

# Documentation Park Inc

**Warning! We would recommend you to make a reskin to prevent problems with Google Play and App Store (game can be banned).**

**Integration of side plugins is your own responsibility. We don't support modified projects (except reskin).**

**We are not engaged in additional customization of the project.**

**All rights of the source code belong reserved by Watermelon Games. After purchase, you will have the right to use it to create your own games and publish them in stores. Resale of the source code is prohibited.**



# Technical Requirements

For correct work of the project, please observe all requirements

**Unity version:** Last LTS version (Unity 2021.3.X)

**Target platforms:** iOS, Android

**Minimum iOS version:** 10.0

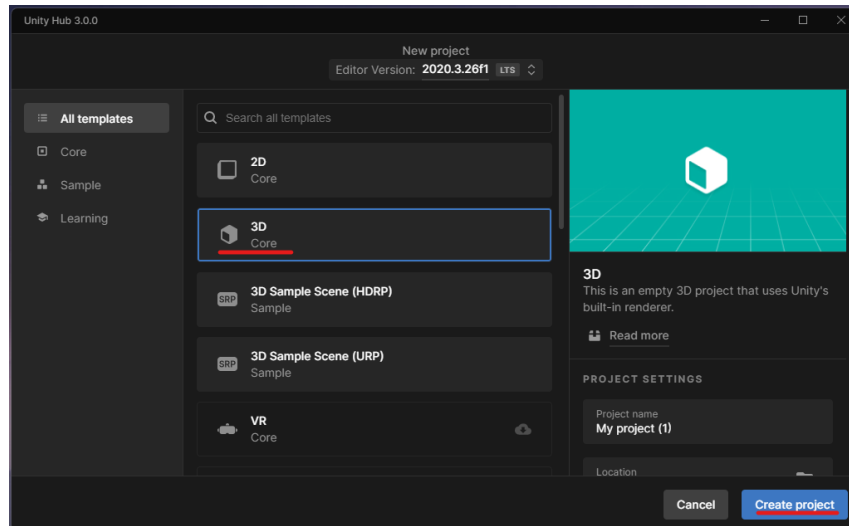
**Minimum Android version:** API Level 29

**Scripting Runtime Version:** .NET 4.x Equivalent

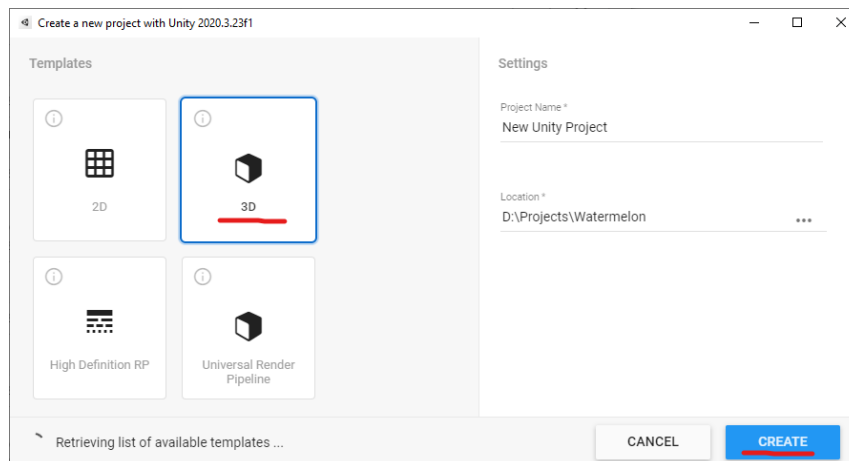


# How to start

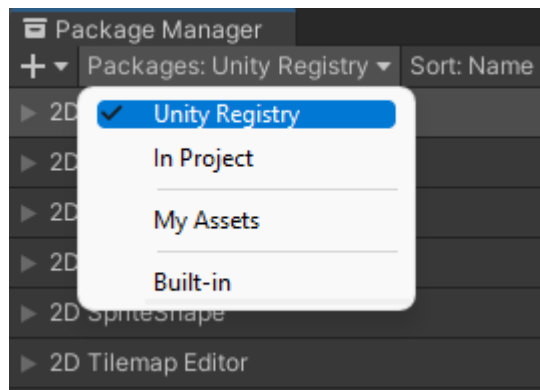
- Download and install recommended Unity version - [Download](#)
- Create a new Unity project using 3D template.



