Essential Requirements for Playable Ads in Mintegral

1．The whole process of the gameplay needs a button for directing to Store, in order to make sure a button labeled "Download Now" can be shown all the time through the game and direct to Store． All features that direct to App Store must call API window.install()

1 从始至终需要一个跳转应用商店的按钮贯穿整个游戏,分别确保试玩过程和游戏胜利或失败页面画面必须存在下载按钮引导至应用商店，点击此按钮统一调用接口 window.install()

```
btn.on("click", this, () => {
    window.install();
})
```

2．At the end of the game (Win or Lose scene shown) must call API window.gameEnd()

2 在游戏结束的时候(在游戏胜利或失败画面时)必须调用接口 window.gameEnd()

3．All resources need to be loaded while game initializing, once the loading completes must call API window.gameReady()

3 游戏初始化时需要加载所有资源，加载完成后调用接口 window.gameReady()

4．Public method gameStart must be created. We would proactively execute the method, in order to let developers easy to deal with some logic at the beginning of the game, like countdown, start background music, etc.

4 在游戏中公开一个 gameStart 方法，我们会在游戏开始的时候主动执行该方法，方便开发者可以在游戏开始的时候去处理一些逻辑，比如开始倒计时，开始背景音乐等

```
//SDK调用,游戏开始,一般用来播放背景音乐
function gameStart() {
    window["playEnterSound"]("resource/sfx/bm_bgm.mp3", arguments);
    if (window["app"])
        window["app"].gameStart();
}
```

5．Public method gameClose must be created. We would proactively execute the method, in order to let developers easy to deal with some logic at the end of the game, like stopping background music, etc.

5 在游戏中公开一个 gameClose 方法，我们会在游戏结束的时候主动执行该方法，方便开发者可以在游戏结束的时候去处理一些逻辑，比如关闭背景音乐等

```
//SDK调用，游戏结束
function gameClose() {
    //sdk关闭的时候调用js的这个方法，一定要加上！不然安卓可能无法销毁音乐
    window["destorySound"]();
    if (window["app"]) window["app"].gameClose();
}
```

6．We will handle the Closing button，please do not add it yourself．

　6 我们会处理关闭按钮，请不要自行添加

7．We will add a LOADING page，please do not add it yourself．

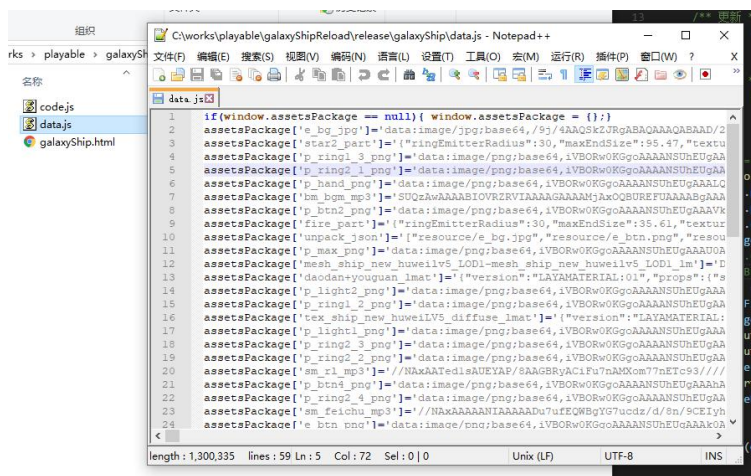7 我们会添加 LOADING 界面，请不要自行添加

8．Screen adaptation of different devices，horizontal or vertical screen views，require clients to provide themselves，making sure game's background image must be extended full screen．

8 游戏必须自行适配横屏和竖屏，不同设备的屏幕适配需要客户方面自行进行，确保游戏背景图必须延伸全屏

9．All files besides JS and HTML should be processed into base64．

9 除 js 和 html 外的文件都需要处理成 base64

Example：Resources in base64 format

示例：base64 格式的资源

10．Playable assets must add game background music．

10 试玩素材必须添加游戏背景音乐

11．For "Download" button of Win or Lose page，motion effect for reminding users to click must be added．

11 游戏胜利或失败页面画面的下载按钮必须做提醒用户点击的动效

12．Zip file of the game should not by larger than 5M in size．Name of Zip File，Assets Folder，HTML，must be the same．

12 游戏的 zip 压缩包不能超过 5m，其中 zip 包名称、素材文件夹名称、html 的命名必须一致
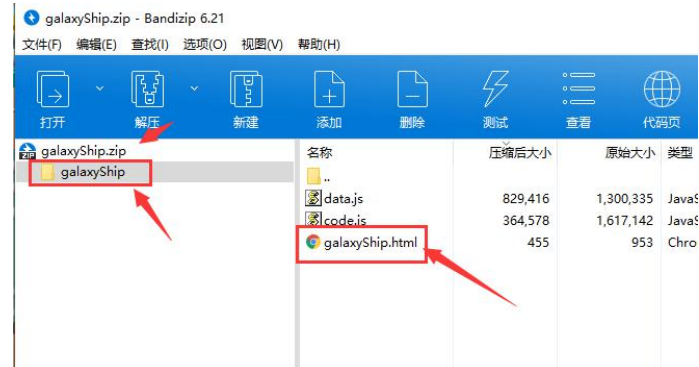
Example：Zip File format
示例：压缩包的格式

13．All code for assets used in Playable must be local，not online resources.
13 请把素材依赖的代码放在本地，不能存在在线请求的资源