Rise Up Documentation
(v1.0)

1. Overview

Protect your balloon with your shield while it's rising up! Beware of the obstacles.

Move your shield with one finger to protect your balloon. Clear your way as you reach higher and higher!

Shield control is very easy but it's very hard to reach high scores!

2. Requirement

- Unity 2017.3.0 or higher.

3. Features

Game:
- Challenge mode
- Classic mode
- Easy to build on multiple platforms.

Plugin:
- Admob integrated

4. Import project

Open Unity 2017.3.0 or higher, click "Open project" -> Choose "RiseUp" folder.

Wait until the import process complete.

<u>Important</u>: 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 Main scene in Assets/RiseUp/_Scenes folder → Select Read_Meeee object to go over some important stuffs:
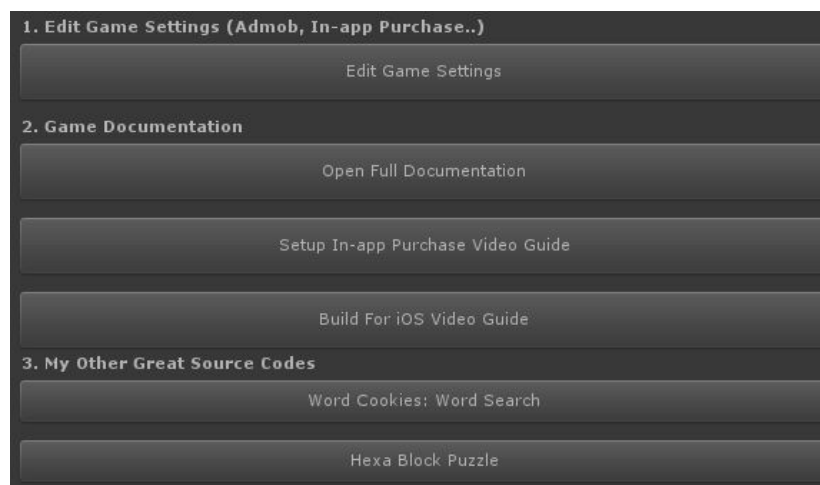
Click on "Edit Game Settings" button to change Admob id, package name id, in-app id …
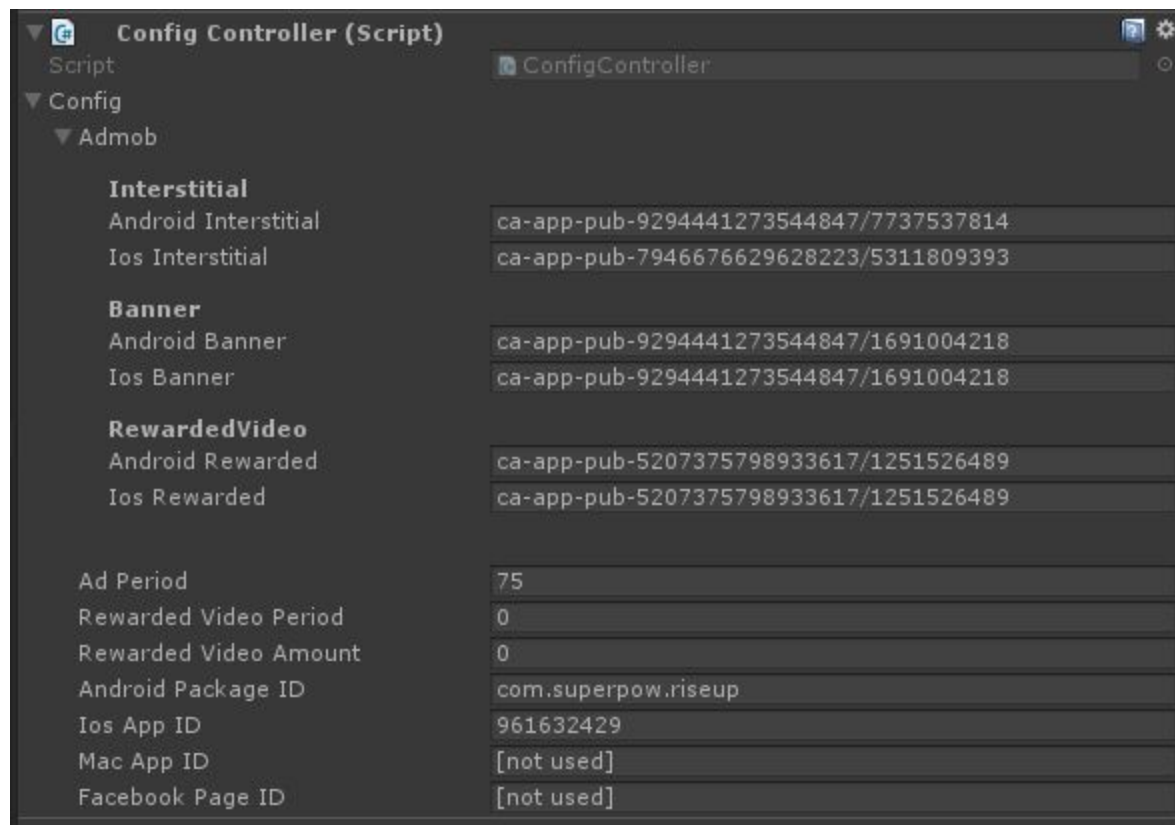
6. **How to build for iOS.**
   https://www.youtube.com/watch?v=f0TfqG9_Xbc