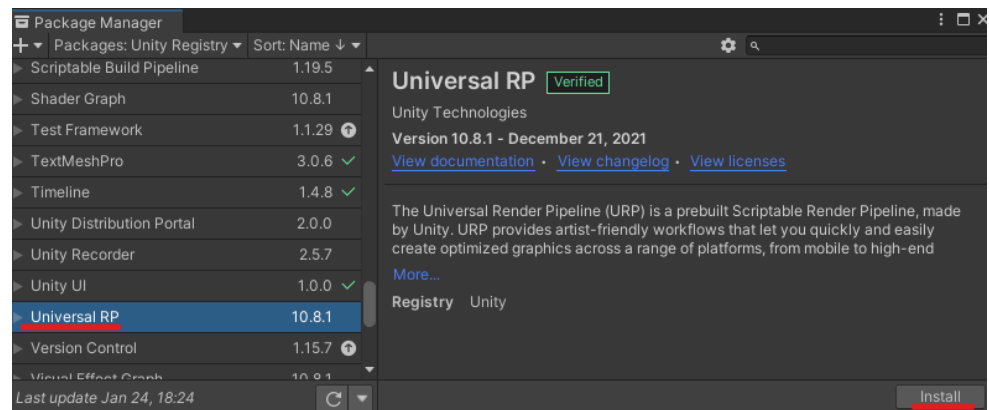
or in older version



- Import URP package:
  - a. Click **Window** -> **Package Manager**
  - b. On left top select **Packages: Unity Registry**



c. Find **Universal RP** and click **Install**



- You can remove **Scenes** folder generated by default.
- Import template:
  - a. You can use **Asset Store** (if you bought there)
  - b. Or manually add package: click **Assets** -> **Import Package** -> **Custom Package**
- Open **Build Settings** (File -> Build Settings):
  - a. Add all scenes (from Scenes folder) in the right order to “**Scenes In Build**”.
  - b. Select target platform **Android** or **IOS**
  - c. Click **Switch Platform**
- Open Park Inc\Game\Scenes\Game scene to run the game.
- Build the game.

**IMPORTANT:** To quickly access all important files and settings use **Setup Guide** (Tools -> Project Setup Guide)






# Advertisement Setup

## AdMob

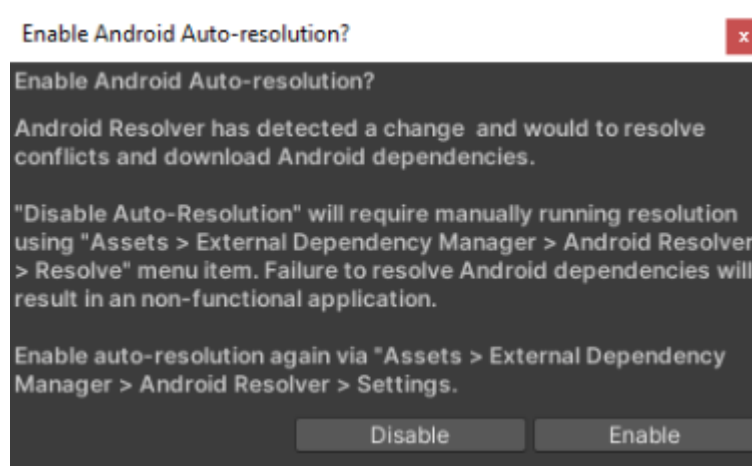
Google Mobile Ads Unity plugin integration guide - [link](#)

1. Download the latest version of Google Mobile Ads Plugin - [download](#)

▼ Assets 3

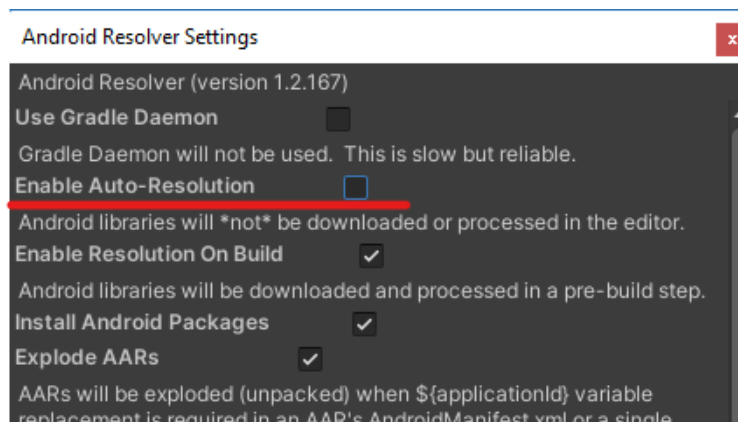
 <a href="#">GoogleMobileAds.unitypackage</a>	359 KB
 <a href="#">Source code (zip)</a>	
 <a href="#">Source code (tar.gz)</a>	

