Ludo Masters

Reskin documentation

Import project

- Unzip downloaded project
- Open it in Unity3D (required version 2017.1.1f1 or higher)

Edit Name, Icon and package name

- In Unity3D navigate to Edit → Project Settings → Player
- There you have to configure your game name, icon and Bundle Identifier

Configure Playfab Account

- Go to https://playfab.com/
- Register Account
- Create new game
- Go to your game on playfab webpage and navigate to Addons. Search for „Photon", click it and push „Install Photon" button
- Open „StaticStrings.cs" file and edit Playfab and photon Ids:

```
// Services configration IDS
1 reference
public static string PlayFabTitleID = "A5HB";
1 reference
public static string PhotonAppID = "aaaaaaaa-befb-4258-8ac6-a9302d6f78c4";
1 reference
public static string PhotonChatID = "aaaaaaaaCHARTBOOST SIGNATURE-5506-4be2-94ba-f24e4c0cd2f5";
```

Configure Advertising networks

- Create admob apps on admob, audience network and chartboost
- Go to LoginSplash scene and select AdsController object.
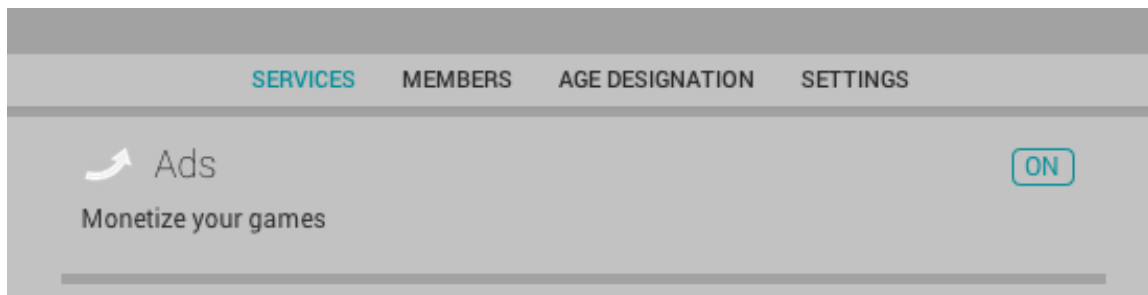- Insert your advertising IDs
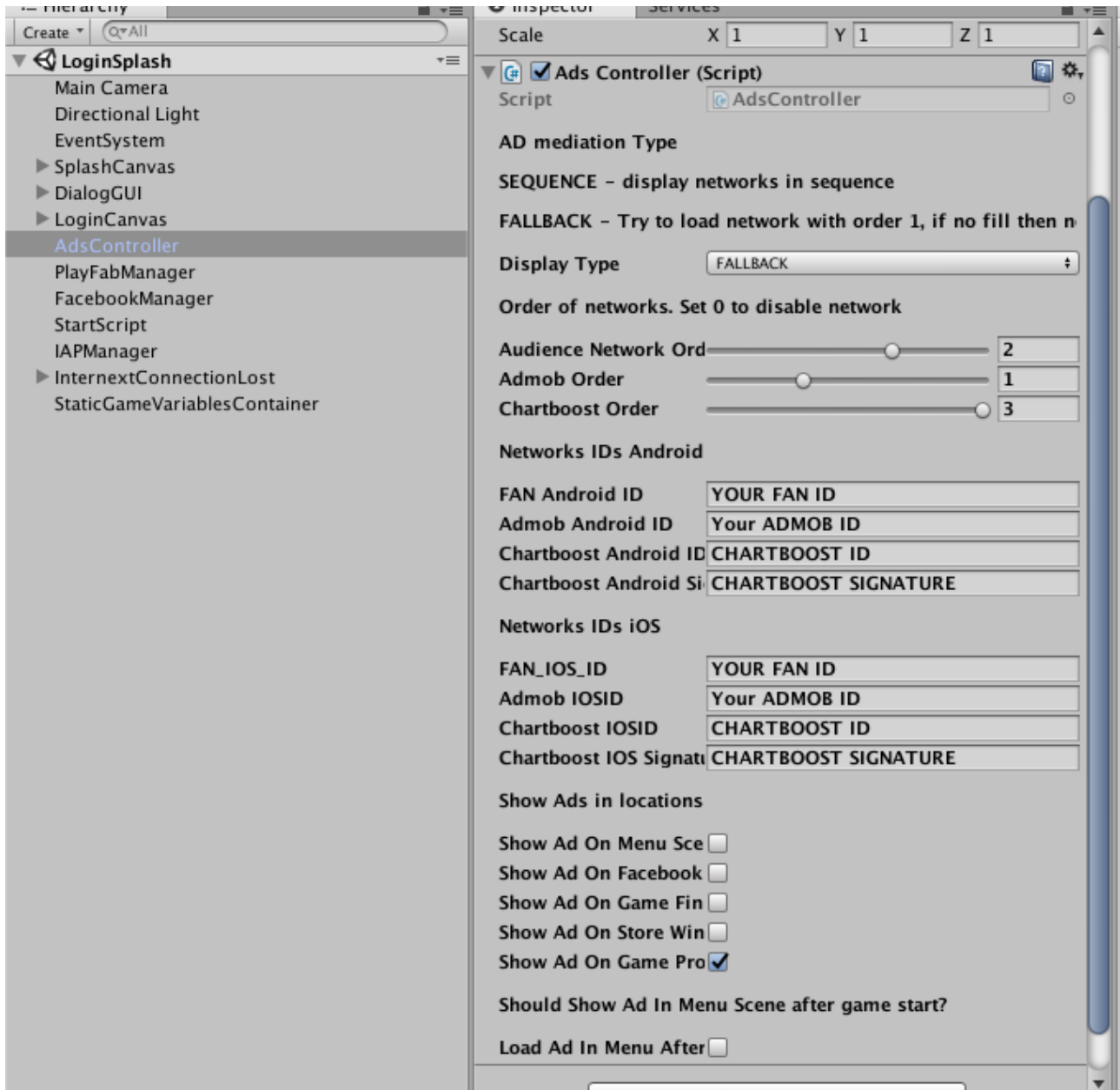
Setting up your project for Unity Services

