

Documentation

Fit the Shape

Warning! We would recommend you to make a reskin to prevent problems with Google Play and App Store (game can be banned).

Integration of side plugins is your own responsibility. We don't support modified projects (except reskin).

We are not engaged in additional customization of the project.

All rights of the source code belong reserved by Watermelon Games. After purchase you will have right to use it to create your own games and publish it on stores. Resale of the source code is prohibited.

Technical Requirements

For correct work of the project, please observe all requirements

Unity version: Unity 2019.2.4f1 or newer

Target platforms: iOS, Android

Minimum iOS version: 9.0

Minimum Android version: Android 5.0 (API Level 21)

Scripting Runtime Version: .NET 4.x Equivalent

Project Structure

Assets/Fit the Shape/Content - folder with all project settings files and databases.

Assets/Fit the Shape/Content/Settings - folder with all basic game settings.

Assets/Fit the Shape/Content/Levels Database.asset - levels database object.

Assets/Fit the Shape/Game/ - game resources.

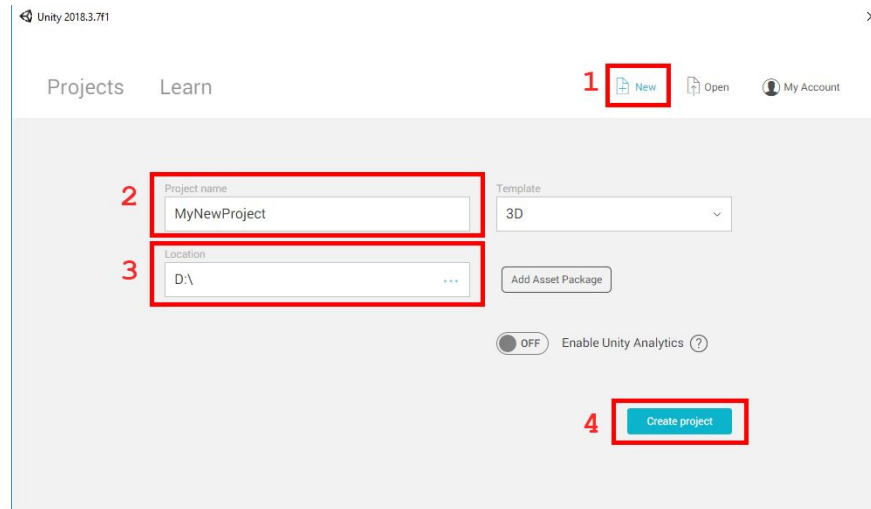
Assets/Fit the Shape/Game/Scenes/ - scenes folder.

Assets/Fit the Shape/Game/Audio/ - game audio files.

Assets/Fit the Shape/Game/Images/Icon/app_icon.png - game icon.

How to start

1. Download and install latest Unity version - [Download](#)
2. Create new Unity project



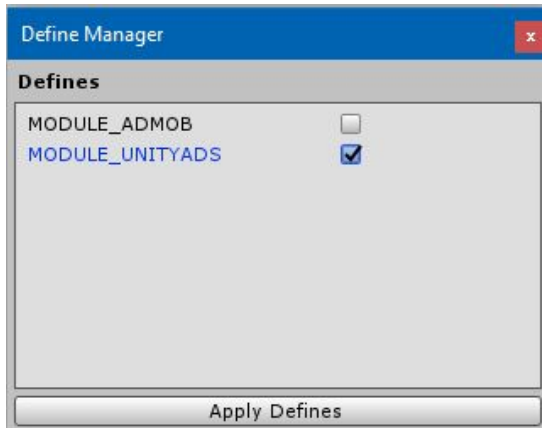
3. Download project from Asset Store.
4. Add Init and Game scenes (from Scenes folder) to "Scenes In Build".
5. Follow next pages of this documentation to setup a project.
6. Build Game :)

Advertisement Setup

Unity Ads

Unity Ads quick start guide - [link](#)

1. Follow Unity Ads quick start guide to setup services.
2. Click “Tools - Editor - Define Manager” to open Define Manager window.
3. Enable MODULE_UNITYADS and press Apply Defines in Define Manager window.



4. Open Advertising tab of Setup Guide. Put data from site in the appropriate fields.
5. If you want to change advertising frequency set it on Advertising tab.



Showing Interstitial Delay - min delay in seconds between interstitial appearances.
Revive Countdown Time - duration of revive animation.

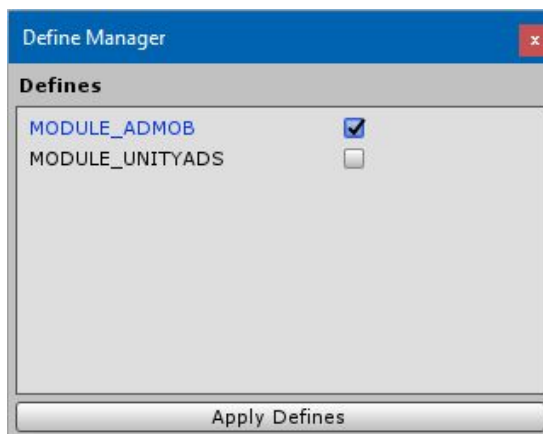
AdMob Unity

Google Mobile Ads Unity plugin integration guide - [link](#)

1. Download the latest version of Google Mobile Ads Plugin - [download](#)



2. Click “Assets - Import Package - Custom Package” and select downloaded file to import.
3. Click “Tools - Editor - Define Manager” to open Define Manager window.
4. Enable MODULE_ADMOB and press Apply Defines in Define Manager window.



