

Polygon Puzzle Documentation (v1.3)



Thank you to anyone who bought this package. Please feel free to ask me any question about **Polygon Puzzle**

You can only publish games on Google Play, App store and other mobile stores.

If you have purchased resources, please contact your email address

dotmobstudio@gmail.com get the unzip password thank you

1. Overview

Polygon Puzzle is ready to publish game templates of the most popular genre for mobile platforms. You do not need to know any programming language to configure and use it. It is very easy to fill it with your own tasks, make UI changes, and start to gain experience in promoting your game and earning money.

2. Requirement

- Unity **6000.0.23f1** or higher
(How to download Unity : <https://www.youtube.com/watch?v=hRKcbwUzjuQ>)

- The template works best with the version used by our developers (Unity **6000.0.23f1**). So if there are any issues with your newer version, please let us know. If we can't solve them, you are required to use the same Unity version with us.

3. How to import projects ?

- Open Unity **6000.0.23f1** , click “Open project” → Choose “PolygonPuzzle_v1.3” folder → Wait until the import process completes.
- Double click on **Main** in the **Assets/PolygonPuzzle/Scenes** folder → click Play button.

4. How to build for Android (64 bit complaint Google Play)

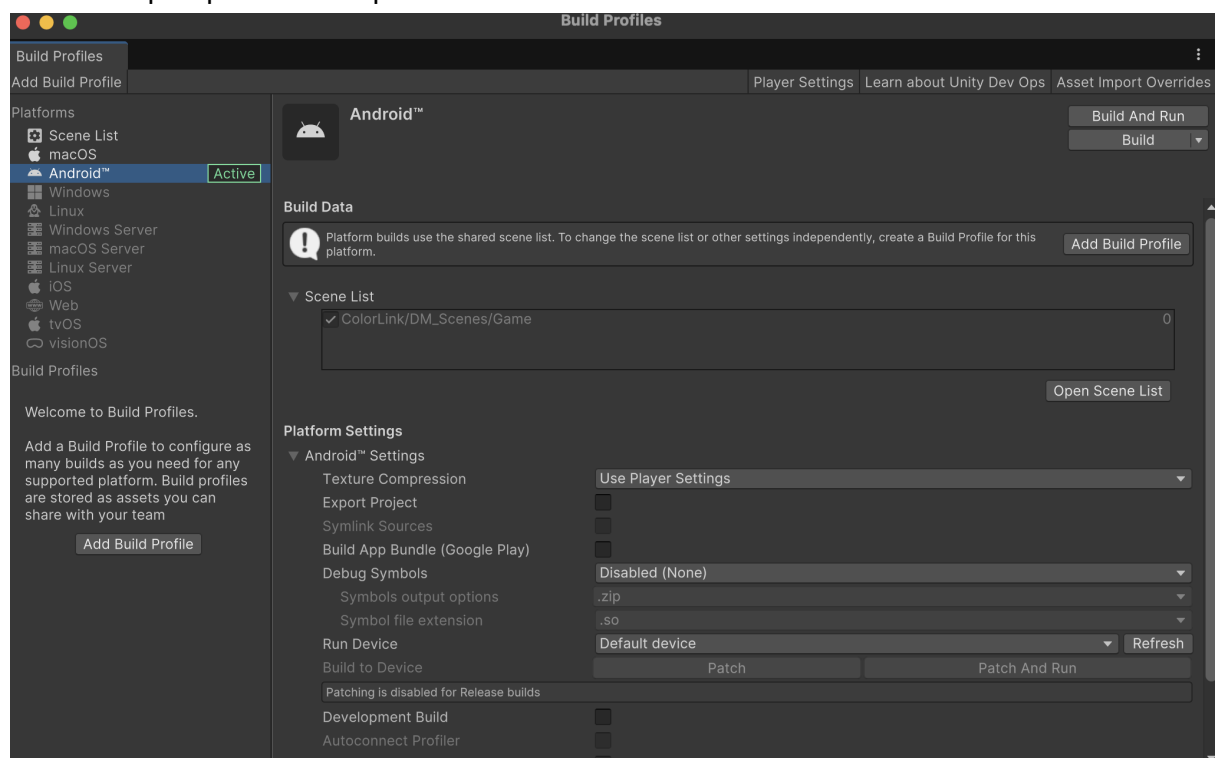
Refer tutorial :

<https://learn.unity.com/tutorial/publishing-for-android#5ecf930aedbc2a002088a2cc>

Refer video how to update SDK

<https://youtu.be/fP1moOOWhrY>

- Click **File/Build Profiles** : Choose Android Platform -> Click Switch Platform and wait until the import process completes.



