

Sweetie Shapes - Physics Match3

Thank you very much for purchasing our asset, the following documentation will help you to customize it as you wish.

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[Music](#)

[Timed Rewards](#)

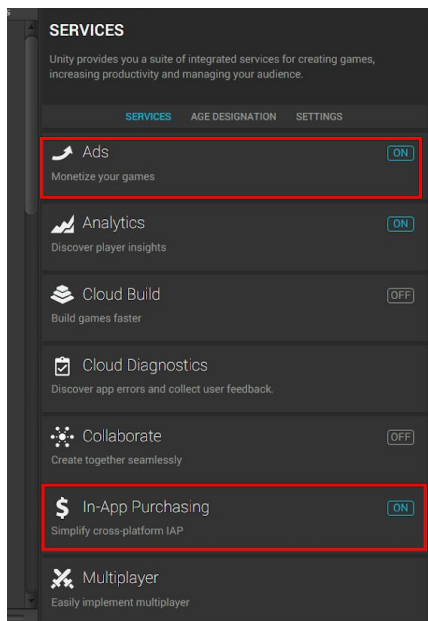
[How to add NEW LEVELS](#)

[Energy System](#)

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In-App Purchase

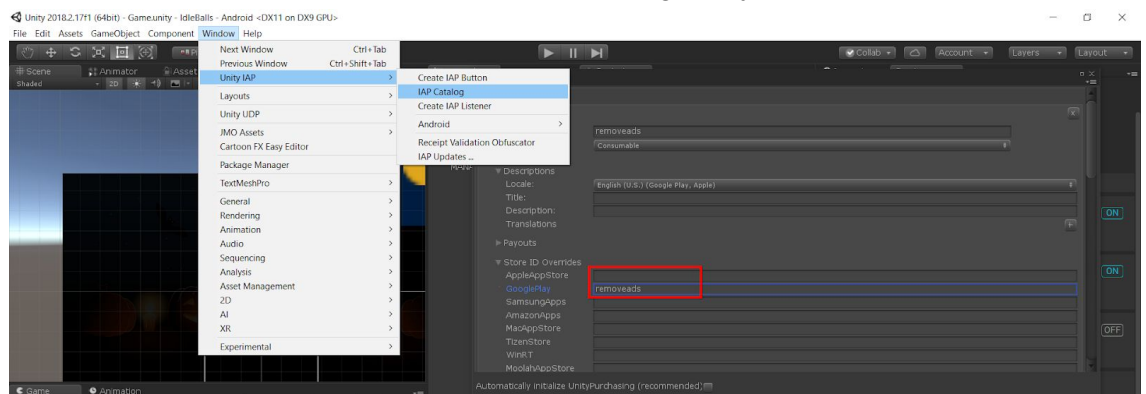
1. Make sure to enable Ads and IAP in the services menu



1. Create the products in your iTunes / Google play account (the ids here are just examples)

FireRate Booster (fire_rate)	HUF 999	2018. szept. 4.	Aktiv
FireRate Booster (firerate)	HUF 949	2018. nov. 13.	Aktiv
Hand of Midas (handofmidas)	HUF 650	2018. szept. 4.	Aktiv
Income Boost (income_boost)	HUF 650	2018. szept. 4.	Aktiv
Income Boost (incomeboost)	HUF 499	2018. nov. 13.	Aktiv
Launch Offer (launch_offer)	HUF 1 649	2018. nov. 4.	Aktiv
Remove the ads (remove_ads)	HUF 500	2018. szept. 4.	Aktiv
Remove the ads (removeads)	HUF 299	2018. nov. 13.	Aktiv

2. Paste these IDs to the Unity IAP Catalog in the editor - Be sure to copy the correct ids and add them to the Store ID Overrides section for Appstore and GooglePlay