5. Go to your Google Mobile Ads account - [link](#)
6. Set up an app in AdMob. [Help](#)
7. Add your AdMob [app ID](#) to the AndroidManifest.xml file in the Assets/Plugins/Android/GoogleMobileAdsPlugin directory. You can find your app ID in the AdMob UI. For android:value insert your own AdMob app ID in quotes.

```
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    package="com.google.unity.ads"
    android:versionName="1.0"
    android:versionCode="1">
    <uses-permission android:name="android.permission.WRITE_EXTERNAL_STORAGE" />
    <uses-sdk android:minSdkVersion="14"
        android:targetSdkVersion="19" />
    <application>
        <!-- Your AdMob App ID will look similar to this sample ID:
        ca-app-pub-3940256099942544~3347511713 -->
        <meta-data
            android:name="com.google.android.gms.ads.APPLICATION_ID"
            android:value="YOUR_ADMOB_APP_ID" />
    </application>
</manifest>
```

8. Open Advertising tab of Setup Guide. Put data from site in the appropriate fields.

Application ID	
Android App ID	ca-app-pub-3940256099942544~3347511713
IOS App ID	ca-app-pub-3940256099942544~1458002511
Banner ID	
Android Banner ID	ca-app-pub-3940256099942544/6300978111
IOS Banner ID	ca-app-pub-3940256099942544/2934735716
Interstitial ID	
Android Interstitial ID	ca-app-pub-3940256099942544/1033173712
IOS Interstitial ID	ca-app-pub-3940256099942544/4411468910
Rewarded Video ID	
Android Rewarded Video ID	ca-app-pub-3940256099942544/5224354917
IOS Rewarded Video ID	ca-app-pub-3940256099942544/1712485313

6. If you want to change advertising frequency set it on Advertising tab.

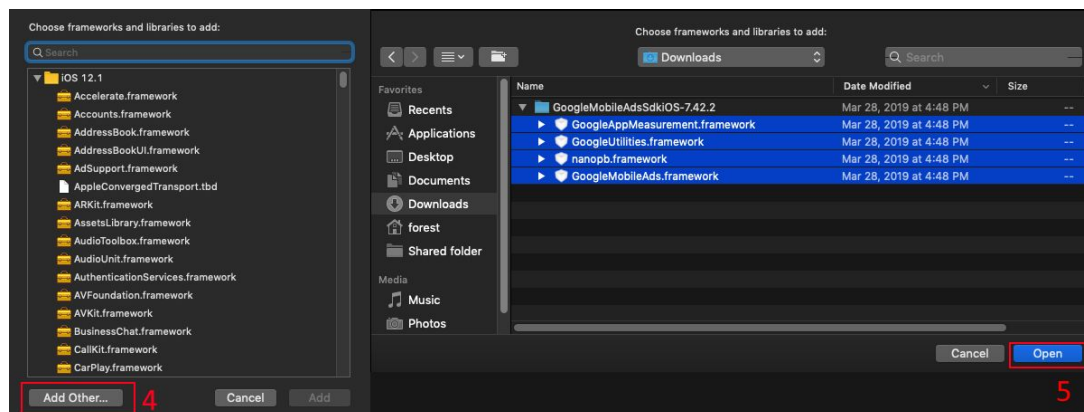
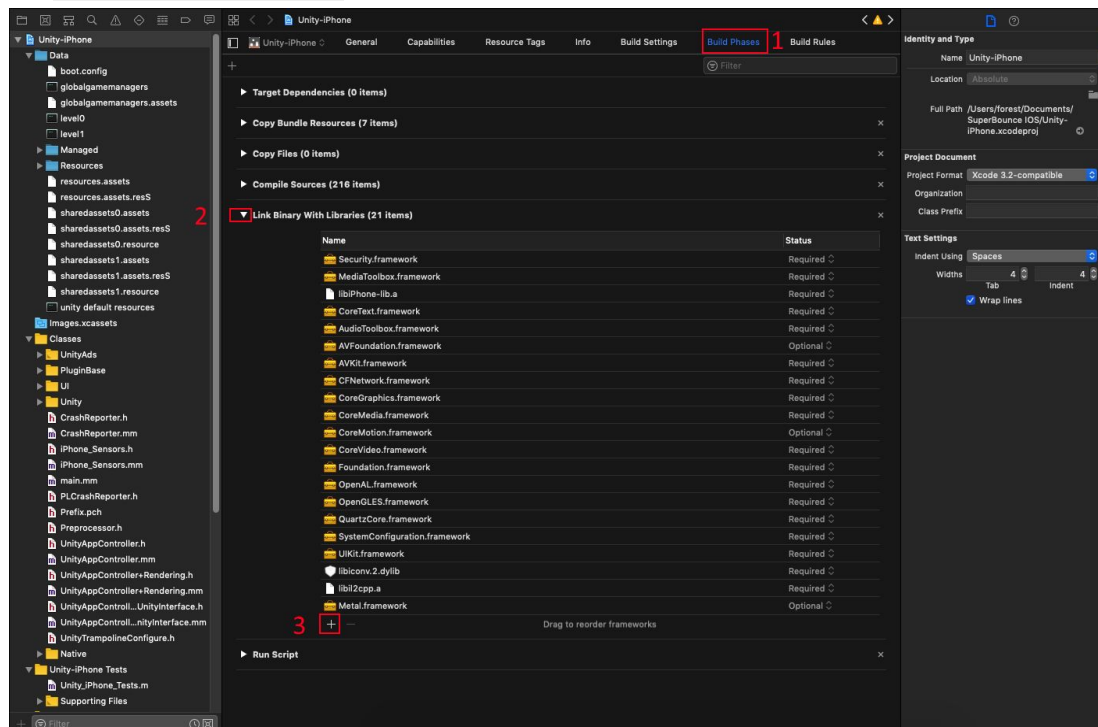
ADVERTISING	
Banner Type	Ad Mob
Interstitial Type	Ad Mob
Rewarded Video Type	Ad Mob
Ad Size Type	Banner
Ad Position	Bottom
Test Mode	<input checked="" type="checkbox"/>
Interstitial Showing Delay	30
Revive Countdown Time	6

Showing Interstitial Delay - min delay in seconds between interstitial appearances.
Revive Countdown Time - duration of revive animation.