   Google Mobile Ads SDK for iOS:
   https://developers.google.com/admob/ios/download

Above is video guide for "Unroll Ball" game, but it applies to all our games. If you encounter any problems related to building game, please contact us.

Notes:
- In Xcode, please go to tab Build Phases and expand "Link binary with libraries" and remove the file **-lPods-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/b573NVSs0X0
- Remember to set "**Enable Modules**" to Yes and "**Enable Bitcode**" to No in Xcode Build Settings tab.
- If your iOS devices don't show Rewarded Video ad, please make sure that **Limit Ad Tracking** is turned off (in Settings → Privacy → Advertising)

7. How to build for Android

Make sure you have <u>Internal</u> instead of <u>Gradle</u> in Build Settings. If you choose "Gradle", Admob won't work. This is a known issue because of the conflict between Unity in-app purchase and Admob.
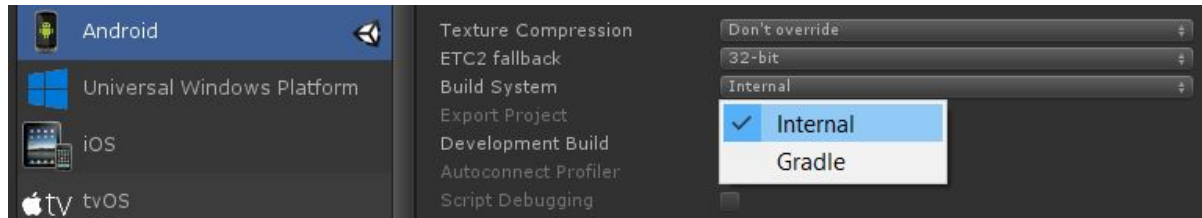
8. Use this for testing
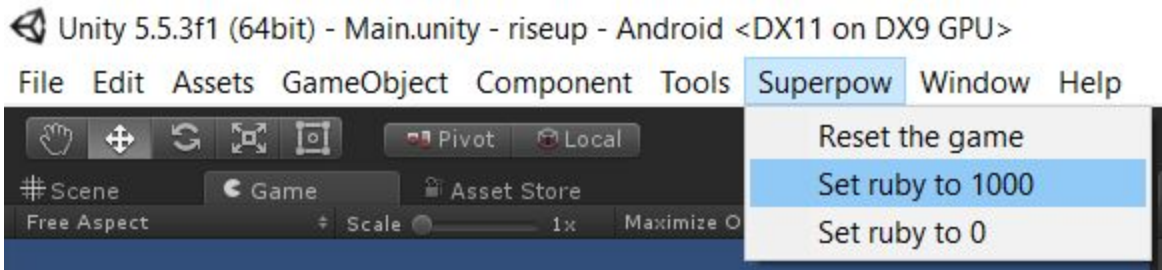
9. Create more group obstacles

The built-in group obstacles are stored in Assets/RiseUp/Resources/GroupObstacles folder.
To add more you need to:
- Drag "GroupObstable xx" to scene and see its structure. Then delete it.
- Create an empty object and name it "GroupObstacle xx". Currently we have 38 groups, so next name would be "GroupObstacle 39"
- Drag items in _Prefab/Obs folder, and arrange them (position, rotation, scale) to make a level.
- Use script "Static Obstable" or "RotateStaticObstacle" or "MoveObstacle" to add behaviour to your obstacles. You need to find out yourself how to use it by referring our built-in group obstacles.
- Drag group objects to GroupObstacles folder to create prefab.

10. Challenge mode

A challenge is a collection of group obstacles. The challenges are defined in Const.cs file.

```
public static string[] Levels = new string[] { "1 2", "3 4", "5 6 7", "8 9 10", "11 12 13", "14 15
16", "17 18 19", "20 21 22", "23 24 25 26", "27 28 29 30", "31 32 33 34", "35 36 37 38"};
```

11. How to add more characters

https://www.youtube.com/watch?v=YCdJIHgUs-s

12. 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