

DOCUMENTATION

UNTWIST ROAD

**INTEGRATION OF SIDE PLUGINS IS YOUR OWN RESPONSIBILITY. WE
DON'T SUPPORT MODIFIED PROJECTS.**

**WE ARE NOT ENGAGED IN ADDITIONAL CUSTOMIZATION OF THE
PROJECT.**

**ALL RIGHTS OF THE SOURCE CODE BELONG RESERVED BY ZAAMPO GROUP. AFTER PURCHASE YOU
WILL HAVE THE RIGHT TO USE IT TO CREATE YOUR OWN GAMES AND PUBLISH IT ON STORES.
RESALE OF THE SOURCE CODE IS PROHIBITED.**

Technical Requirements

For the project to work correctly, please comply with all requirements.

- **Unity version:** Latest LTS version (Unity 2019.4.X)
- **Target platforms:** Android, iOS
- **Minimum iOS version:** 10.0
- **Minimum Android version:** API level 29
- **Scripting Runtime Version:** .NET 4.x Equivalent

Project Structure

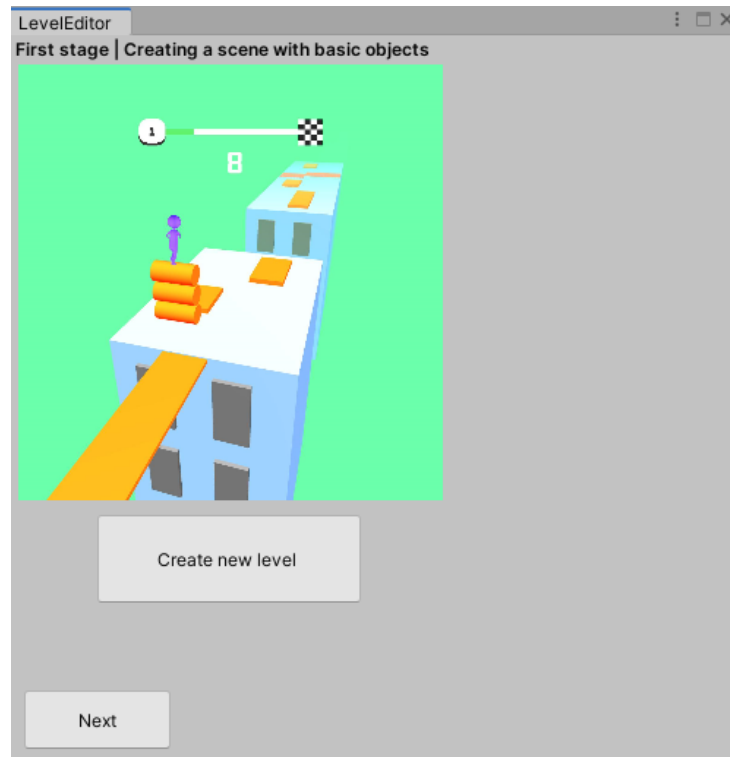
- ***Assets/Untwist Road/Animation*** – UI and coin animations
- ***Assets/Untwist Road/Editor*** – custom editor scripts
- ***Assets/Untwist Road/Fonts*** – all fonts
- ***Assets/Untwist Road/Materials*** – all materials
- ***Assets/Untwist Road/Models*** – player and other models
- ***Assets/Untwist Road/Physic Material*** – physic material for player
- ***Assets/Untwist Road/Player Animations*** – all player animations
- ***Assets/Untwist Road/Prefabs*** – all prefabs: custom editor objects, other objects, player objects, triggers.
- ***Assets/Untwist Road/Resources*** – level editor images.
- ***Assets/Untwist Road/Scenes*** – menu and level scenes.
- ***Assets/Untwist Road/Scripts*** – all scripts: ui, player scripts, other objects script.
- ***Assets/Untwist Road/Sounds*** – all sounds.
- ***Assets/Untwist Road/Sprites*** – ui sprites.