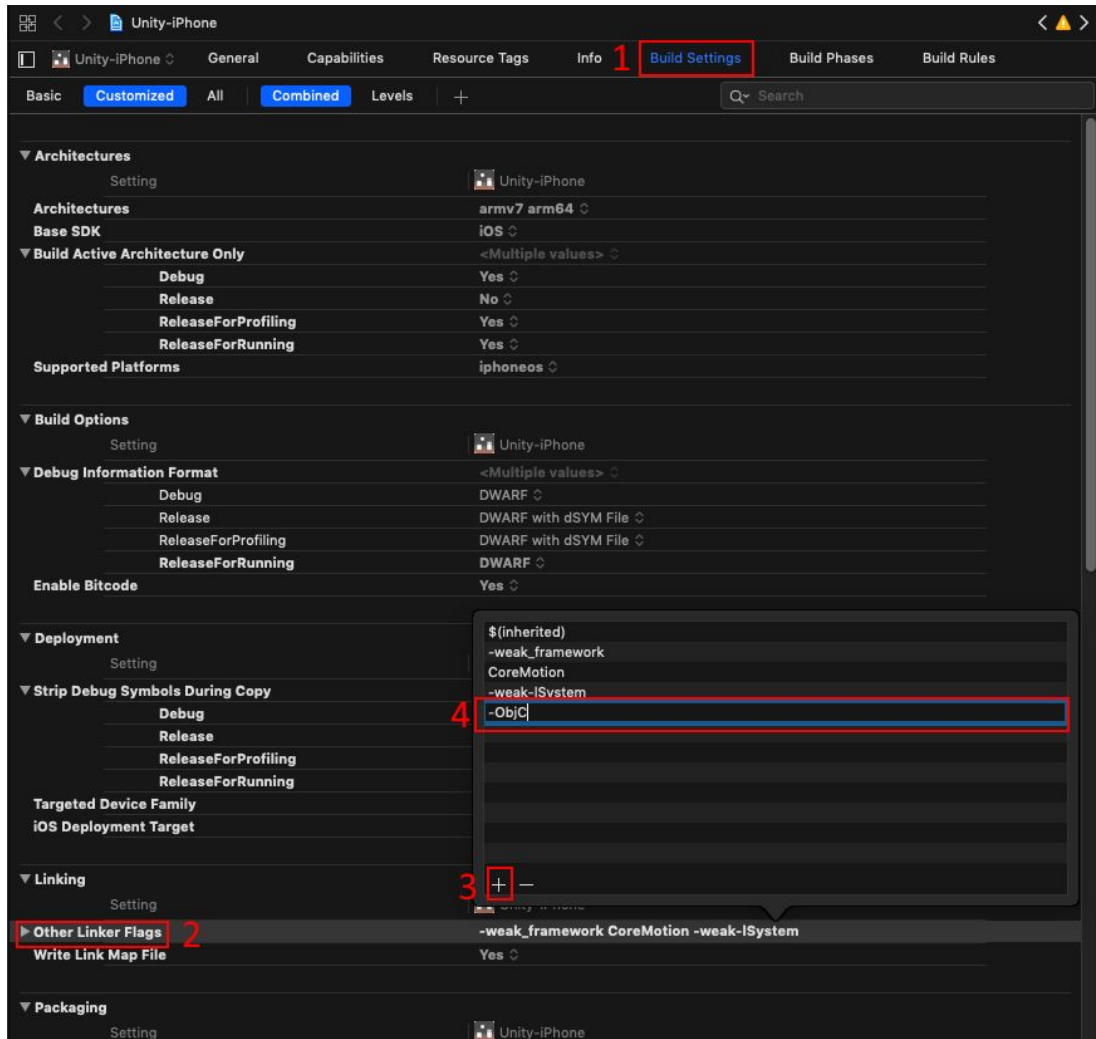
Xcode

Integrating the Google Mobile Ads SDK guide - [link](#)

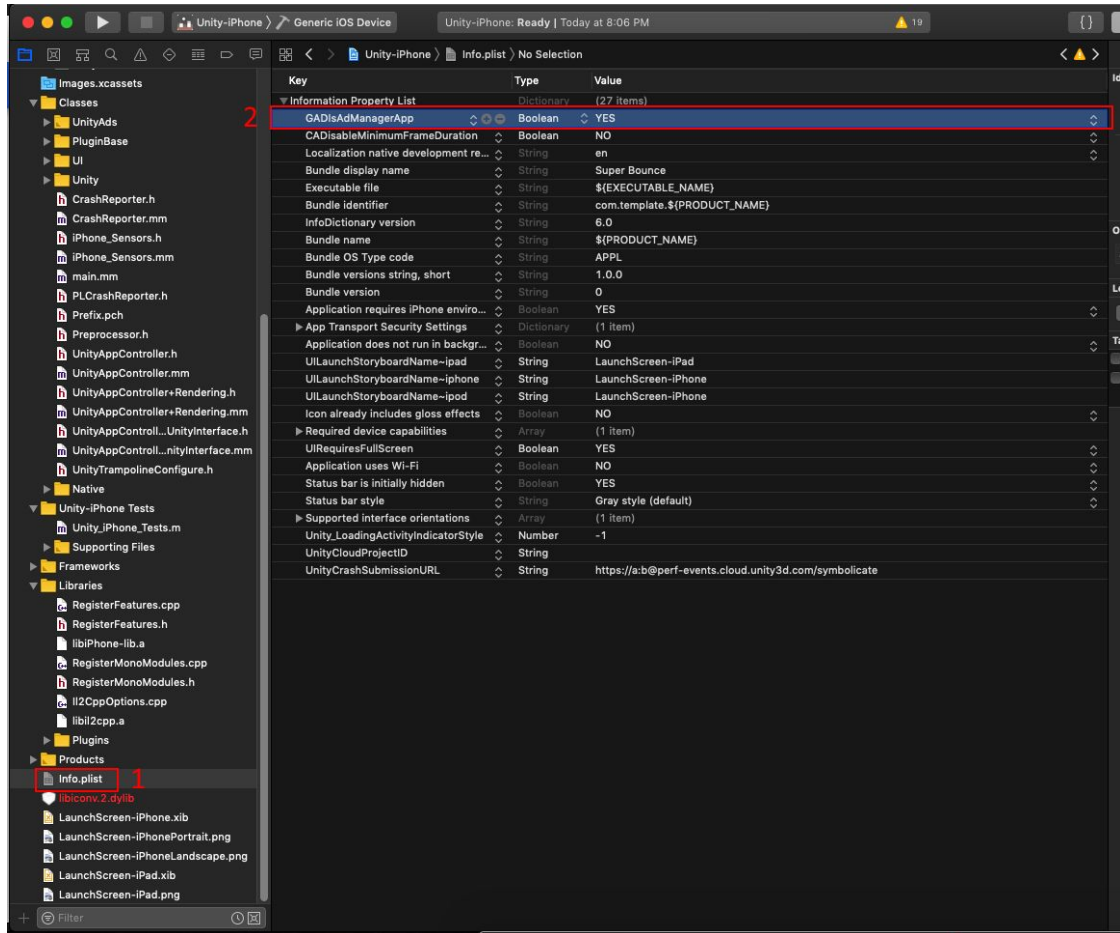
1. Download **Mobile Ads SDK** - [link](#)
2. Unzip and import the following frameworks into your Xcode project:
 - GoogleMobileAds.framework
 - GoogleAppMeasurement.framework
 - GoogleUtilities.framework
 - nanopb.framework