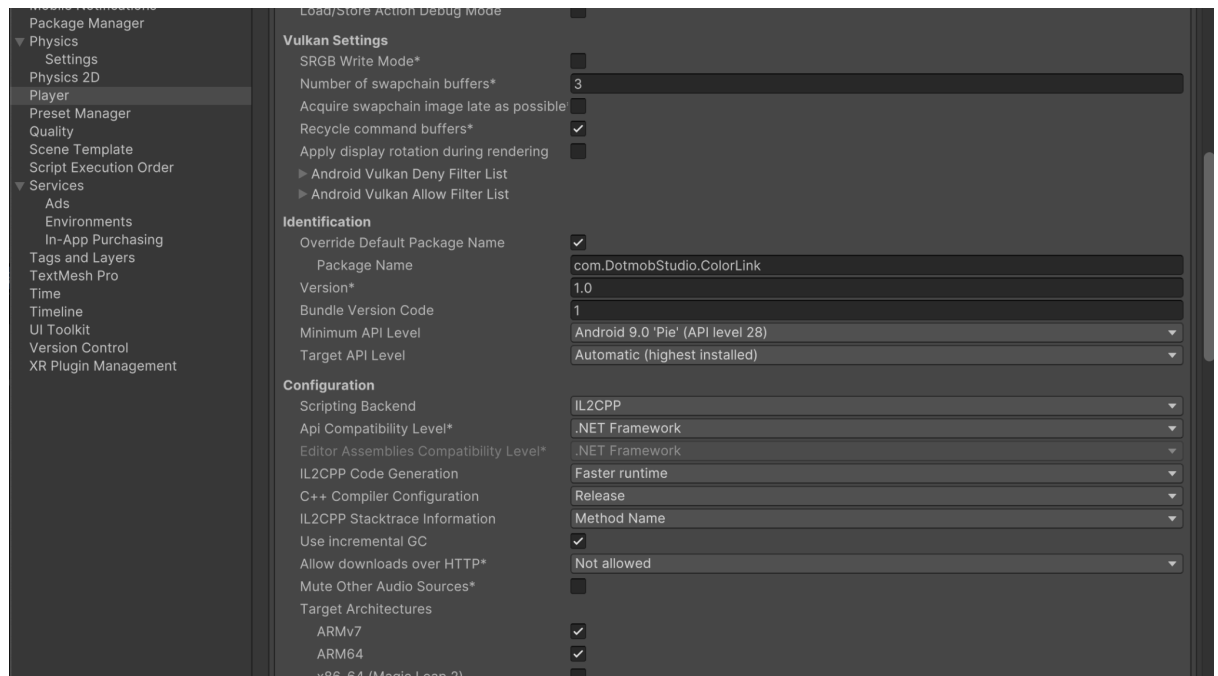
Building for Android sometimes gets errors because of your environment. If you encounter any errors, please make sure that your building environment is set up correctly by creating a new empty project and then building. If it fails to build, then you have to find a way to fix it.

If you succeed to build an empty project and still encounter error when building my project, then:

