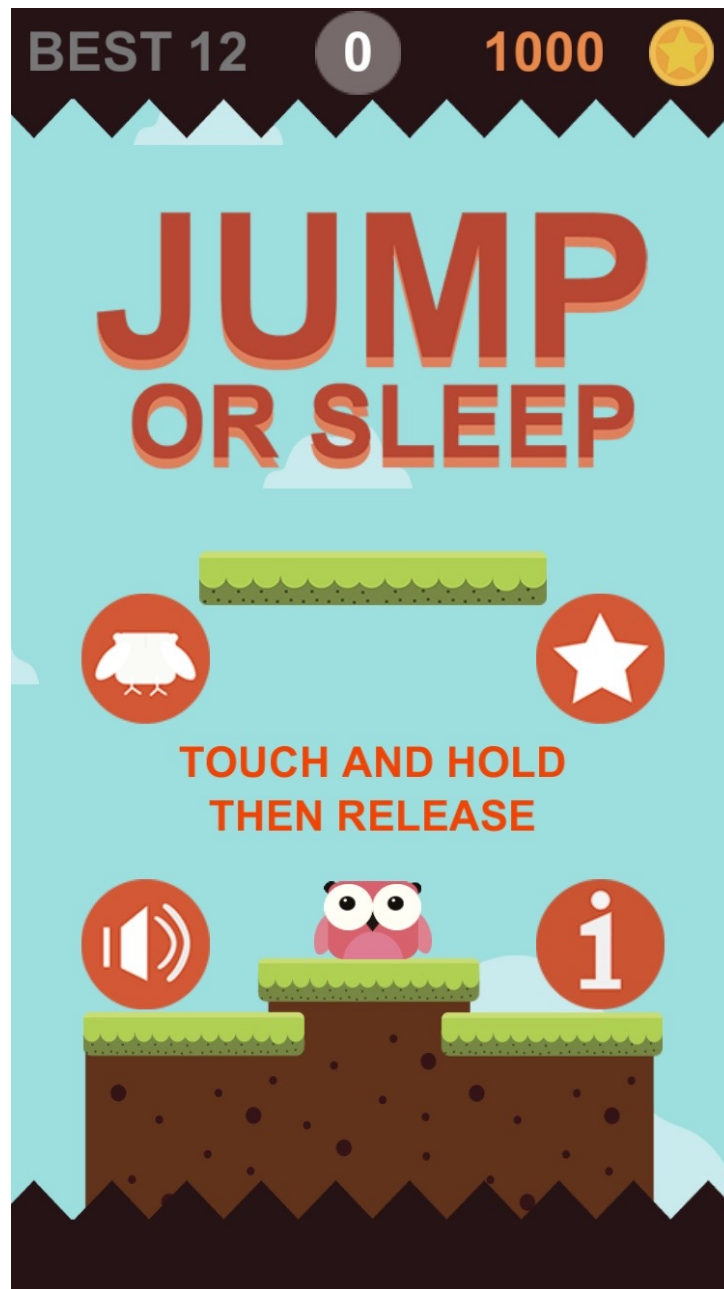


JUMP OR SLEEP GAME TEMPLATE

VERSION 1.0



Menu

- I- Introduce game play and feature
- II- How to reskin this game
- III-How to intergrate admob sdk

I- Introduce game play and feature

Jump Or Sleep is a fully Unity template ready for release.

Jump Or Sleep is a very addictive game, "easy to play, hard to master" style.

How to play?

Jump Or Sleep is the endless platform game

Tap and hold to squish, then release to let The Bird jump from one platform to another!

Save and meet new bunch of quickly pass along the way!

Please look at the spikes, the bird will be died if you let it so far

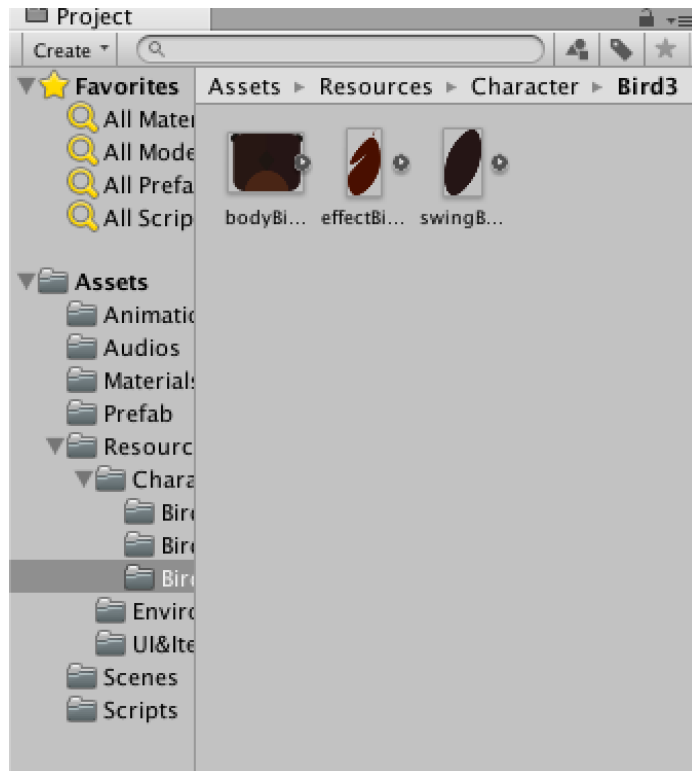
This pack includes:

- * Complete game with addictive gameplay
- * Game Manager
- * Integrated store ("Character Shop") with any demo character, easy to build bigger shop
- * Simple to customize
- * Clear and well-documented C# code
- * Easy to intergrate Admob sdk (we have a tutorial on document)
- * Animated character and items, and animated level transitions
- * 2D orthographic camera system built in with a strong focus on performance.
- * Shake object when the bird is died
- * Mobile touch and mouse input.
- * Event delegates for updating UI element

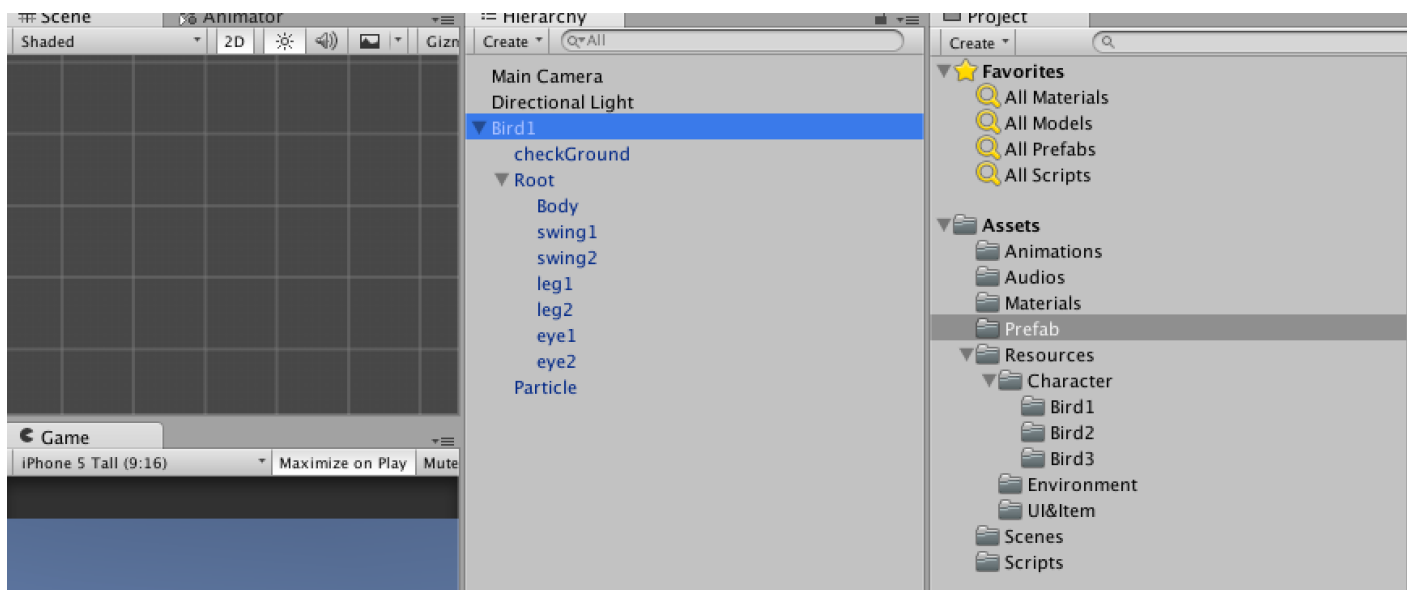
II- How to reskin this game

1- Create a new character

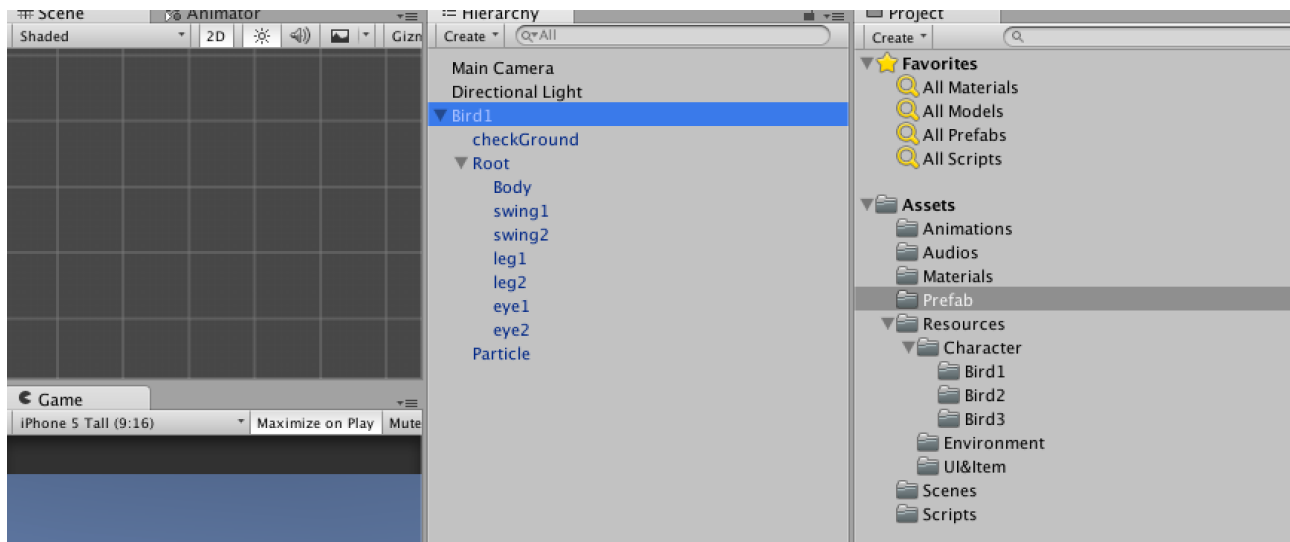
+ Open the bird sprite folder (Resource/character/bird)



+ Drag bird prefab in prefabs folder to a new scenes. Look all of element of bird, root -> body, swing1, swing2, leg1, leg2, eye1, eye2. You can change sprire of element to create a new character



+ Drag the new bird that you just created. Now, Let's go to scene “game”, look and find GameManager. You can edit it and add more character