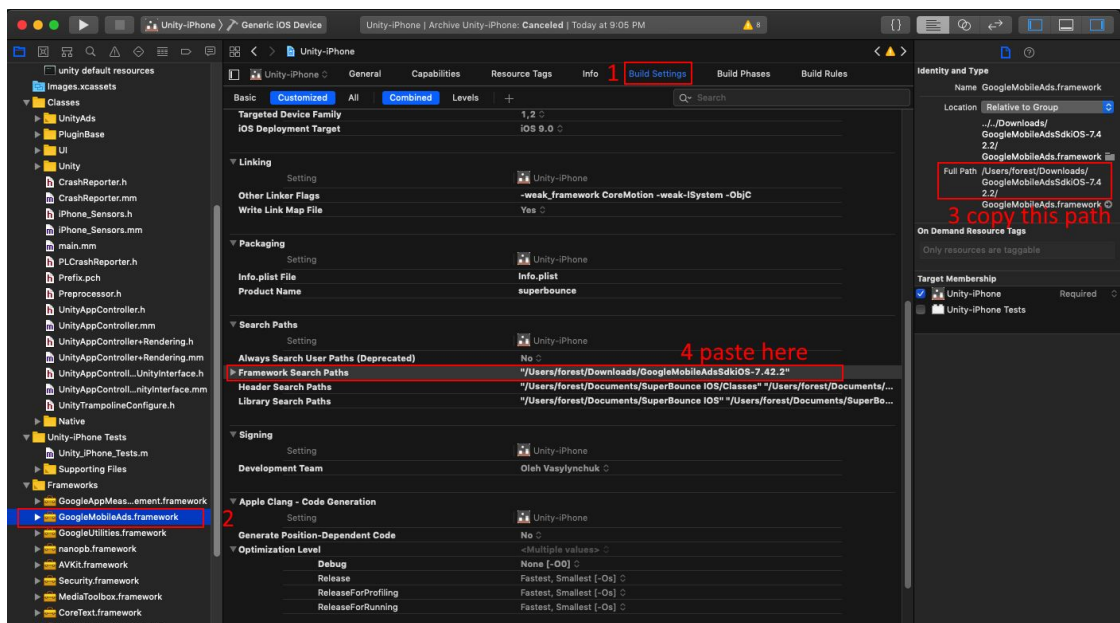
3. Add the -ObjC linker flag to Other Linker Flags in your project's build settings:



4. Update your Info.plist:

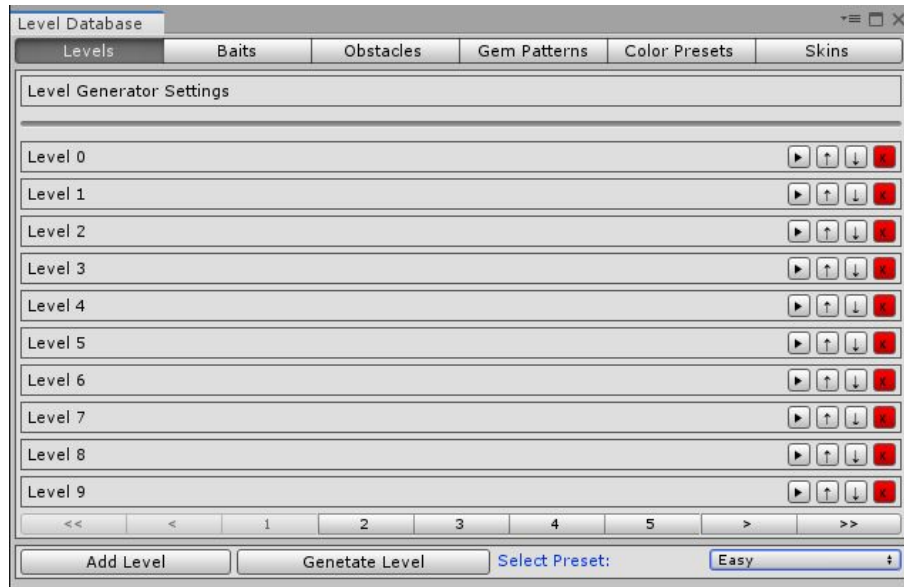


5. Update framework search path:



How to add a new level

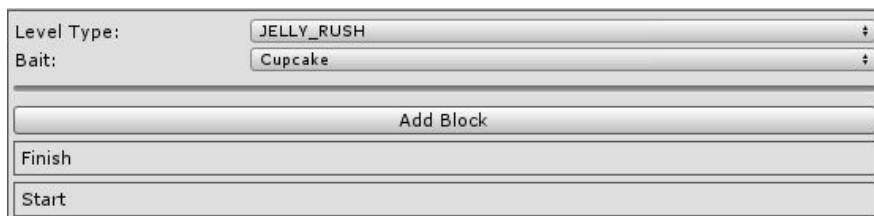
1. Open LevelDatabaseWindow: “Tools/Editor/Level Database” and select “Levels” tab in the tab menu.