How to start

1. *Download and install recommended Unity version – [Download](#)*
2. *Create new unity project*
3. *Import unitypackage to the project.*
4. *Add all scenes (from Scenes folder) in the right order to “Scenes In Build”.*
5. *Build the game.*

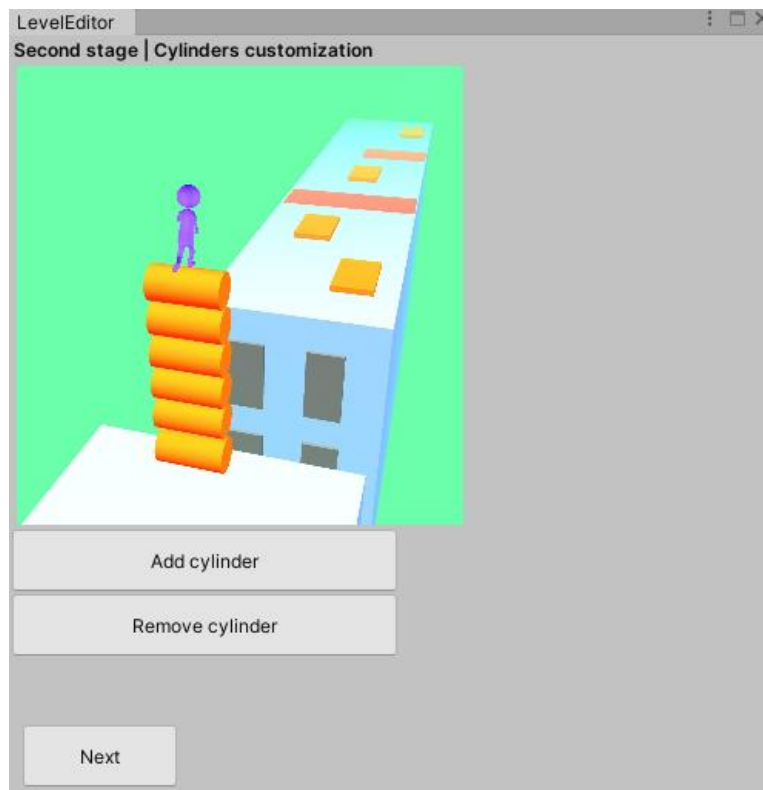
How to create new level

1. Follow the instructions in this video – [video](#).
2. Open Level Editor window “**Level Editor/Open editor**”
3. Press **Create new level**