2. Click **Assets - Import Package - Custom Package** and select the downloaded file to import.
3. [For ANDROID] If next pop up appears:



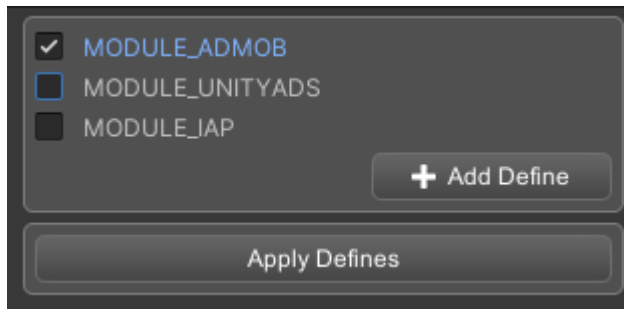
Click **Disable**

Otherwise click **Assets - External Dependency Manager - Android Resolver - Settings** and uncheck **Enable Auto-Resolution** scroll down and click **OK**

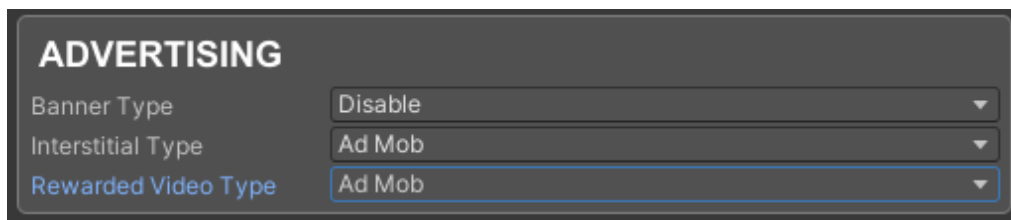


4. Click **Tools - Editor - Define Manager** to select **Define Manager** asset.
5. Enable **MODULE\_ADMOB** and press **Apply Defines**.