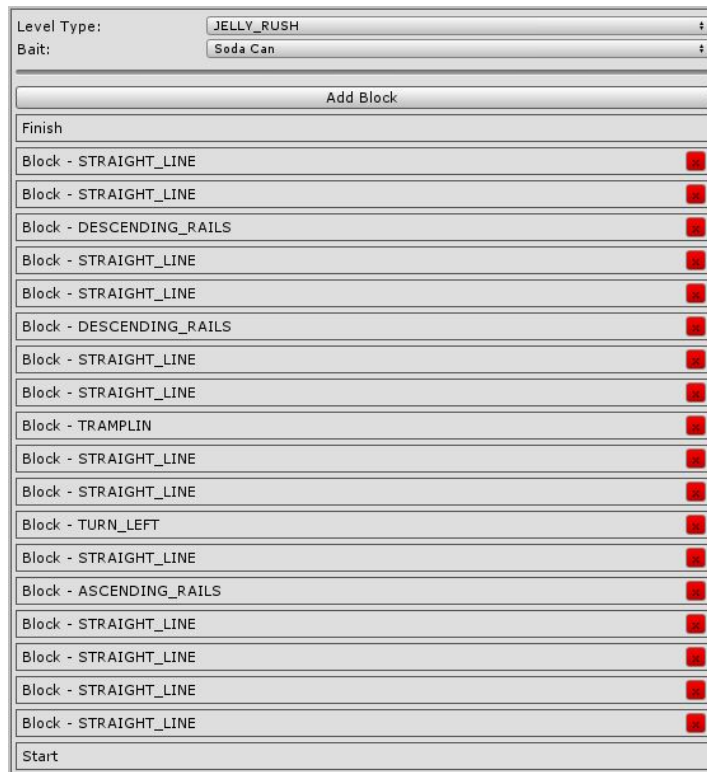
(Level Database Window)

From here you have two possible ways to add a new level: create one from scratch (a), or use Level Generator(b).

2.
 - a. Press “Add Level” button.
 - b. Choose Level Generator Preset you want to use, and then click on “Generate Level” button.
3. Select the newly added level, that should be at the end of the levels list. Level Editor should have appeared below. It contains parameters of the level as well as list of blocks the level consists of. Generated level doesn’t necessarily need to be modified, however you probably should strongly consider adding new blocks to created from scratch level.

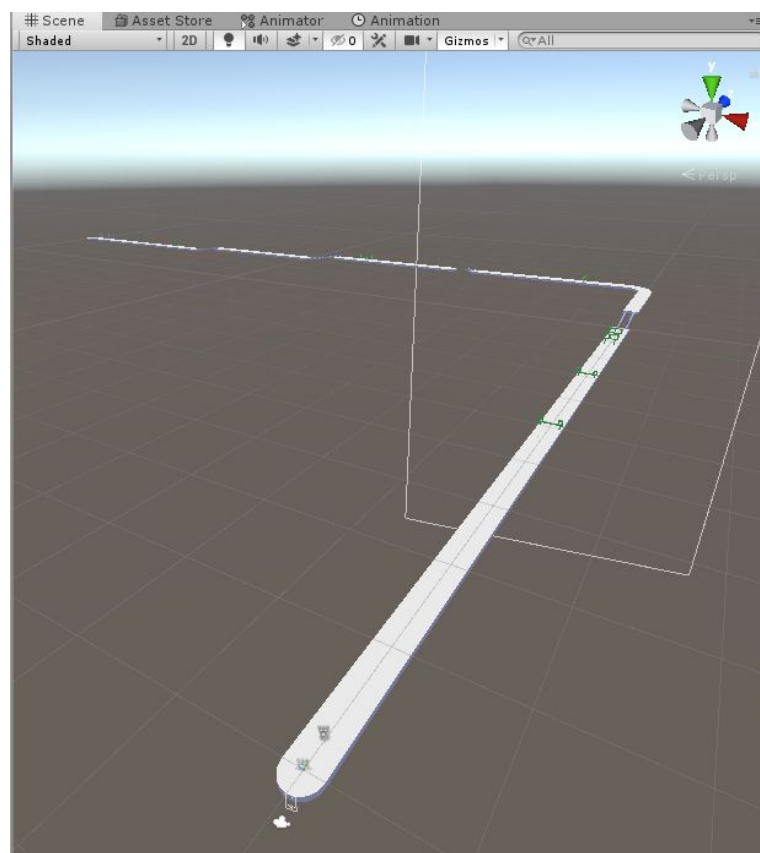


(Created from scratch level)



(Generated level)

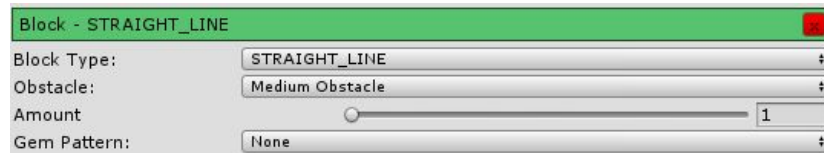
At the same time at the scene view should have appeared representation of the created level.



(Level in the scene view)

Generated level doesn't necessarily need to be modified, however you probably should strongly consider adding new blocks to one created from scratch.