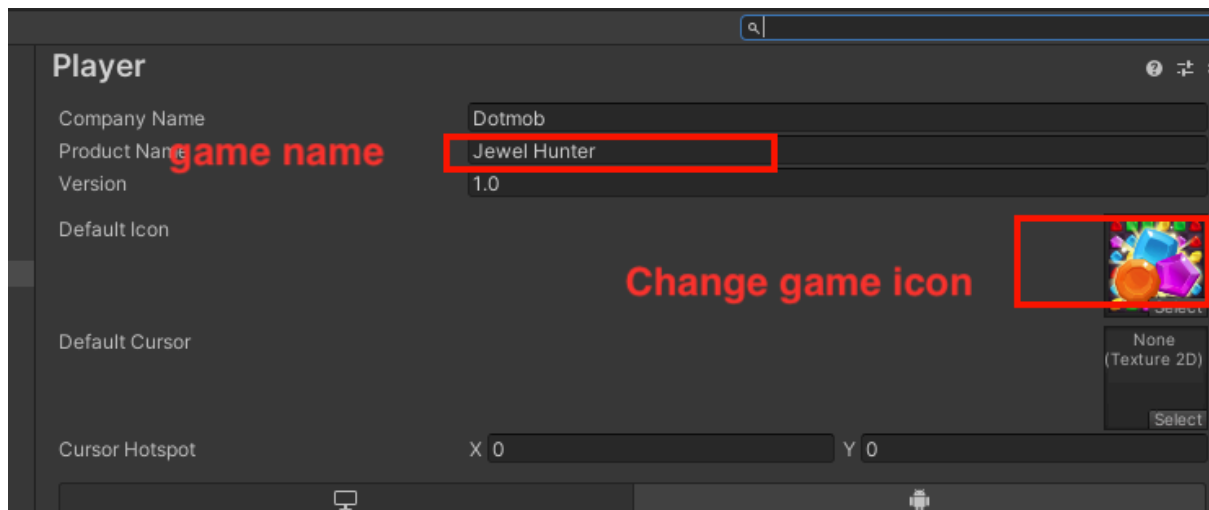
- Use the same Unity version with us (Unity **6000.0.23f1**)
- Feel free to contact us

5. How to change package name

Click menu Edit/ Project Settings . On the Inspector panel, click Other Settings. And edit your Package Name



- Change game name ,icon

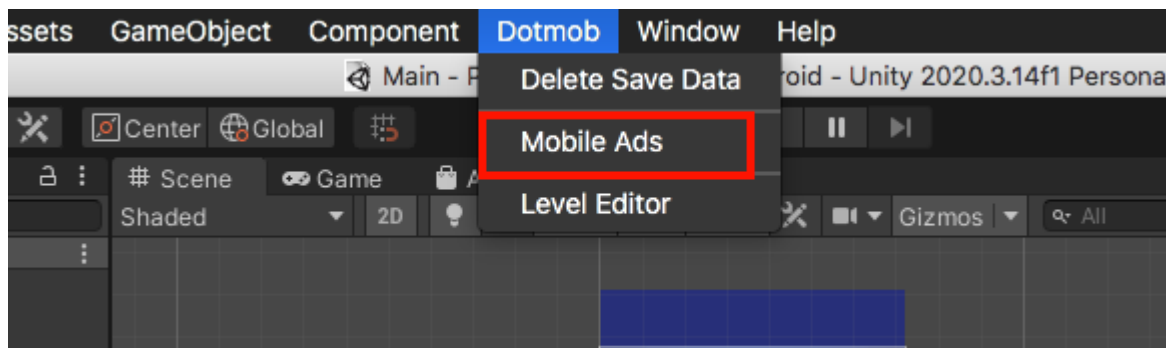


6. How to CONFIG(Admob, In-app purchase)

You are required to achieve this before doing anything else. This is where you can:

- Edit game settings (Admob, In-app purchase, ...)

To see the **CONFIG Mobile ads**, please click on the menu **Dotmob/Mobile Ads** → look at the Inspector at the right side



Change your Admob id and click **Save**

Mobile Ads - v.2.0.1

Advertisement Settings

Debug Mode☐

Enable visual scripting support:

Playmaker☐

Unity Visual Scripting☐

Select the ad providers you want to enable for each platform:

AndroidAdmob

Download Admob SDK

Test Mode☐

Test Device ID

App IDca-app-pub-6073386119886330~3263717207

Banner IDca-app-pub-3940256099942544/6300978111

MRec ID

Interstitial IDca-app-pub-3940256099942544/1033173712

Rewarded Video IDca-app-pub-3940256099942544/5224354917

Rewarded Interstitial ID

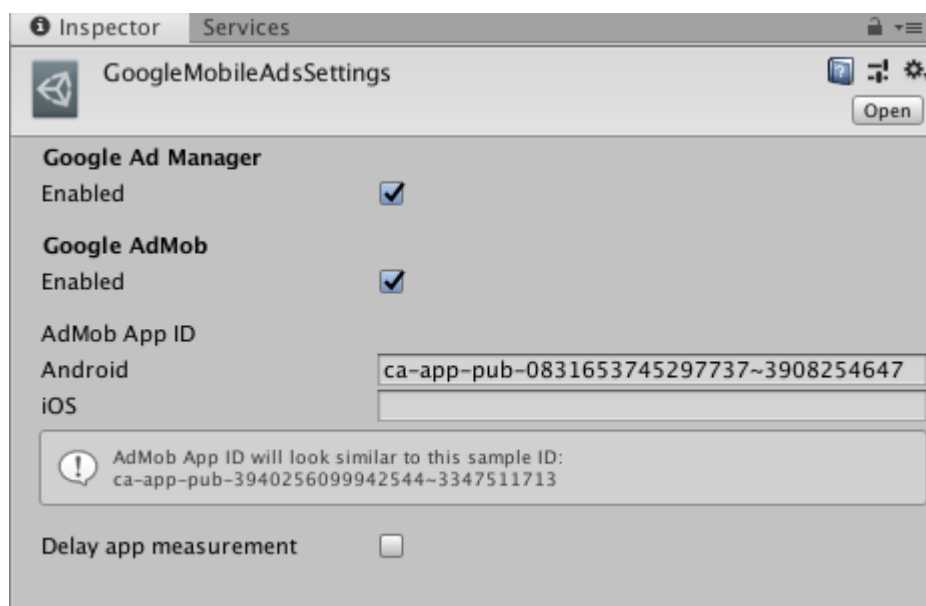
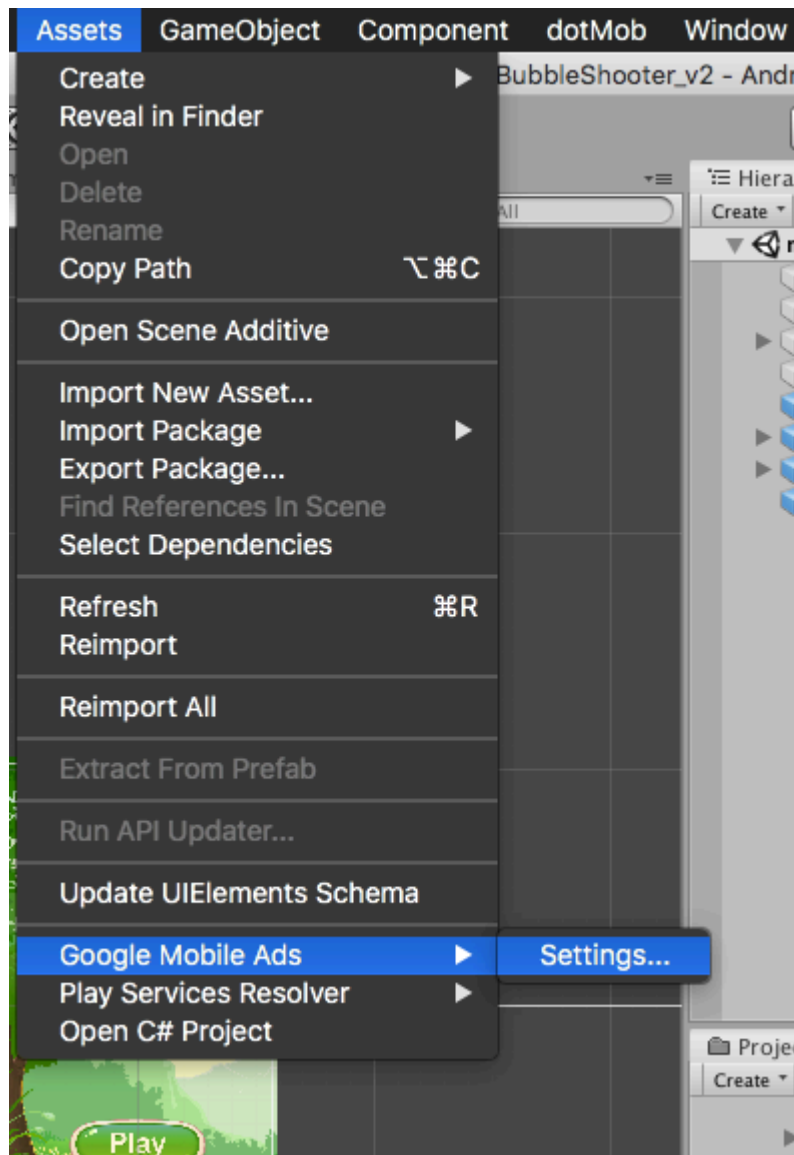
App Open IDca-app-pub-3940256099942544/3419835294

