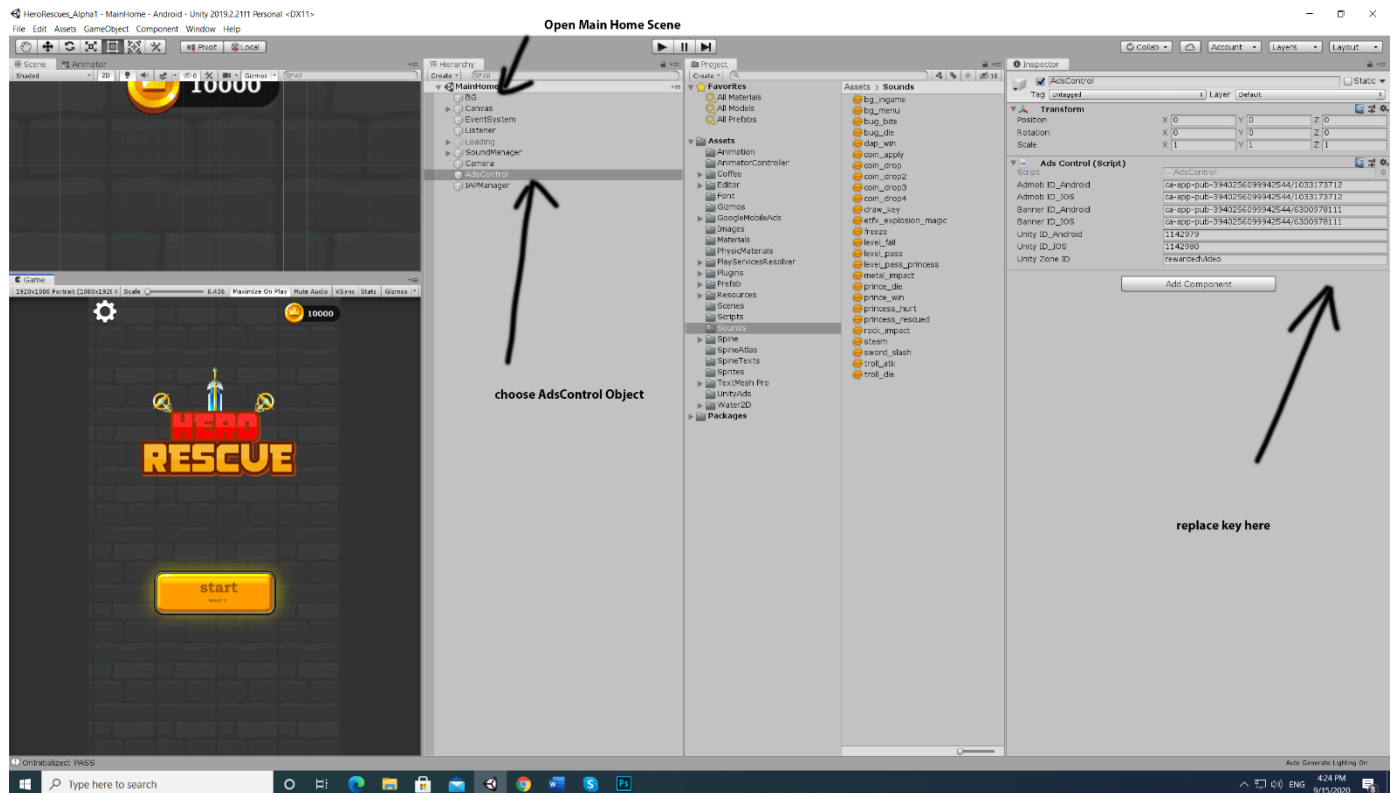Open Asset/Resource folder and find .wav or .mp3 files

Replace these file to change sound or music of game


Sound folder

Ads set up

On the project window, you can set up either AdMob or Unity Ads to be used for Banner, Interstitial, and/or Reward ads for both Android and iOS platforms. Selecting MainMenu **Scene**, choose **AdsControl** and replace your key in **Inspector**

You must to sure Add Admob App ID in the project (without this setting, apk file will be crash in device)