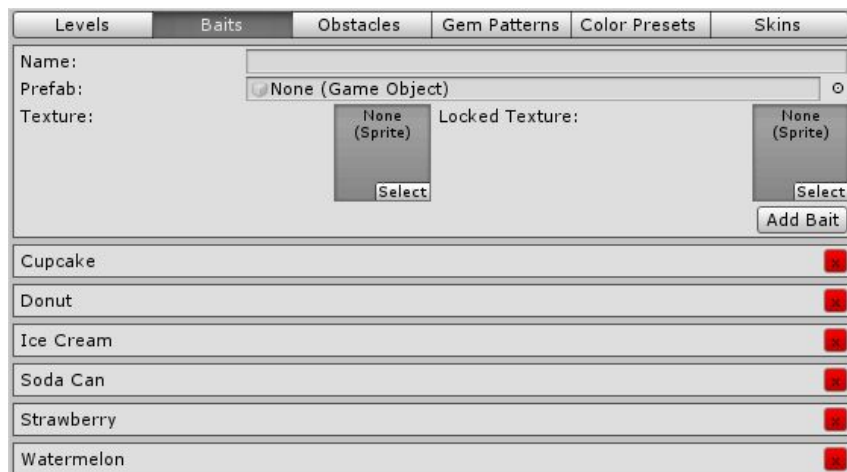
4. If you decided to add a new block, click at "Add Block" button.
5. If you feel the need to modify existing block, click on it inside the blocks list. Block parameters should have appeared below selected block.



(Block parameters inside editor)

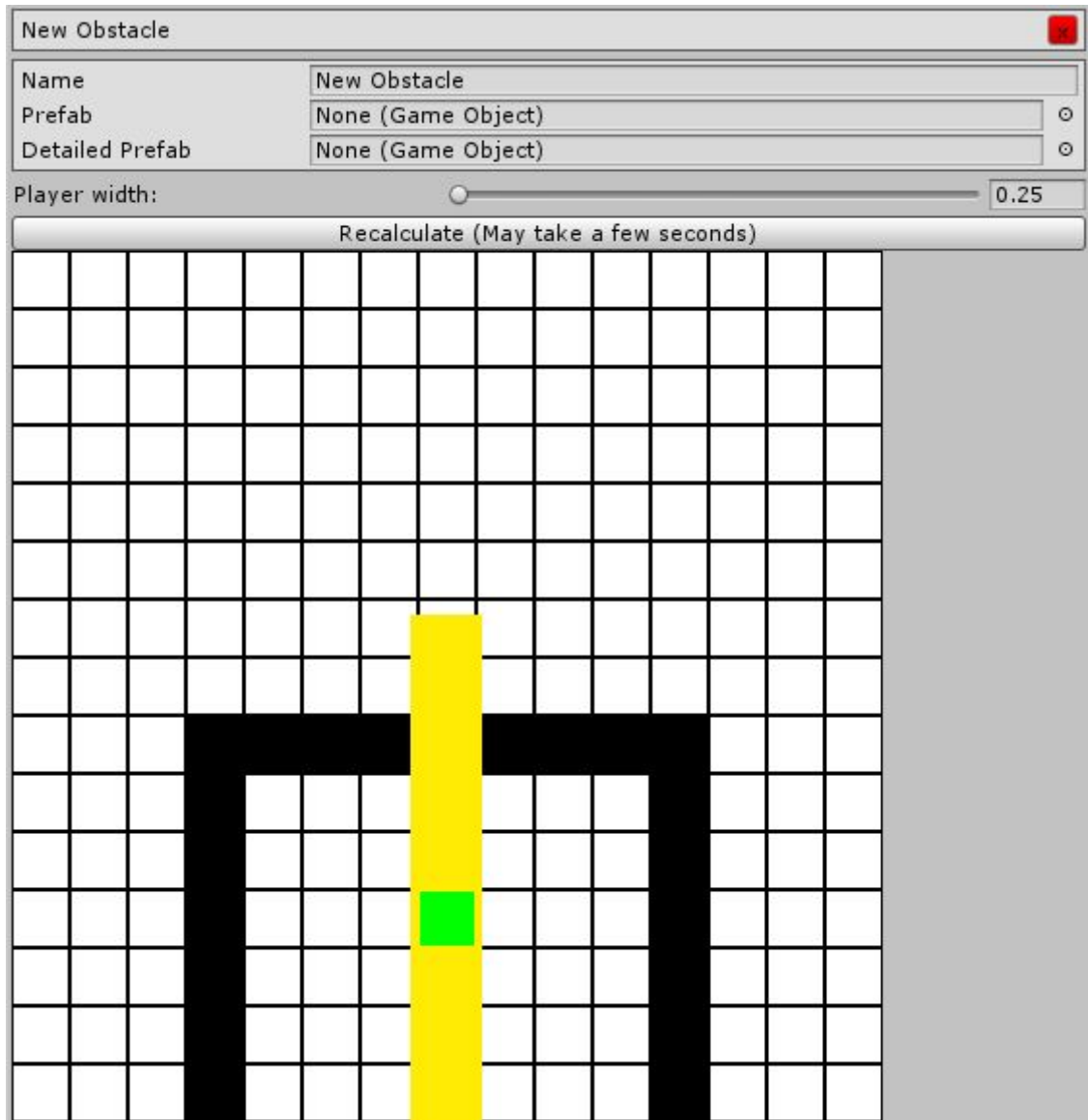
How to add a new bait

1. Open LevelDatabaseWindow: "Tools/Editor/Level Database" and select "Baits" tab in the tab menu.
2. Fill all fields required to create a new bait. Note that prefab's pivot should be positioned at the bottom of the model. Texture and Locked Texture are used at the end of each level to show caught or missed bait respectively.