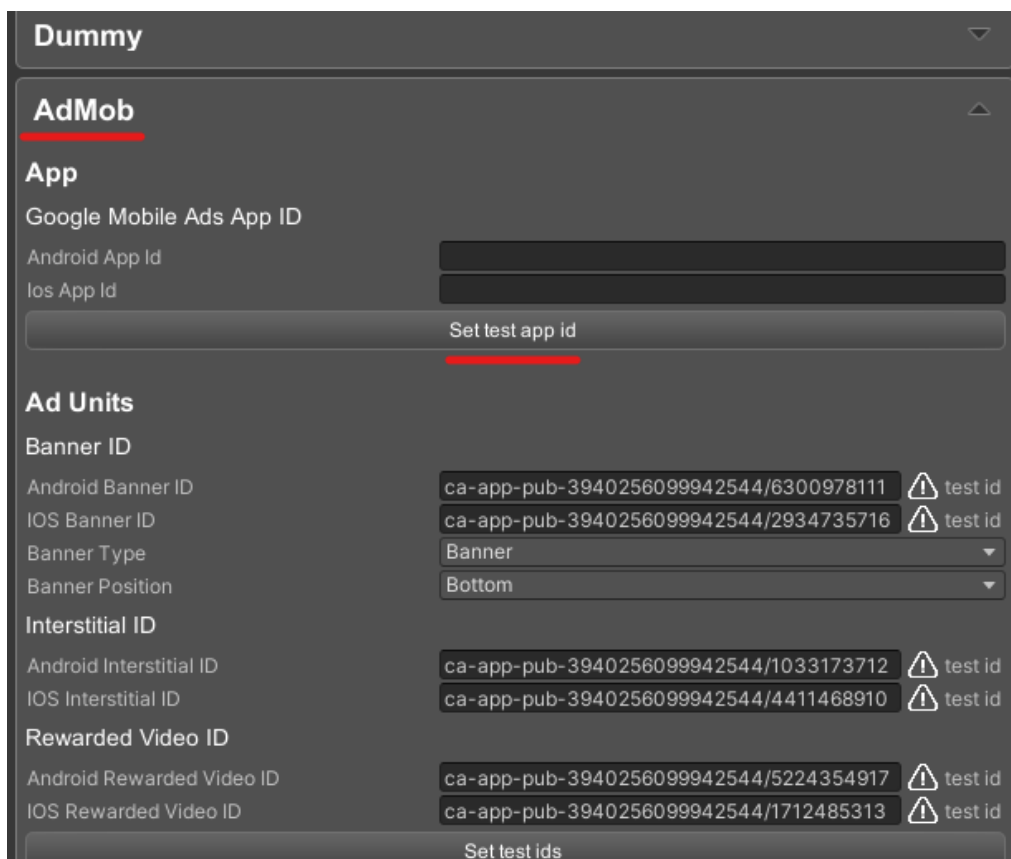




6. Open **Advertising** tab in **Setup Guide** window (Tools -> Project Setup Guide).
7. Switch to **AdMob** or Disable for each ads type depending on your needs.



8. Unfold **AdMob** tab located below. Click **Set test app id** button.



Now you can test your app with default ids.

Follow the next steps only when you're ready to publish the game, it's an [AdMob requirement](#).



9. Go to your Google Mobile Ads account - [link](#)
10. Set up an app in AdMob. [Help](#)
11. Open **Advertising** tab in **Setup Guide** window (Tools -> Project Setup Guide).  
Unfold **AdMob** block and enter data from the website into appropriate fields.

**AdMob**

**App**

Google Mobile Ads App ID

Android App Id: ca-app-pub-3940256099942544~3347511713 test id

iOS App Id: ca-app-pub-3940256099942544~3347511713 test id

Set test app id

**Ad Units**

**Banner ID**

Android Banner ID: ca-app-pub-3940256099942544/6300978111 test id

iOS Banner ID: ca-app-pub-3940256099942544/2934735716 test id

Banner Type: Banner

Banner Position: Bottom

**Interstitial ID**

Android Interstitial ID: ca-app-pub-3940256099942544/1033173712 test id

iOS Interstitial ID: ca-app-pub-3940256099942544/4411468910 test id

**Rewarded Video ID**

Android Rewarded Video ID: ca-app-pub-3940256099942544/5224354917 test id

iOS Rewarded Video ID: ca-app-pub-3940256099942544/1712485313 test id

Set test ids

Make sure there's no "test id" warnings on the right side of the fields.

12. Click **Assets - External Dependency Manager - Android Resolver - Settings** and check **Enable Auto-Resolution** scroll down and click **OK**
13. If resolution did not start automatically click **Assets - External Dependency Manager - Android Resolver - Resolve**
14. If you want to change the advertising frequency, set it on the Advertising tab.

**SETTINGS**

Test Mode: ☐

System Logs: ☒

Interstitial First Delay: 50

Interstitial Showing Delay: 30

**Interstitial First Delay** - delay in seconds between game launch and first interstitial appearing.

**Interstitial Showing Delay** - min delay in seconds between interstitial appearances.

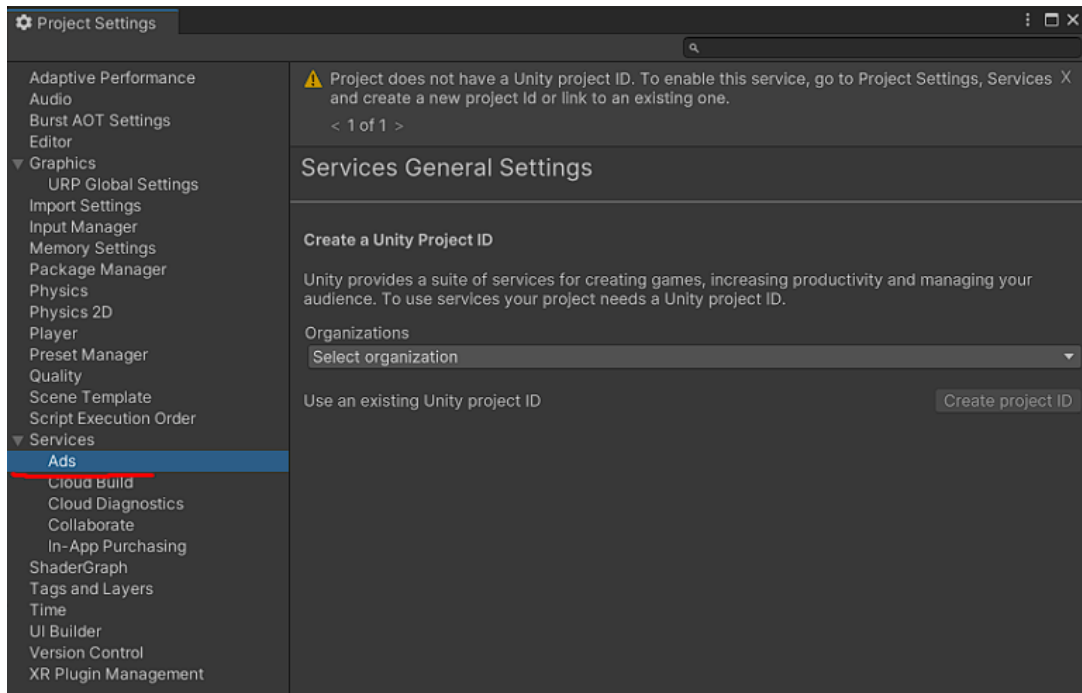
15. Now you can publish the game.  
Note, after publishing you'll need to wait until AdMob approves the game. More info [here](#).