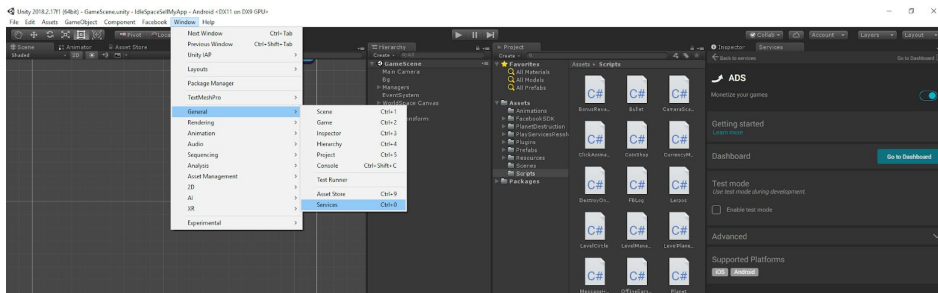
3. Add IAP Button component to all the BuyButton gameobjects. (You can find it in the inspector under Canvases - ShopCanvas

Advertisements

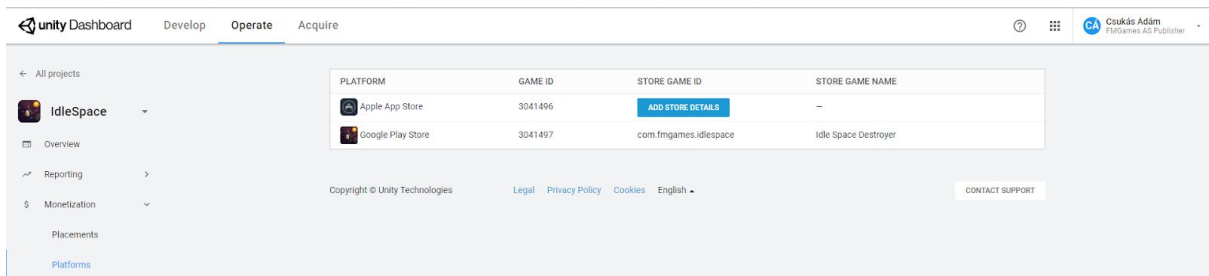
We are using Unity ADS in the game.

To enable them:

- 1) Make sure to enable Ads and IAP in the services menu

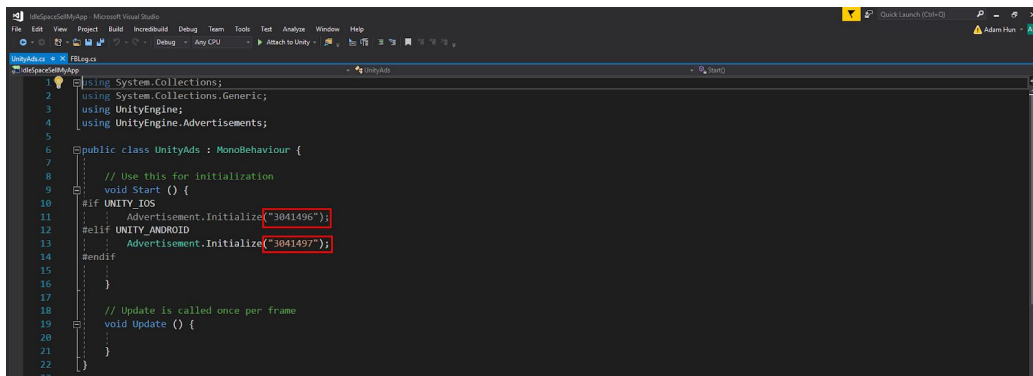


2) Copy the GAME IDs from Unity Dashboard

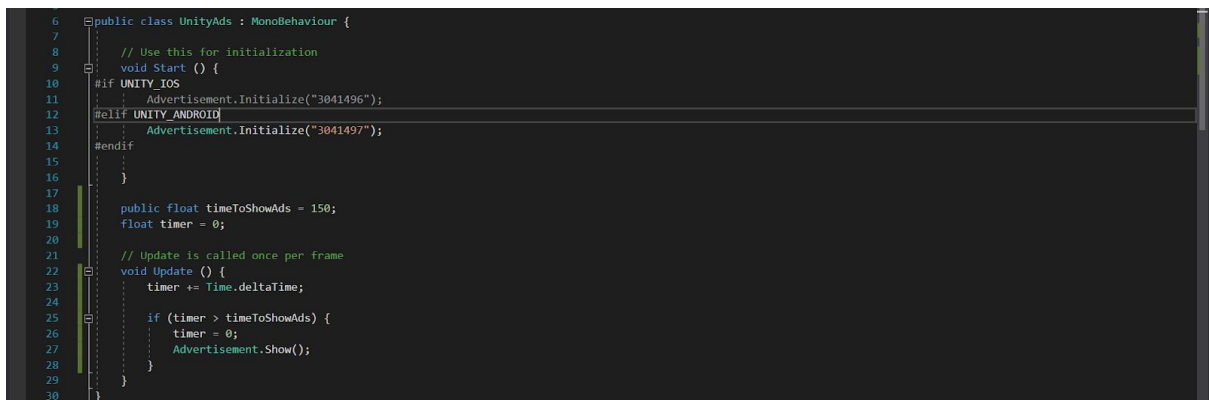


3) Paste them to Ads.cs

4) Remove the comments from Ads.cs



4) An Interstitial ad pops up in every “timeToShowAds” seconds

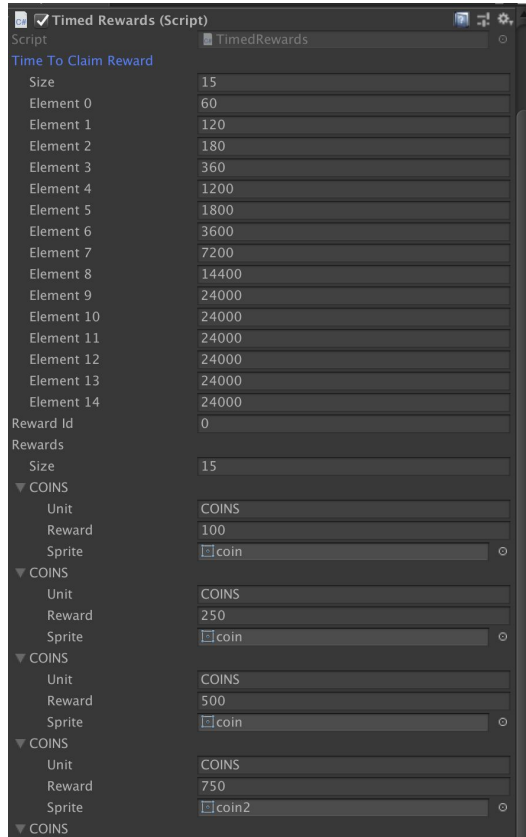


Music

To change the background music, navigate to Managers - MusicManager gameobject in the Inspector