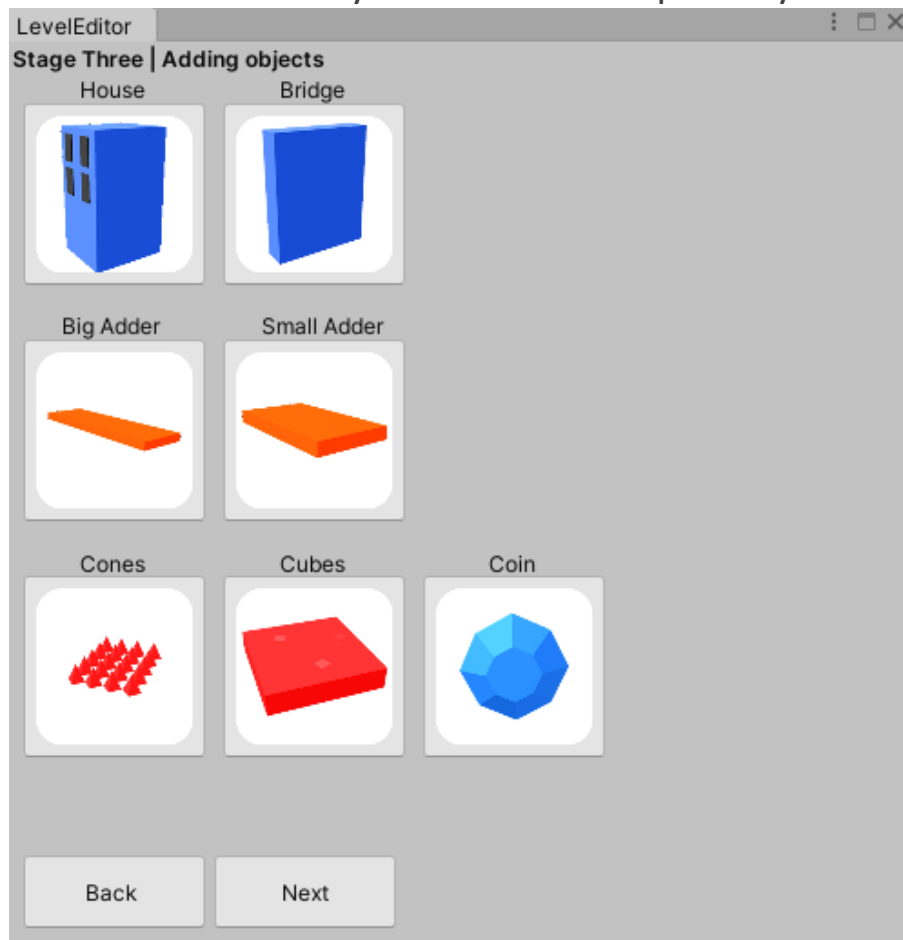


If you have already created new level, click next.

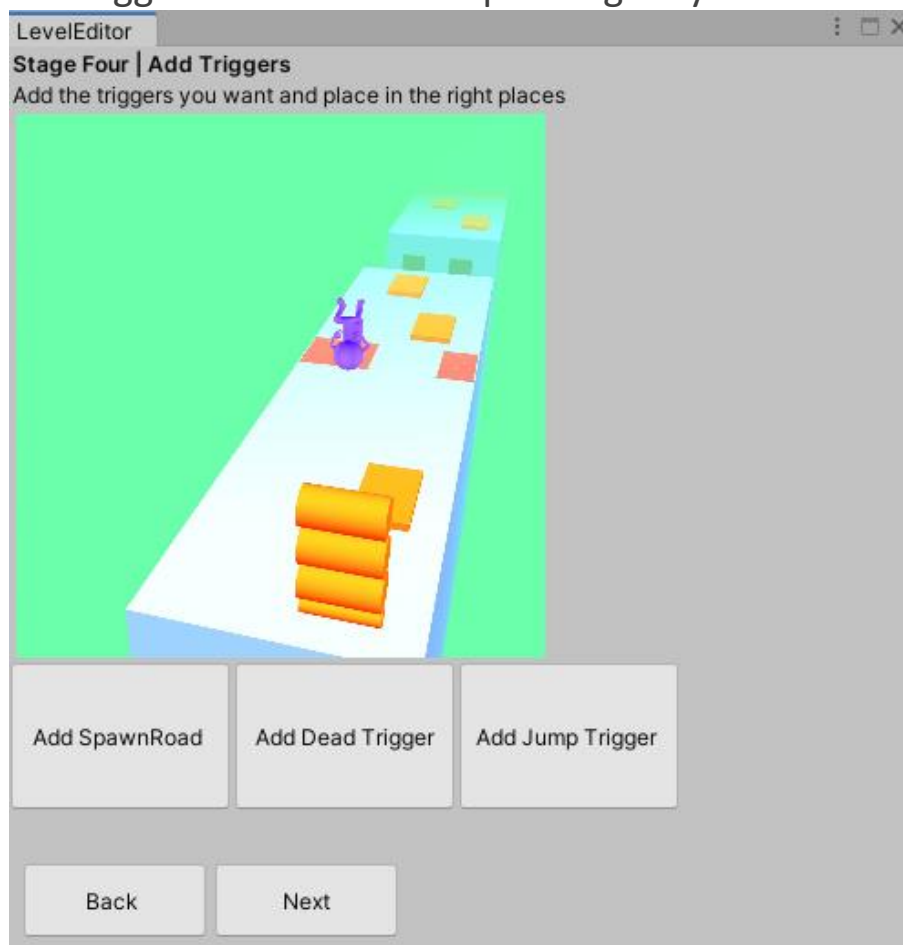
4. You give the player more or less cylinders at the start of the level.
Standard - 4.