How to add a new obstacle

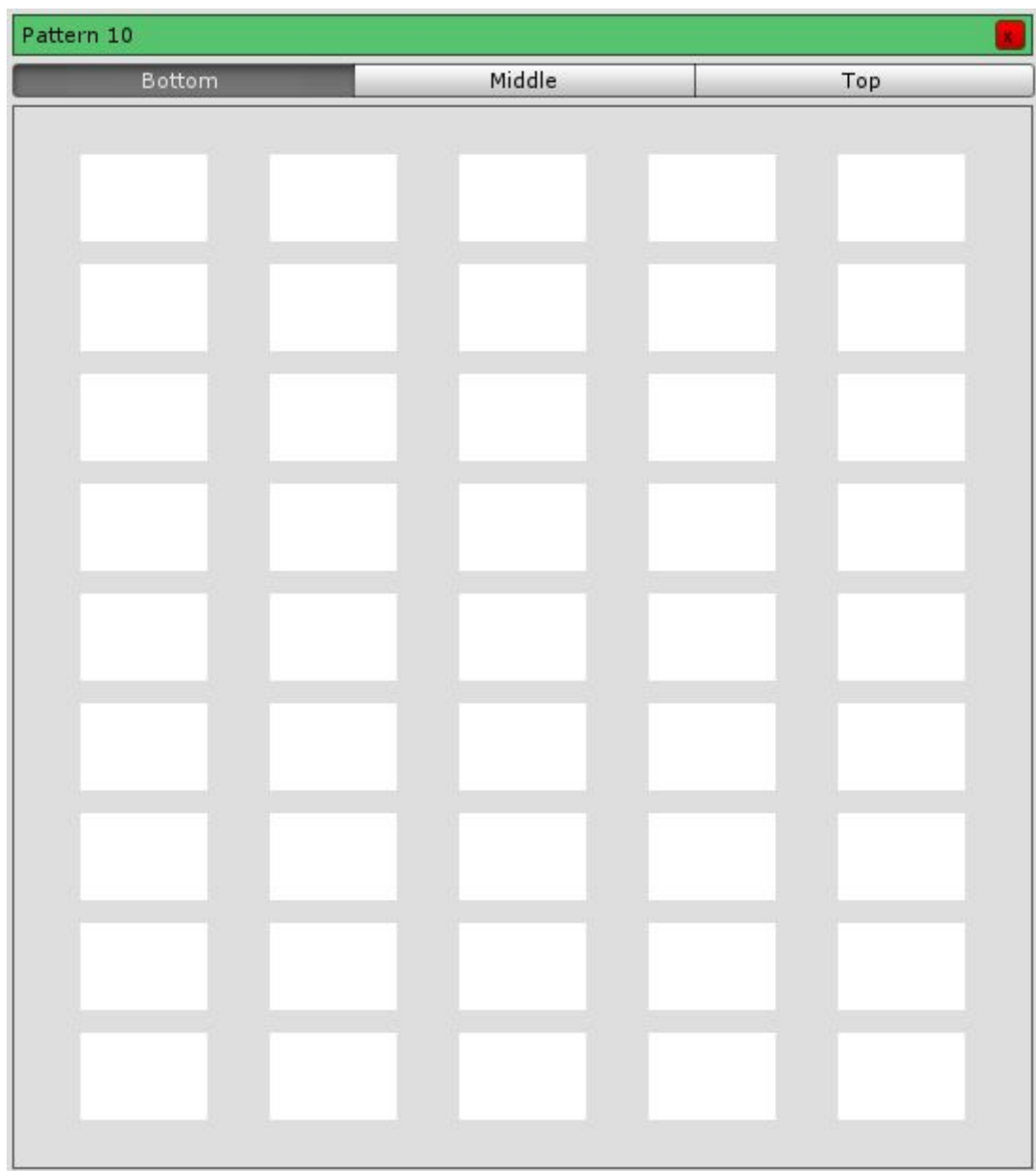
1. Open LevelDatabaseWindow: "Tools/Editor/Level Database" and select "Obstacles" tab in the tab menu.
2. Fill the name of a new obstacle and press "Add obstacle" button.
3. Select the newly created obstacle



4. To change the shape of the obstacle, click on the grid with left mouse button. Yellow rectangle represents player's dimensions. With right mouse button you can set the point bait will use to pass through the obstacle.
5. Click "Recalculate" button to apply changes. You have to click this button at least one time for obstacle to work correctly.

How to add a new gem pattern

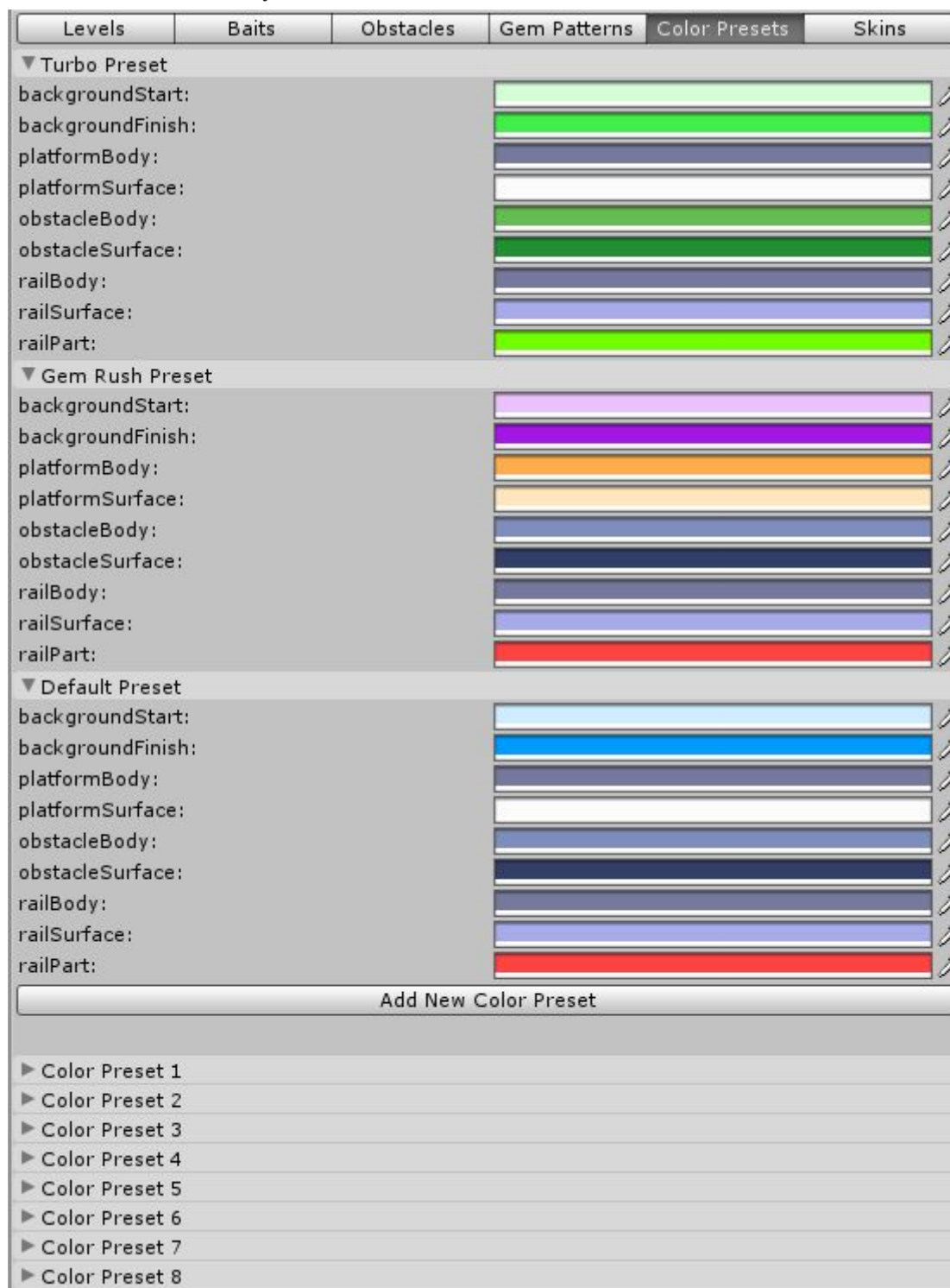
1. Open LevelDatabaseWindow: "Tools/Editor/Level Database" and select "Gem Patterns" tab in the tab menu.
2. Click "Add Pattern" button.
3. Select the newly created pattern.