Go to **GoogleMobileAds/Resource -> Click GoogleMobileAdsSettings**
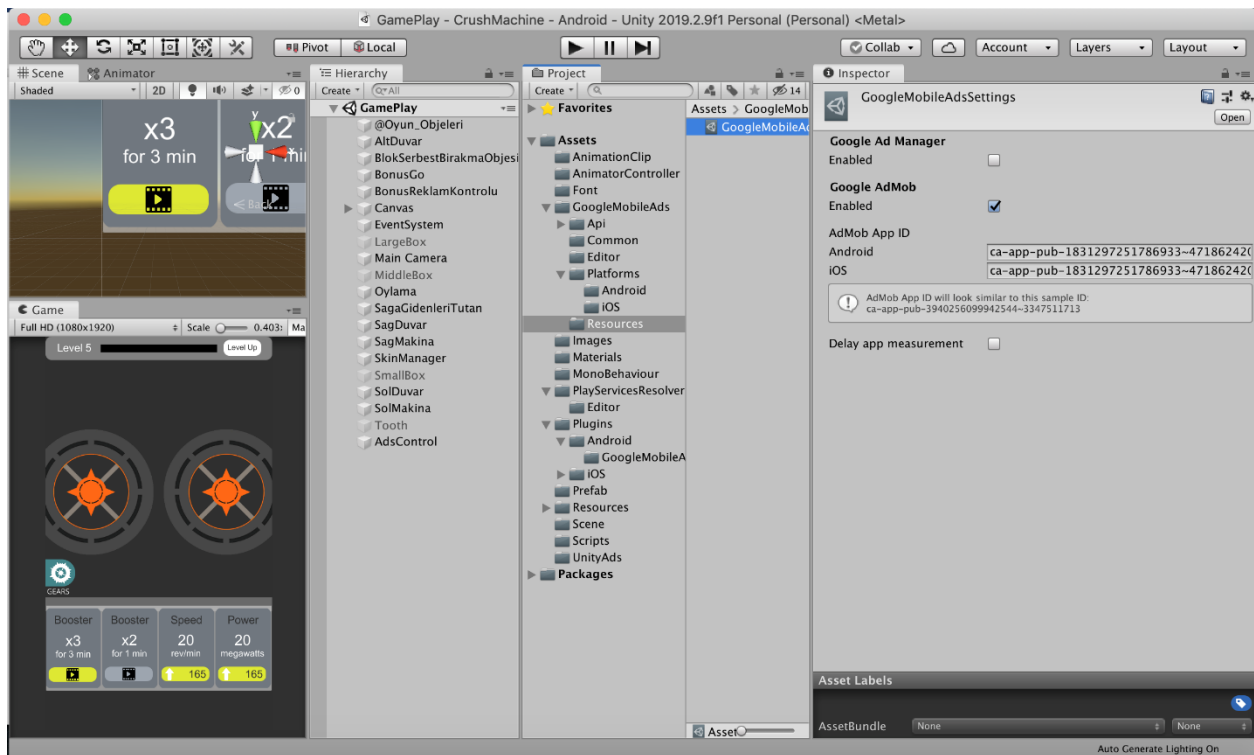
Tick Enable for Google AdMob and place your app ID

Make sure the play services resolver that comes with the GoogleMobileAds plugin has executed by selecting the menu item **Assets -> Play Services Resolver -> Android Resolver -> Resolve**.

Thats it! AdMob ads or Unity Ads should appear in the game.

Set Up IAP

The first, you need put IAP product ID own in Unity Editor
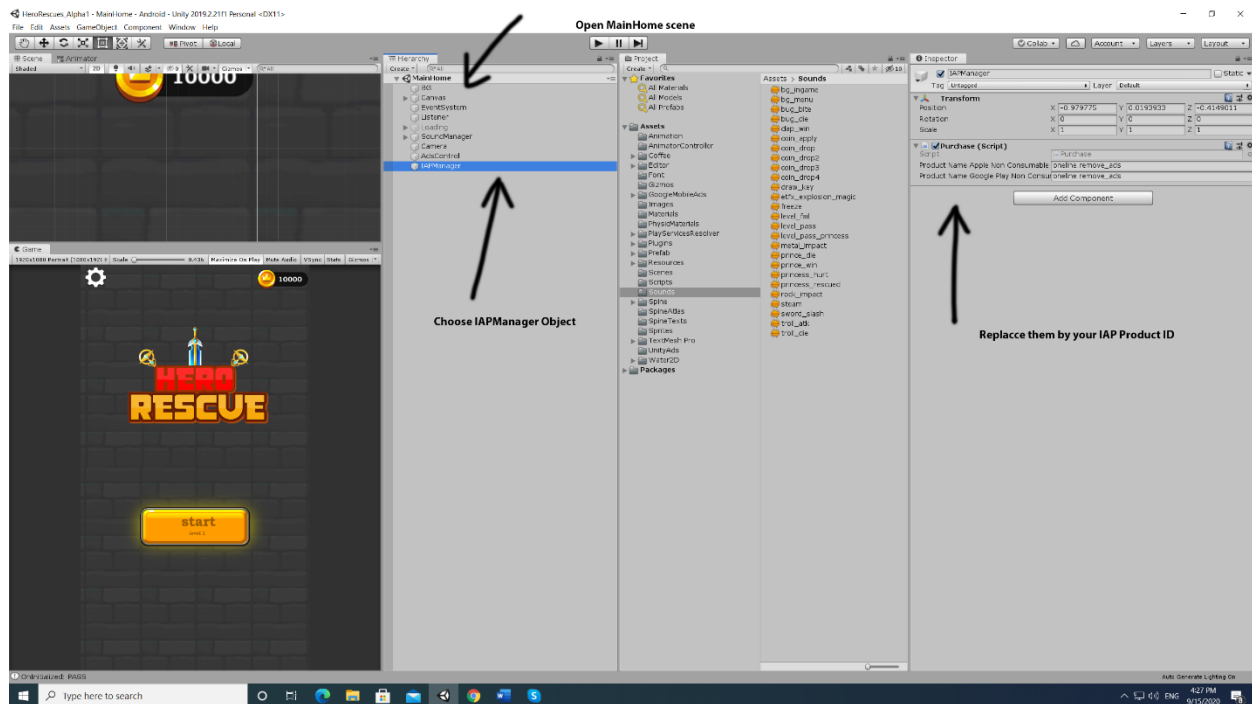
For Unity Editor, you can set up it step by step from official guide from Unity document

https://docs.unity3d.com/Manual/UnityIAPSettingUp.html