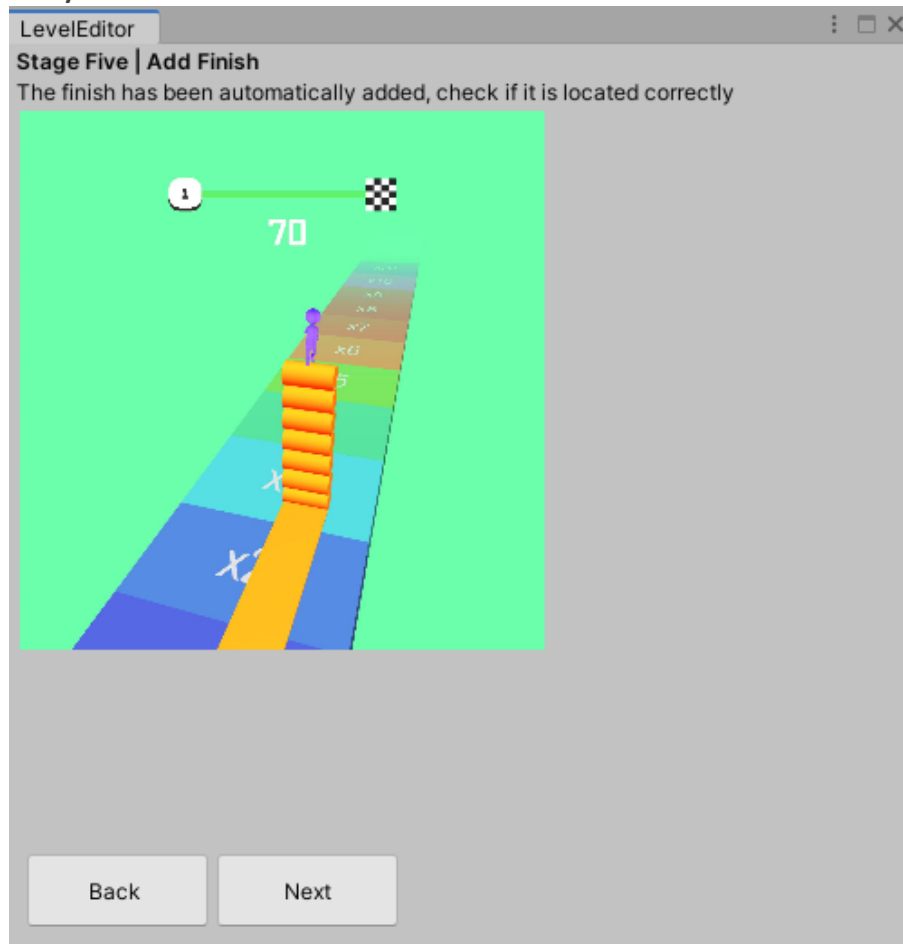
5. Add objects to the scene as you wish. Come up with your level.



6.Next, add triggers to the scene depending on your level.