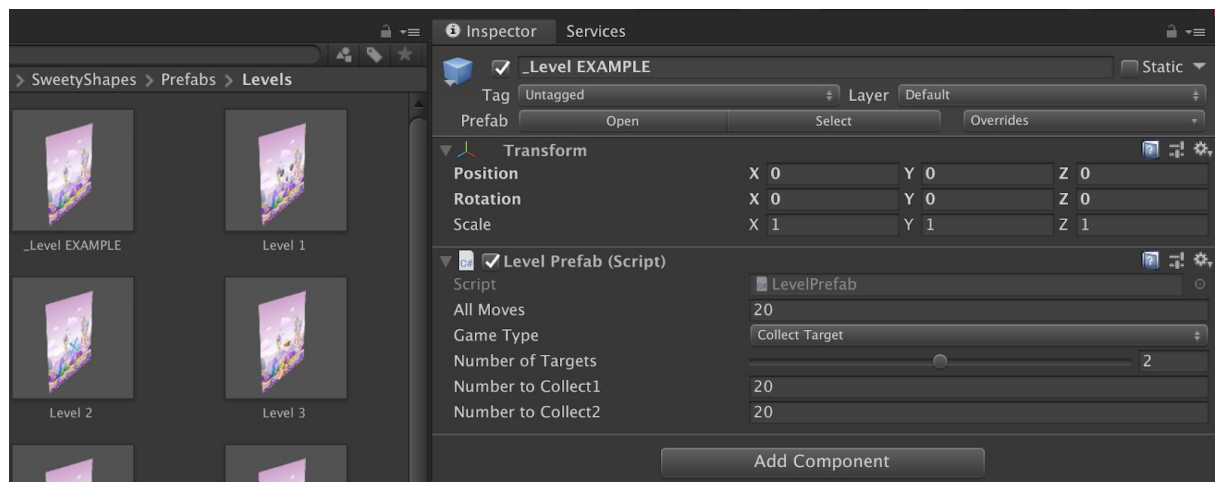
Timed Rewards

Timed rewards are given to the player after some time. You can set the reward amount and time after the player can collect it in Managers -> Timed Rewards

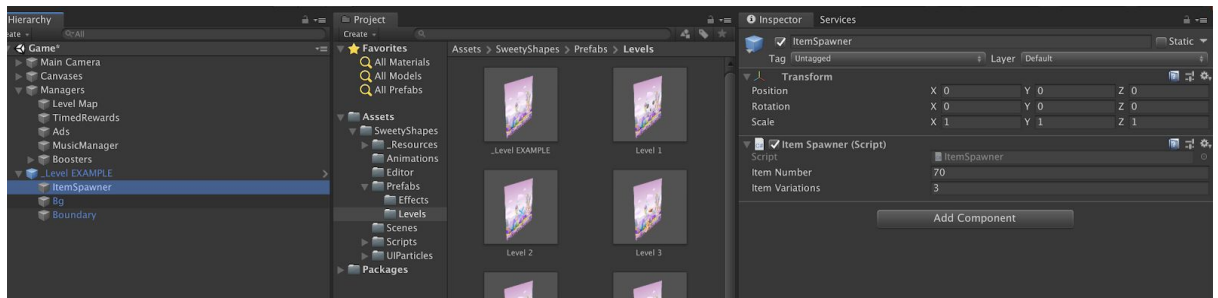


How to add NEW LEVELS

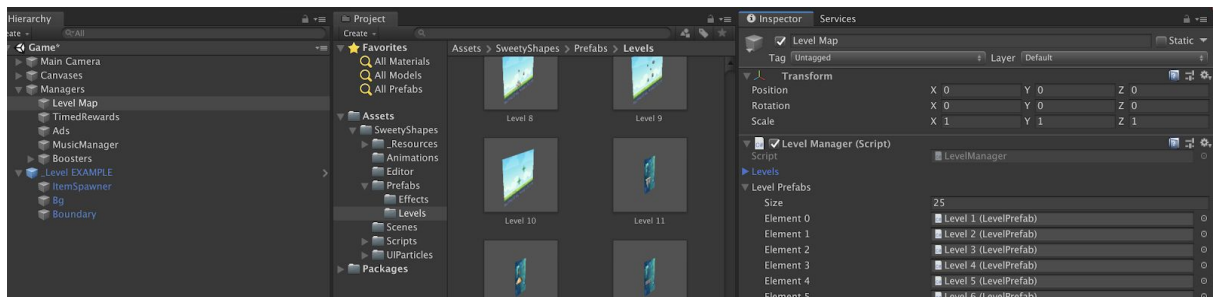
- 1) Go to Prefabs - Levels folder, and drag the _Level Example prefab to the scene
- 2) Set the desired values on the LevelPrefab.cs script.



