



# Bouncy Ball 3D Game Template

RECOMMENDED REQUIREMENT: UNITY 2019.2.5F1  
LATEST ANDROID SDK

Made by DEMENCI Games | Documentation | 2019

## Introduction

Bouncy Ball 3D is a 3D music game and your only challenge is to keep the ball jumping on the music tiles while listening to the beat drops.

Have

### LET'S TRY

**All rights on the source code belong only DEMENCI Games. After purchase you have right to use it to creating your own games and publishing it on different mobile stores like Google Play, AppStore and etc. RESALE of the source code is PROHIBITED, even after you made any changes.**

**Remember - the license for reselling the code does not exist!**

## Template Description

- \*\* Addictive one-touch gameplay.
- \*\* Reward system to win coins.
- \*\* Ready to publish out-of-the-box.
- \*\* Optimized for mobile
- \*\* Unity Ads and Admob (banner, interstitial and rewarded video).
- \*\* Endless gameplay.

## How to play

Move the finger on screen to control the ball.

## How to test on device

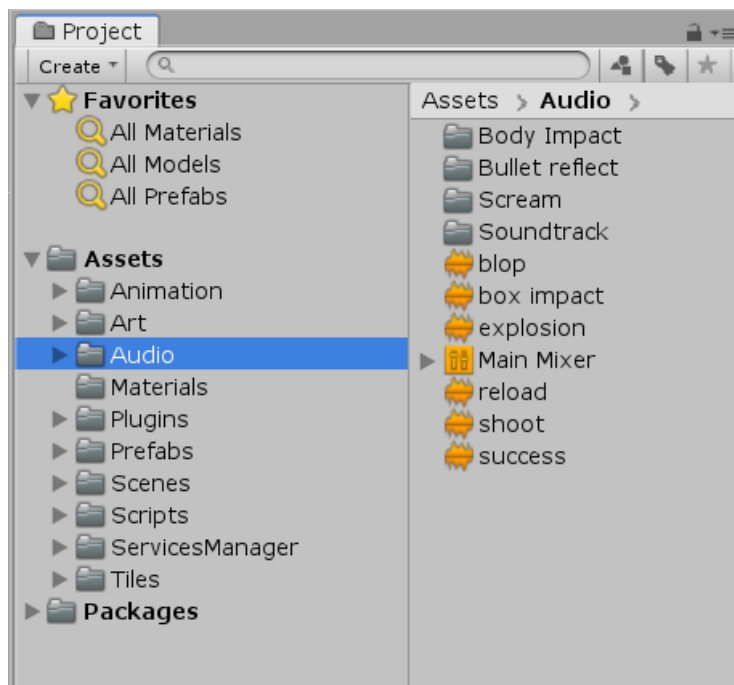
1. File - > Build Settings...
2. Choose your platform (iOS, Android)
3. Switch platform
4. After switching:
  - a. For iOS click "Build" and select folder, then open created project in XCode.
  - b. For Android you can plug-in device to your pc and click "Build and Run" and game automatically runs on your device after building.

## How to Reskin

Almost all graphics located in the folder Assets/Graphics. You need just replace your art in these folders, keep the same name and size in PNG format.

## Audio

Audio files located in the folder Assets/Game Data/Sound. You need just replace your music and sounds in this folder, keep the same name in MP3 format. All sounds included in this game are free-to-use in commercial projects.



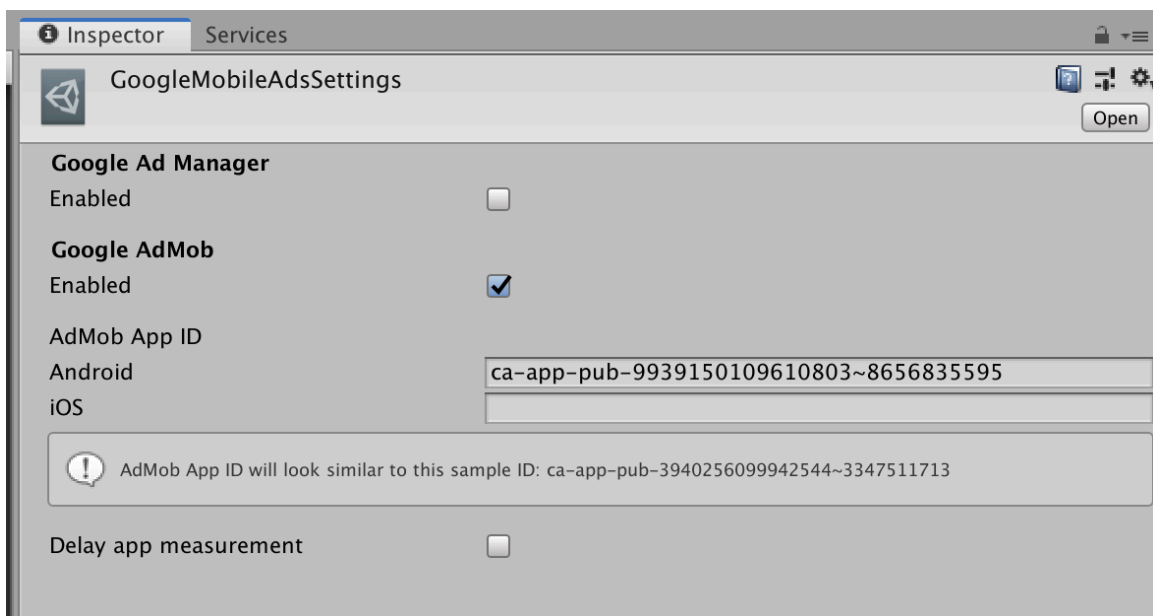
## Testing note

There are 2 scenes in this game, it should run from Loading scene.

## Set up ADMOB

Open the scene gameplay from **Assets/Game Data/Scenes/Game** in the hierarchy find the gameobject **ServicesManager** and after that follow the below tutorial.

**Also if you are using ADMOB you need to go to Assets->GoogleMobileAds->Settings and enable Google Admob and put your app ID.**



Follow the following tutorial:

<https://youtu.be/-klfjd44eGo>

## Set up UnityAds

Open the scene gameplay from **Assets/Game Data/Scenes/Game Pond** in the hierarchy find the gameobject **ServicesManager** and after that follow the below tutorial.

Follow the following tutorial:

<https://youtu.be/x-h9goVagfk>

**THANK YOU AND GOOD LUCK WITH YOUR GAMES!**