2- Change another element

Please go to Resource. We put character, environment, UI & Item there. They are 2d image like .png file. it's very easy to reskin these elements

III- How to intergrate Admob sdk

1- Download admob sdk package for Unity

Google Mobile Ads Unity Plugin v3.0.3

 **rampara** released this on Mar 14

Fix issues with rewarded video ad requests on Android.

Downloads

 [GoogleMobileAds.unitypackage](#)

79.9 KB

get admob sdk from this link

<https://github.com/googleads/googleads-mobile-unity/releases>

Please get lastest version

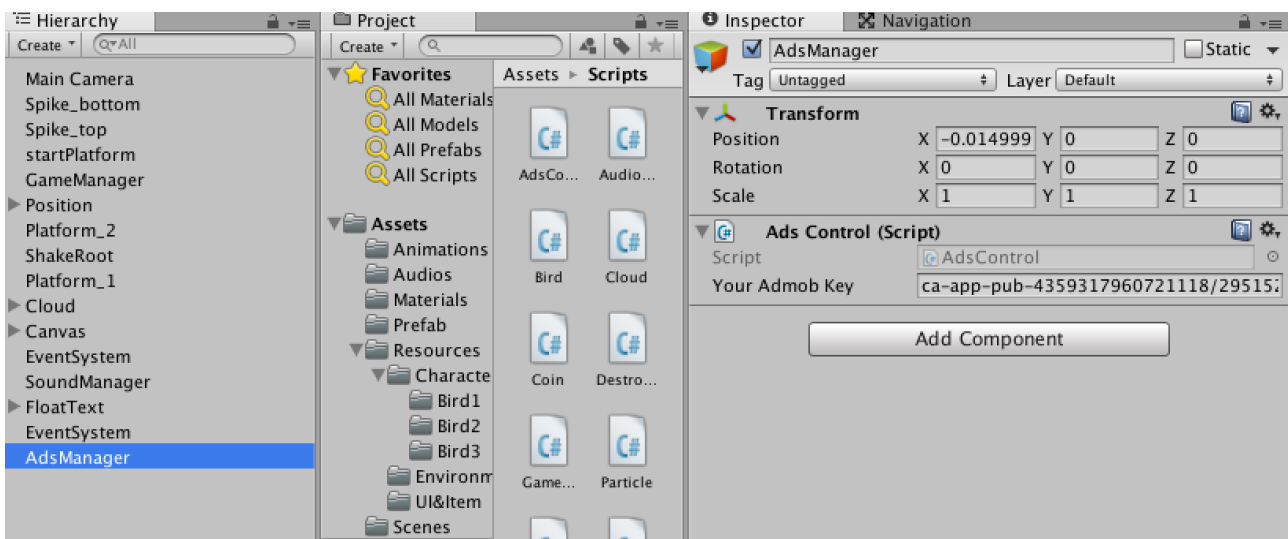
2-Find AdsControl.cs in Scripts folder

remove all these like

```
#if GOOGLE_MOBILE_ADS  
#endif
```

3- Change your admob key

Go to scene “game”, find AdsManager object, look your admob id row in inspector. Let’s change it to your key



if you feel difficult, please contact with me with mail : ponystudio92@gmail.com
or facebook fanpage

<https://www.facebook.com/Pony-studio-1288095161207873/>

We alway support you quickly!!!