- Follow steps on unity webite: https://docs.unity3d.com/Manual/SettingUpProjectServices.html

Configure UnityAds

- Navigate to Window → Services
- Enable Ads

Configure In-App Purchases

- Navigate to Window → Services
- Enable In-App Purchasing
- Follow steps if required: https://docs.unity3d.com/Manual/UnityIAPSettingUp.html

FOR ANDROID:

- Follow steps from „Register the application" on website:
https://docs.unity3d.com/Manual/UnityIAPGoogleConfiguration.html

FOR iOS

- Follow steps from „Register the application" on website:
https://docs.unity3d.com/Manual/UnityIAPAppleConfiguration.html

In-App Products names (you must put same names for android and ios on dashboard)
ludo_5000_coins
ludo_10000_coins
ludo_25000_coins
ludo_75000_coins
ludo_200000_coins

You can edit them in LoginSplash scene. Select IAPManager
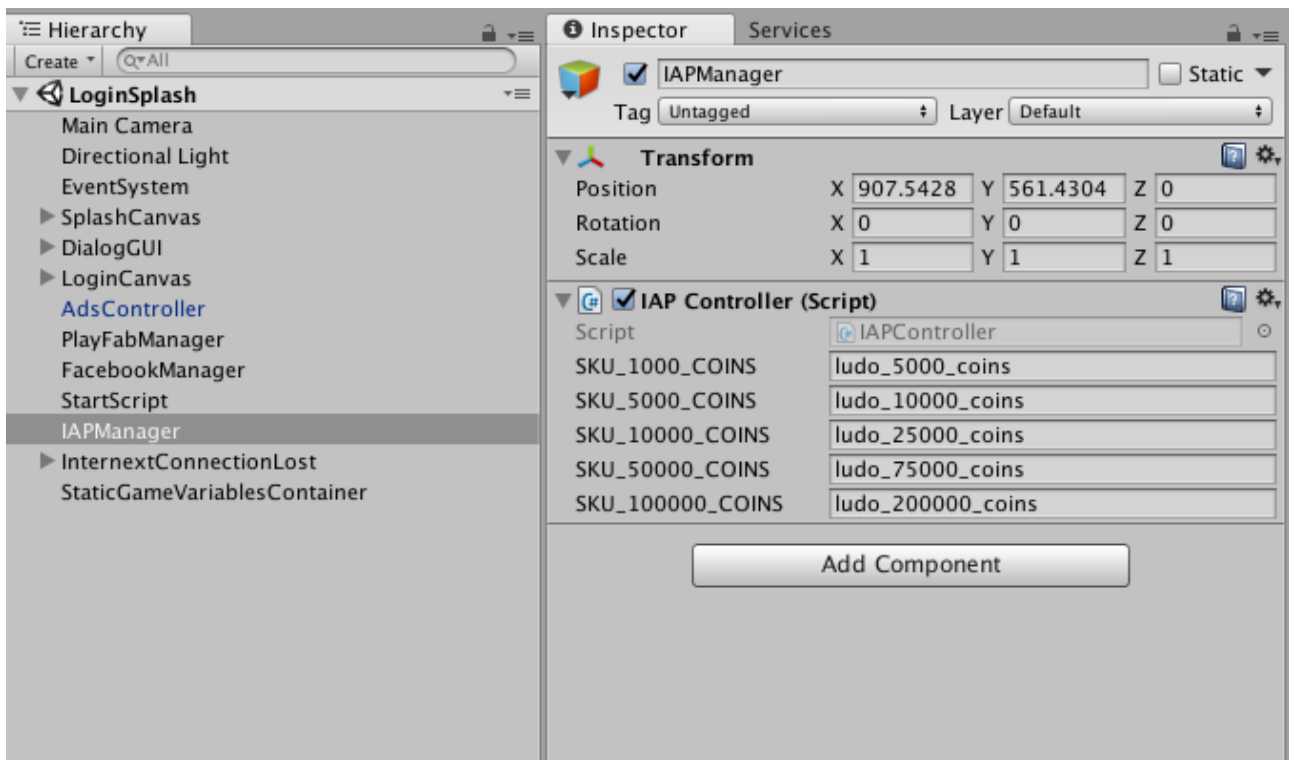
Configure Facebook

- Go to https://developers.facebook.com/
- Create new application
- On facebook page navigate to your app and copy Application Identifier.
- Go to Unity3D. Navigate to Facebook → Edit Settings. Paste your Application Identifier
- Exand Android Build Facebook Settings and click Regenerate Android Manifest
- On facebook page navigate to your app → Settings
- Add Platform → Android. Fill data as on screenshot:

Google Play package name: same as Bundle Identifier in Unity3D Player settings
Class name: Don't edit
Hash keys: Follow „Running sample apps" on page. Add keys for debug and release keystores:
https://developers.facebook.com/docs/android/getting-started

- Add Platform → iOS. Fill data as on screenshot:

- Bundle ID – same as Bundle Identifier in Unity3D Player settings for iOS

- Add Platform → Facebook Canvas. Fill data as on screenshot:

Build for Android

- File → Build Settings → choose Android → Build and Run

Build for iOS

- File → Build Settings → choose iOS → Build
- Open project in Xcode
- Right click on project → Add Files to project → Select GoogleMobileAds.framework from archive
- In build settings add other linker flags → Add „-lxml2"
- In Build phases Add WebKit.framework
- In Build Settings Enable Modules → Yes
- In Build settings Enable Bitcode → No
- Run

Edit Graphics

- Edit files with same dimension in Assets/8Ball/Sprites
- You should not edit files from „DontEdit" directory

Edit Sounds

- Edit files from directory Assets/8Ball/Sounds
- Put identical names for that files