Directed for children☐

iOSNone

Save

- Click Menu Assets/Google Mobile Ads



Note : You can check admob works in 2 ways:

- Use your admob id (authenticated account) and add test devices:

<https://support.google.com/admob/answer/9691433>

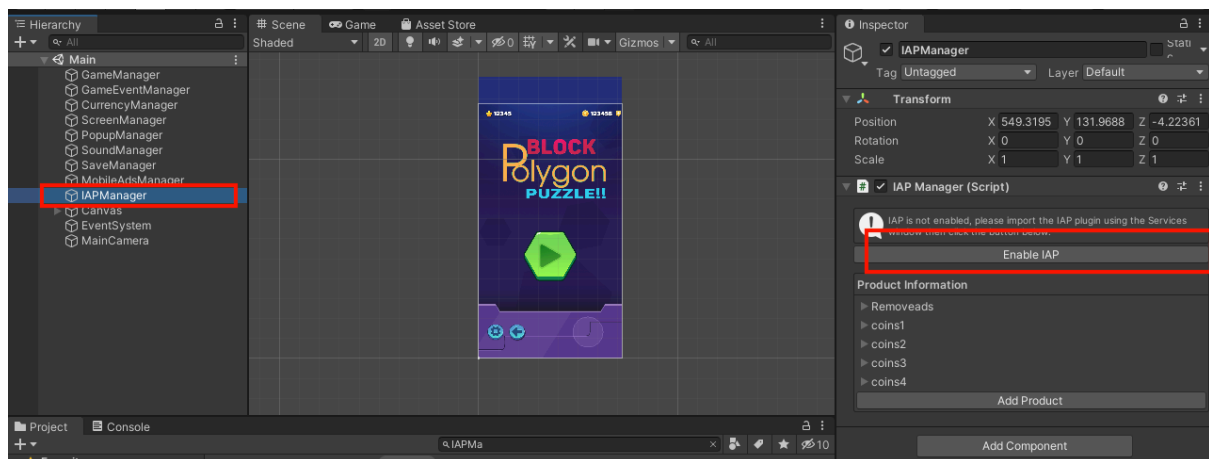
- Use Google's admob test ID: <https://developers.google.com/admob/android/test-ads>

Alternatively, you can check including the required Google Play dependencies in your Unity project. Ensure the required AAR and JAR files are located in the Assets / Plugins / Android directory. You can perform dependency resolution by selecting Assets -> external dependency manager -> Android Resolver -> Force Resolve in the Unity editor

