

# Unroll Ball Documentation

(v1.0)

## 1. Overview

Unroll Ball is a simple addictive unblock puzzle game, it makes you keep playing for FREE! Here comes new BRAIN TEASERS from the maker of Word Cookies.

This game helps you reduce time to build a similar game. We are working hard to make more levels and update them in the next versions.

## 2. Requirement

Unity 2017.1.0 or above.

## 3. Features

Game:

- 2 modes : Classic and Star.
- 240 well-designed levels each mode (480 level in total).
- Source code is clean and professional.
- Easy to build on multiple platforms.

Plugin:

- Admob is integrated
- In-app purchase is integrated (Android, IOS, Windows Phone, Windows Store, Amazon, Mac)
- Facebook is integrated (invite friends, share game)

## 4. Import project

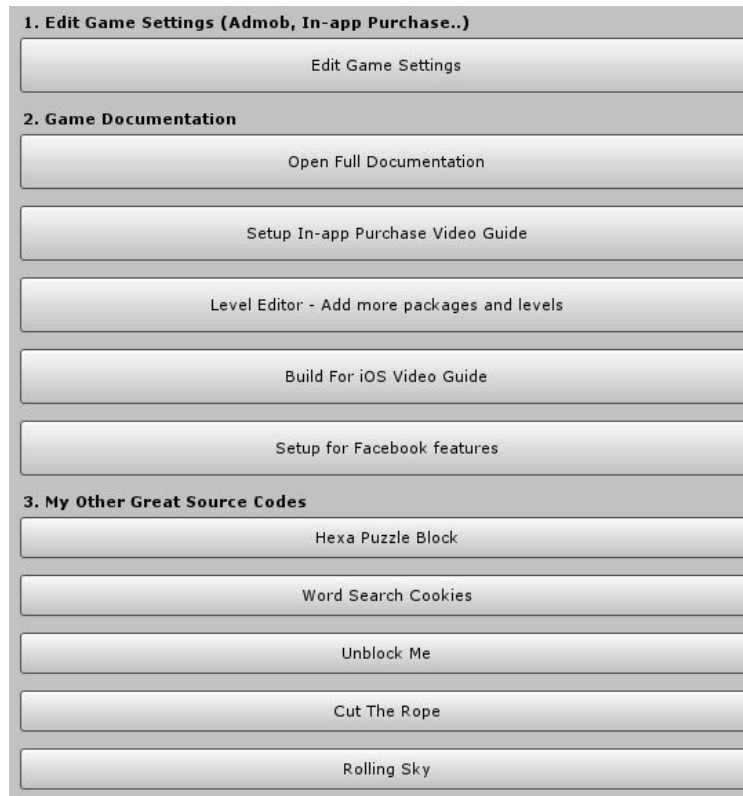
Open Unity 2017.1.0 or higher, click "Open project" -> Choose "UnrollBall\_1.0" folder.

Wait until the import process complete.