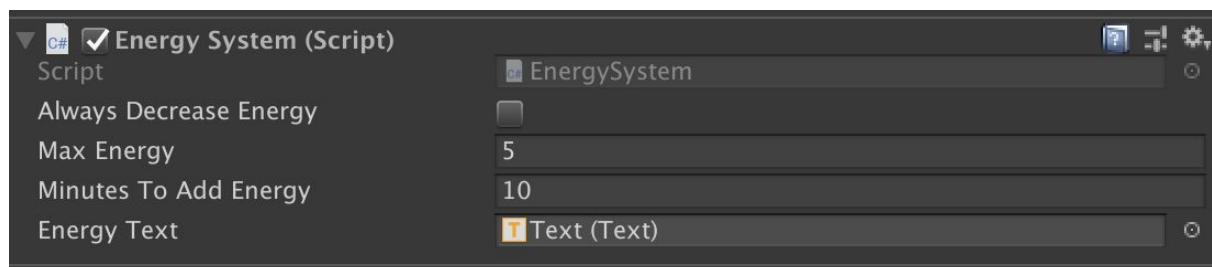
- 3) On the ItemSpawner:
- item variations: how many different shapes can be spawned.
 - Item Number: how many shapes will be in the game at once



- 4) Set the background in the Bg gameobject
 5) Set the collider for the Boundary gameobject (that is the bottom of the level)
 6) Drag the new level to the Prefabs - Levels folder
 7) Drag the new prefab to Managers - LevelMap - LevelPrefabs



Energy System

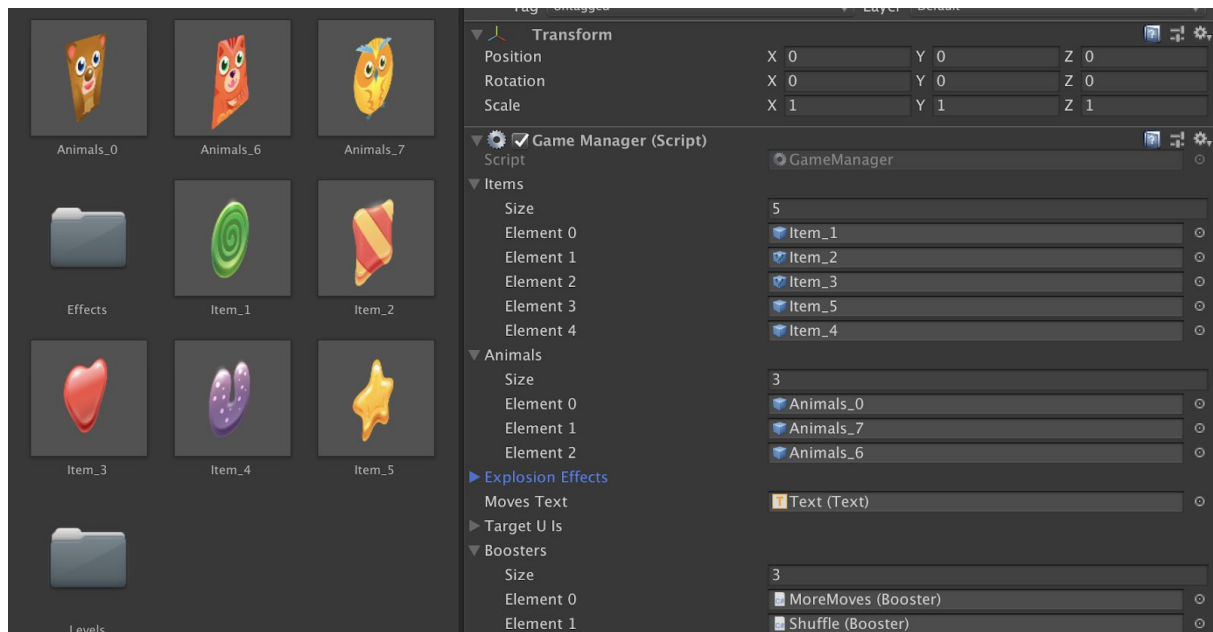


Always decrease energy: decrease energy after every level. (if it is not checked, energy will only be decreased after a loose)

Max Energy - maximum number of energy

Minutes to add energy - how many minutes to add energy

Reskin Shapes and Animals



You can find the prefabs of shapes and animals in the Prefabs folder.
To reskin them just change the sprite of the SpriteRenderer.

If you have any question we are happy to help you, just send us an email:
zuzzu01@gmail.com