7. IAP

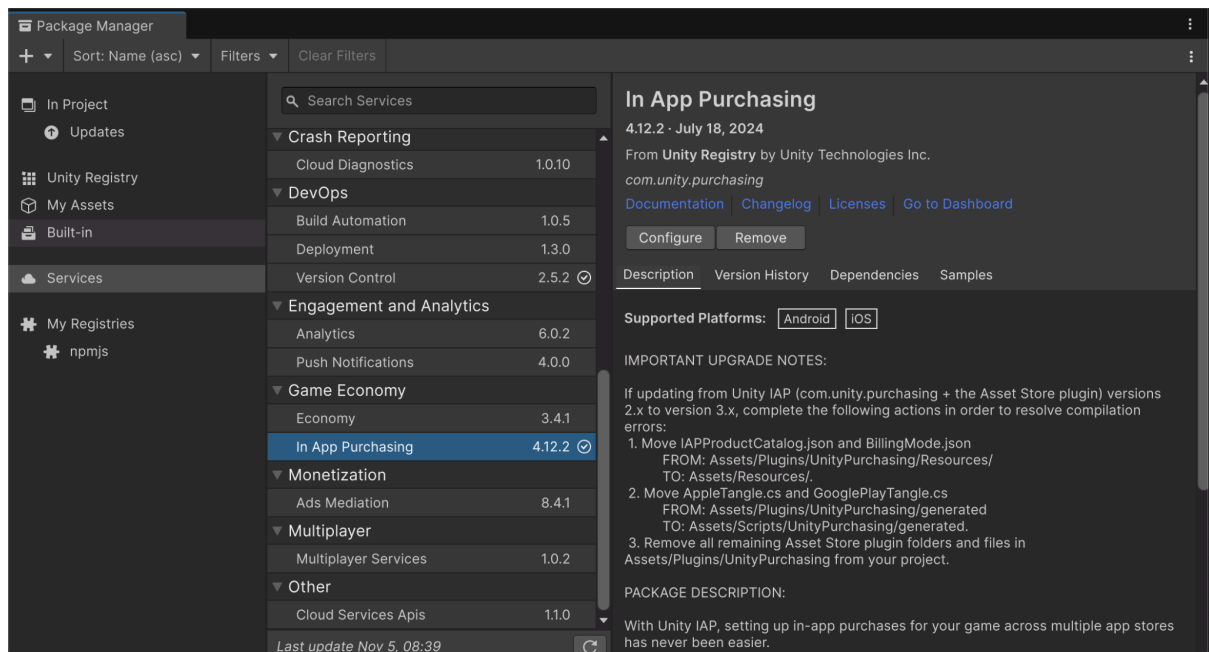
https://youtu.be/_qZMPjSJxhA

IAP is setup using the IAP Settings window which can be opened by clicking the button on the IAPManagers inspector



Enable IAP

To enable IAP first you need to import the Unity plugin from the Services window (Window/Package Manager/Services). Open the Services window and turn on IAP then click the Update the latest version

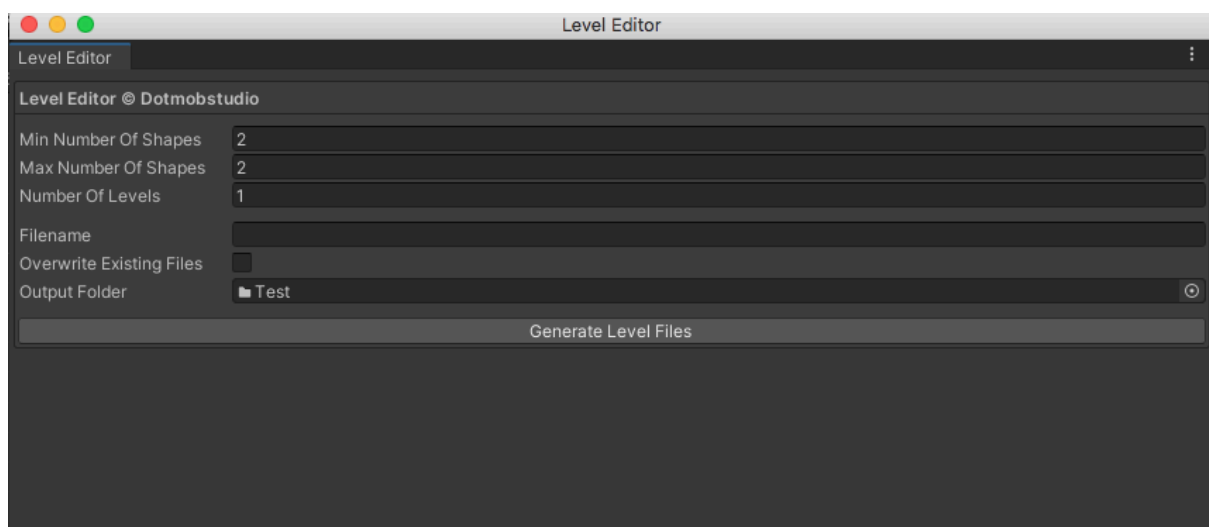


Once it has finished importing you can open the IAP Settings window and click the Enable IAP button which will enable the code in the project