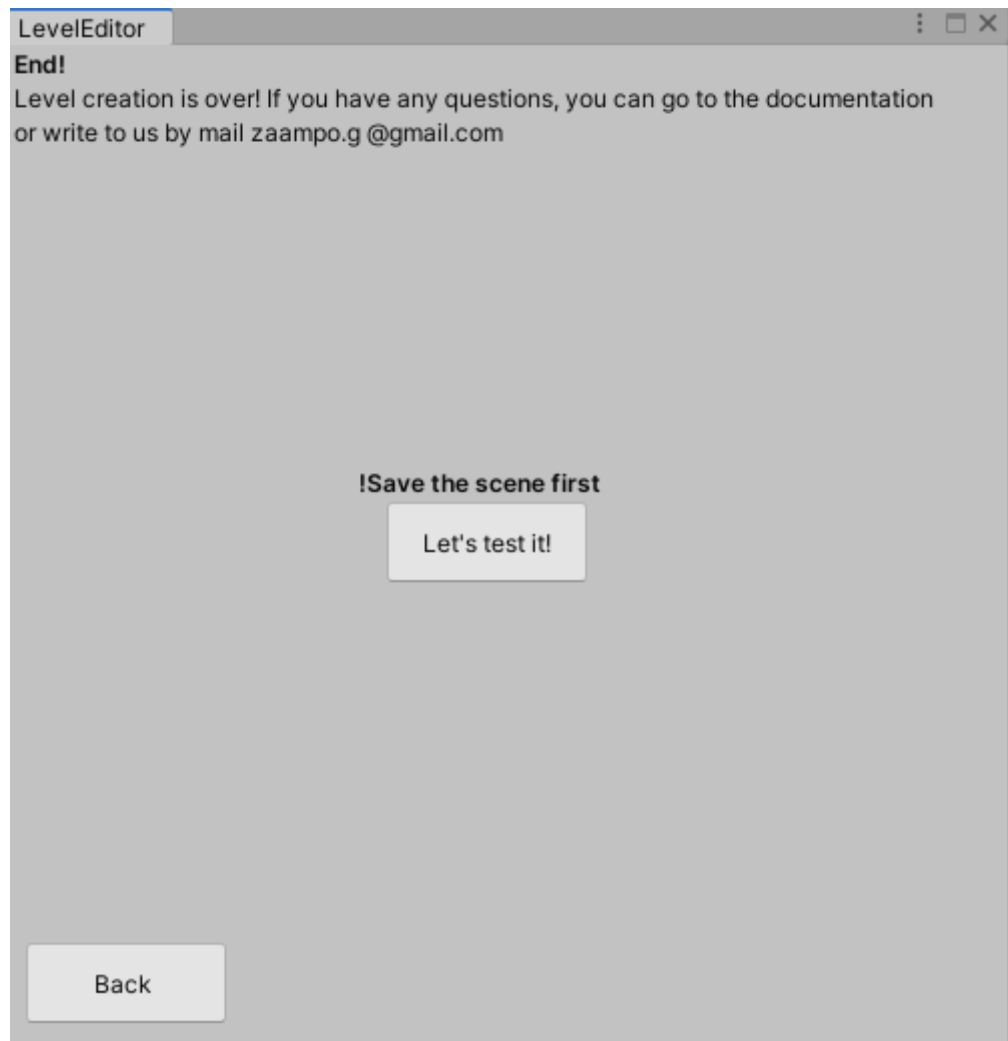
6. The finish will be automatically added to the scene, check that it is set correctly.



7. Add new scene to Scenes In Build.

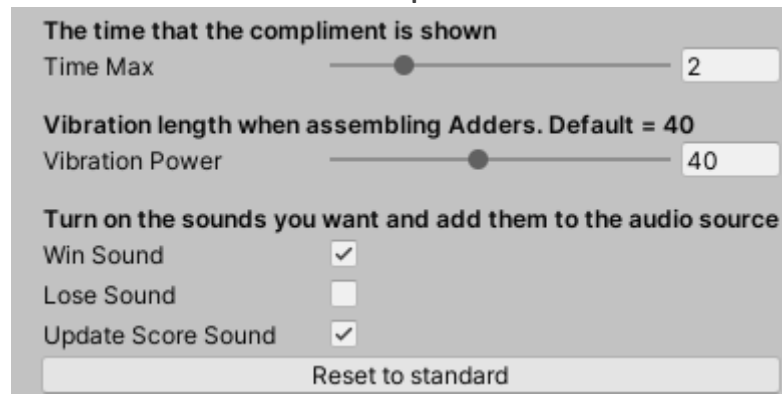


8. **Save scene** and click to test new level.