4. You can place gems clicking on the white buttons.

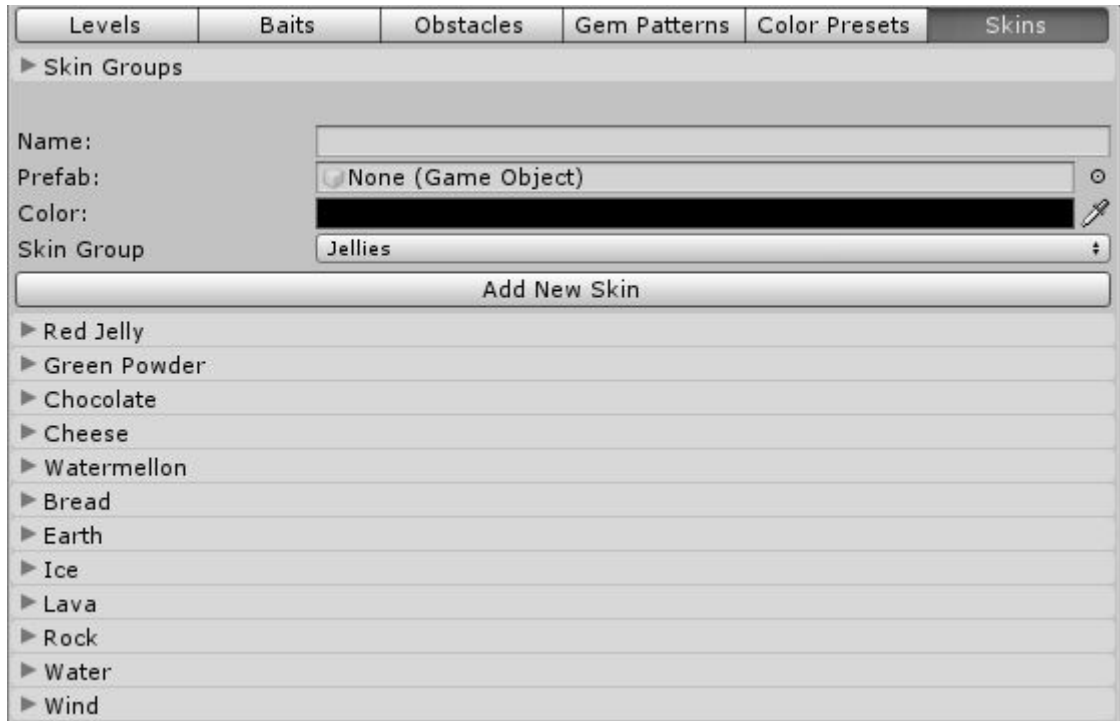
How to add a new color preset

1. Open LevelDatabaseWindow: “Tools/Editor/Level Database” and select “Color Presets” tab in the tab menu.
2. Click “Add New Color Preset” button.
3. Select the newly created preset.
4. Fill all necessary fields.



How to add a new skin

1. Open LevelDatabaseWindow: “Tools/Editor/Level Database” and select “Skins” tab in the tab menu.
2. Fill all necessary fields.
3. Click “Add New Skin” button.



The screenshot shows the 'Skins' tab in the Level Database window. At the top, there are tabs for 'Levels', 'Baits', 'Obstacles', 'Gem Patterns', 'Color Presets', and 'Skins'. Below the tabs, there is a section titled 'Skin Groups' with a dropdown arrow. The main area contains four input fields: 'Name:' with an empty text box; 'Prefab:' with a dropdown menu showing 'None (Game Object)'; 'Color:' with a black color picker and a small edit icon; and 'Skin Group' with a dropdown menu showing 'Jellies'. Below these fields is a large button labeled 'Add New Skin'. At the bottom, there is a list of skin groups with expandable arrows: 'Red Jelly', 'Green Powder', 'Chocolate', 'Cheese', 'Watermellon', 'Bread', 'Earth', 'Ice', 'Lava', 'Rock', 'Water', and 'Wind'.