8. Level Editor Tool

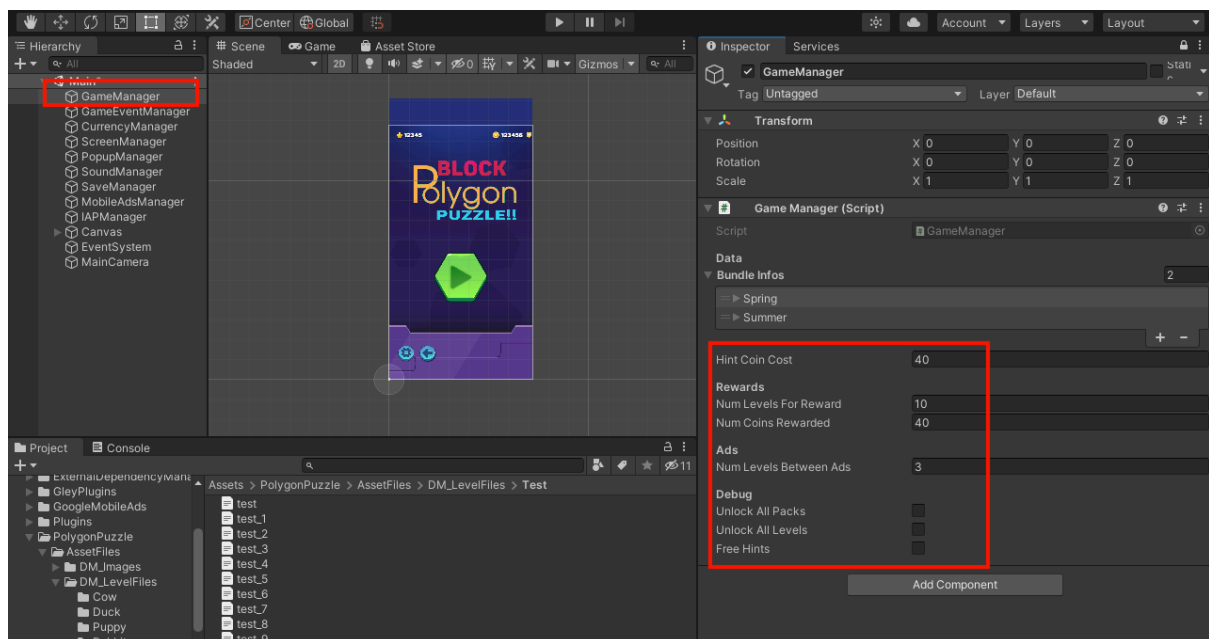
<https://youtu.be/hrEL77EFfkl>

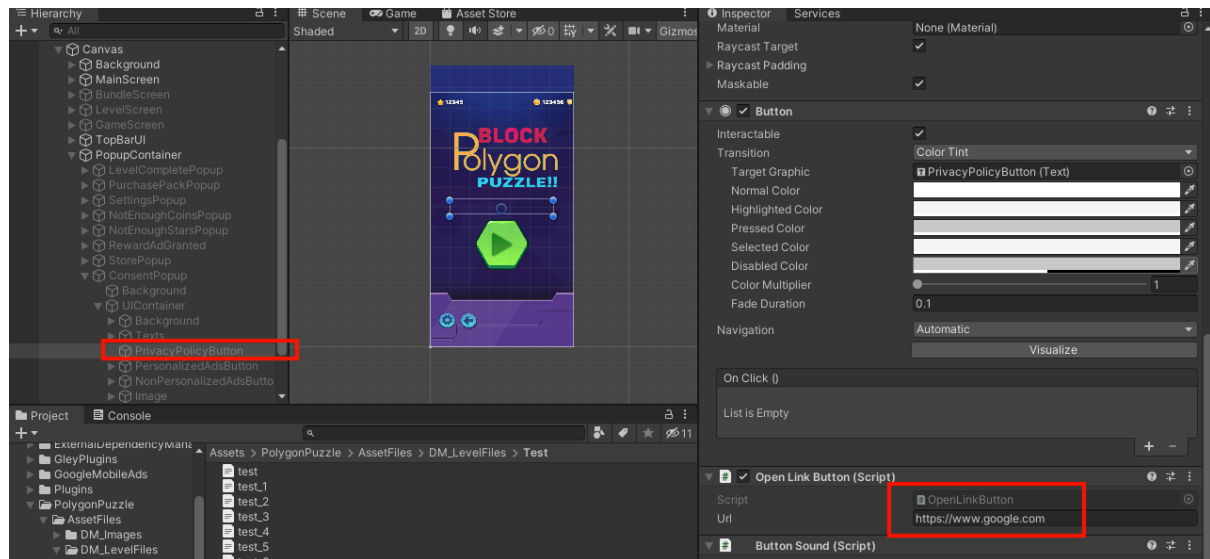
To open the window, select the menu item **Dotmob/Level Editor**



Min/Max Number Of Shapes	The minimum and maximum number of shapes you want in the levels.
Number Of Levels	The number of levels you want to generate.
Filename	The prefix name to use for each level file, a number will be added to the end if more than one file is generated.
Overwrite Existing Files	If selected, any files with matching names will be overwritten
Output Folder	Folder from the project window where the files will be placed.

9. How to debug disable level Locking, edit Policy Link





10. Contact us

If you have any questions, do not hesitate to contact me via

Email: dotmobstudio@gmail.com