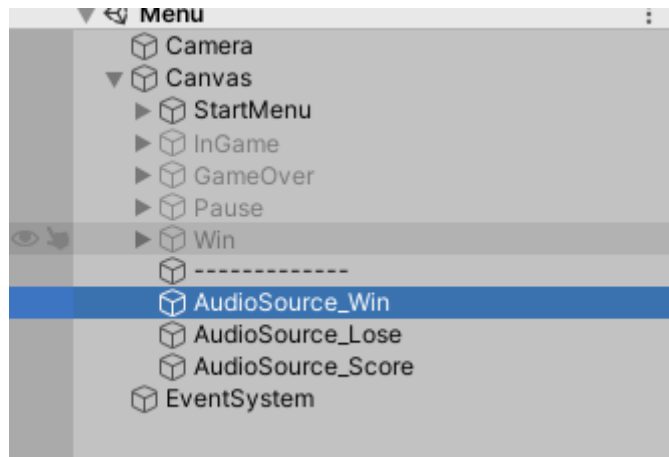
How to add sounds

1. Open Menu scene and find Menu script on Canvas.



Set bool true/false.

2. Add sounds to audio sources.



How to setup Unity ADS

1. Unity Ads [Getting Started](#).
2. Go to [Unity Dashboard](#) and get you **gameId**, **interstitial ad name**, **banner ad name**. And add to AdsManager.

▼ # ✓ Ads Manager (Script) ? ⚙ ⋮

Script AdsManager

Android game ID
Game Id

Interstitial ad name
Ads Name_1

Banner ad name
Ads Name_2

ADS SETTINGS

Ads are enabled or disabled throughout the game.
Ads ☐

Interstitial are enabled or disabled throughout the game.
Interstitial ☒

Banner are enabled or disabled throughout the game.
Banner ☒

INTERSTITIAL SETTINGS

Advertising after passing the level, that is, winning.
Every Victory ☒

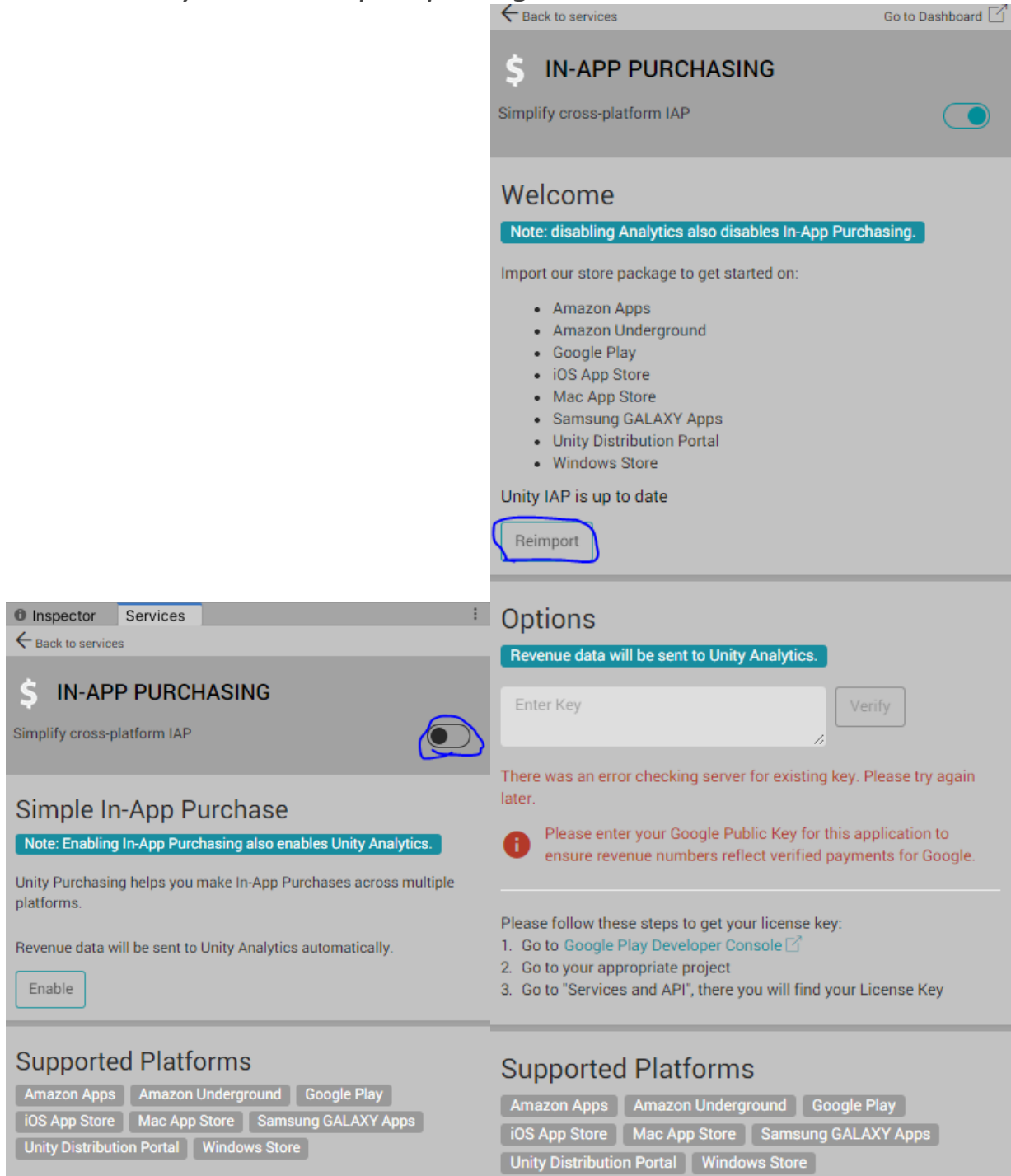
Advertising after every loss. You can enable both options.
Every Lose ☒