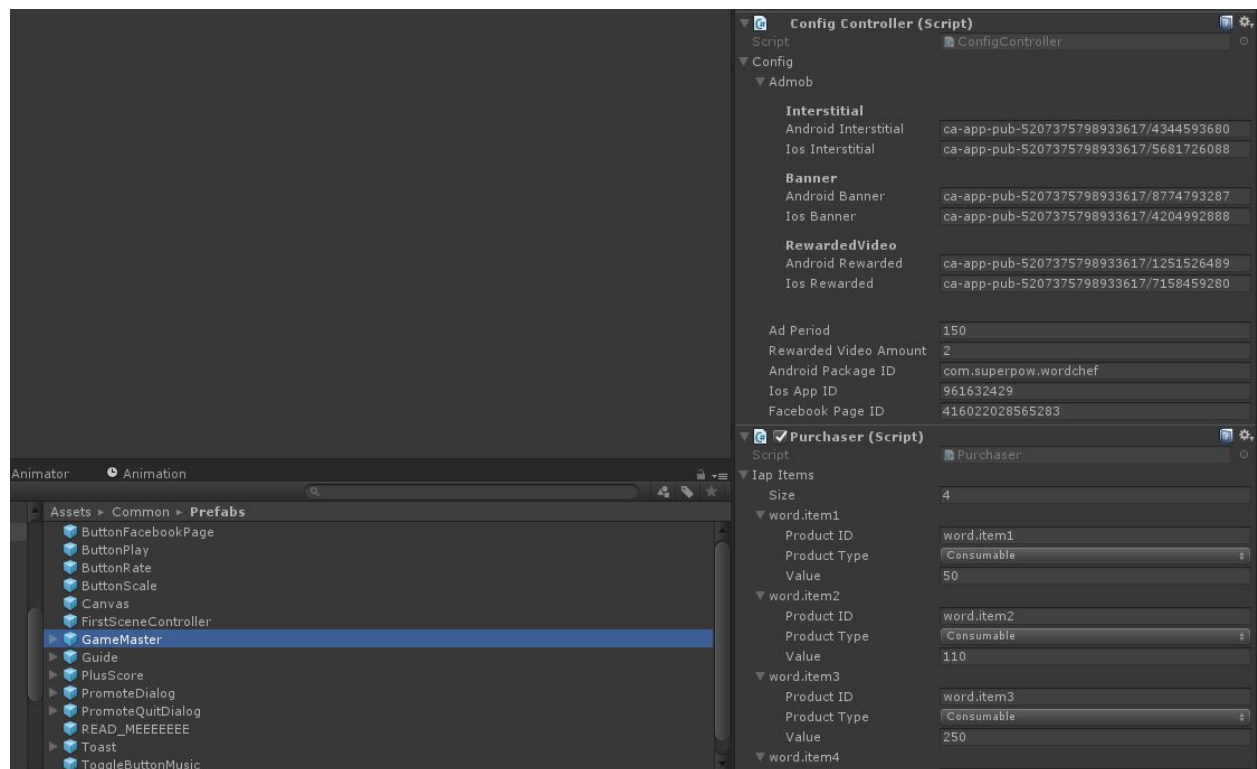
Important: Sometimes after opening the project in the first time, Unity has a bug that it miss some references. If you start the game and you can't hear music, you have to restart Unity. Restarting Unity solves the problem.

## 5. Configuration

Open Home scene in Assets/WordChef/\_Scenes folder → Select Read\_Meeeeee object to go over some important stuffs:



Click on “Edit Game Settings” button to change Admob id, package name id, in-app id ...



## 6. How to set up in-app purchase.

<https://www.youtube.com/watch?v=rXOF2ttYWBA>

In-app purchase ids:

- unrollball.item1
- unrollball.item2
- unrollball.item3
- unrollball.item4
- unrollball.item5
- unrollball.unlockpackage

Please keep in mind that you can change those above ids whatever you want but it needs to be identical with the ones you register on the stores (Google Play, iTunes .. )

In-app purchase only works in your device (Android, iPhone ..) **after** you publish the game.

## 7. How to build for iOS.

[https://www.youtube.com/watch?v=f0TfqG9\\_Xbc](https://www.youtube.com/watch?v=f0TfqG9_Xbc)

Google Mobile Ads SDK version 7.21.0:

[https://drive.google.com/open?id=0B\\_WMAEuaDS4Ca0gzbERMV25LWmc](https://drive.google.com/open?id=0B_WMAEuaDS4Ca0gzbERMV25LWmc)

### Notes:

- In Xcode, please go to tab Build Phases and expand “Link binary with libraries” and remove the file **-IPods-Unity-iPhone.a** if it exists.
- If you get the error “**Module GoogleMobileAds not found**”, please follow this guide to fix it: <https://youtu.be/b573NVs0X0>
- Remember to set “**Enable Modules**” to Yes and “**Enable Bitcode**” to No in Xcode Build Settings tab.

## 8. Set up for Facebook features

<https://drive.google.com/open?id=13ZfckHoLrHfqcbNRVByX3KjXO4fHa937YjQJnRoLER>

[w](#)

## 9. Unlock all levels for testing

You can do it by going to menu Superpow → Unlock all levels

## 10. Contact us

If you have any questions, do not hesitate to contact me via

Skype: phuongdong0702 (use this if you want to get fastest response)

Email: [phuongdong0702@gmail.com](mailto:phuongdong0702@gmail.com)