At what level to start showing ads. If level now > levelId - ads s
Level Id

3. Next, customize the ad display as you want below.
4. Enable ads.

How to setup Unity IAP Codeless

1. Follow the instructions in this video – [video](#).
2. Turn on Unity IAP and import package.



3. Go to Google Console or Apple and get your **Public Key**.

4. Add *AdsManager/NoAds_PurchaseComplete* and *AdsManager/NoAds_PurchaseFailed* metod.

The screenshot shows the 'IAP Button' configuration panel. At the top, 'Product ID' is set to '<None>' and 'IAP Catalog...' is visible. 'Button Type' is set to 'Purchase'. Under 'On Purchase Complete (Product)', 'Runtime Only' is selected and the method is 'AdsManager.NoAds_PurchaseComplete'. Under 'On Purchase Failed (Product, PurchaseFailureReason)', 'Runtime Only' is selected and the method is 'AdsManager.NoAds_PurchaseFailed'. At the bottom, 'Title Text', 'Description Text', and 'Price Text' are all set to 'None (Text)'.

5. Setup button **Restore**

The screenshot shows the 'IAPRestore' button configuration panel. It is set to 'Static' and 'Layer UI'. The 'Rect Transform' section shows 'center' alignment with 'Pos X' 0.04808, 'Pos Y' -227.5703, 'Pos Z' 0, 'Width' 100, and 'Height' 100. The 'Anchors' section shows 'Pivot' at X 0.5, Y 0.5, and 'Rotation' at X 0, Y 0, Z 0. The 'IAP Button' section below shows 'Button Type' set to 'Restore'. The 'Canvas Renderer' section is also visible.

6. Add new **product**

The screenshot shows the 'IAP Catalog' panel. Under 'Products:', 'noAds' is listed. The details for 'noAds' are: 'ID: noAds', 'Type: Non Consumable'. Under 'Advanced', 'Descriptions' are expanded, showing 'Locale: English (U.S.) (Google Play, Apple)', 'Title:', and 'Description:'. There are also sections for 'Payouts', 'Store ID Overrides', 'Google Configuration' (with 'Price:' and 'Pricing Template:' fields), and 'Apple Configuration'. An 'Add Product' button is at the bottom.

How to change Camera offset and smooth

1. Open Prefabs/Players Players prefab open **Main Camera** and change values



How to change Cylinder and Touch speed

1. Open Prefabs/Players Players prefab open **Cylinder** and change values