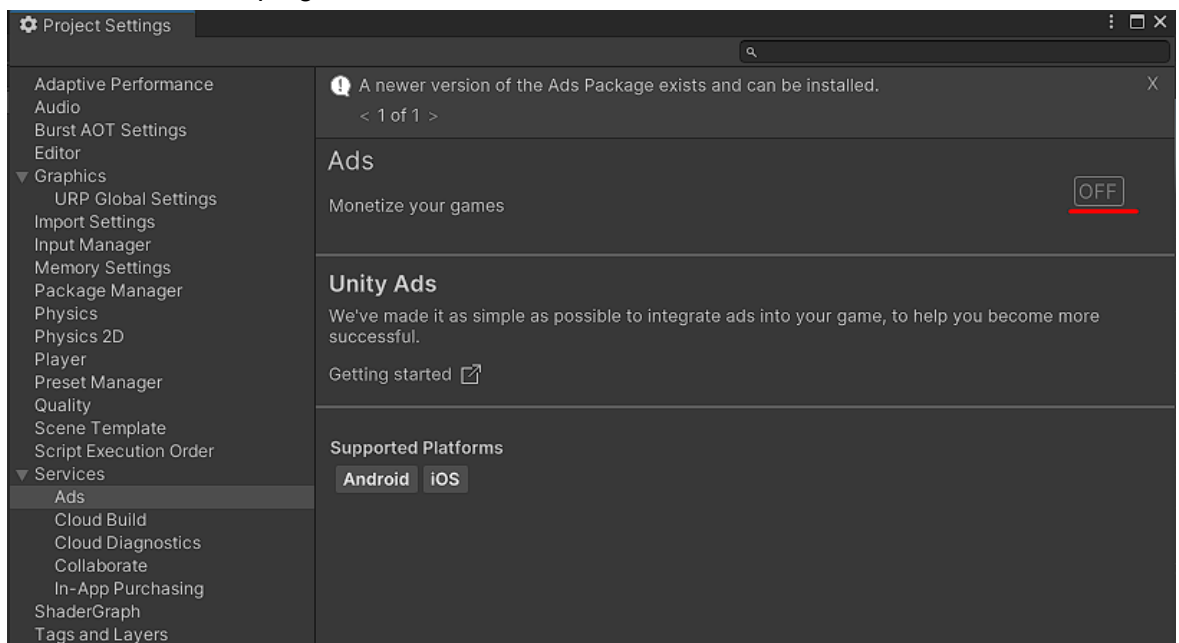
# Unity Ads

[Unity Ads Official Documentation](#)

1. Go to **File - Build Settings**
2. Select Android or iOS and click Switch Platform
3. Open Project Settings: **Edit - Project Settings**
4. Select **Settings - Ads** tab



5. Select organization from the drop down list (create if required)
6. Select project id (create one if needed)
7. Enable button on top right corner





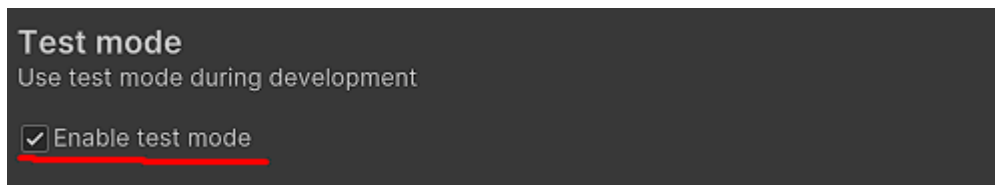
You might see some errors in the console if your current version is outdated.

You can ignore them and move to the next step.

8. Click Install Latest Version and confirm you want to install the latest version if asked.

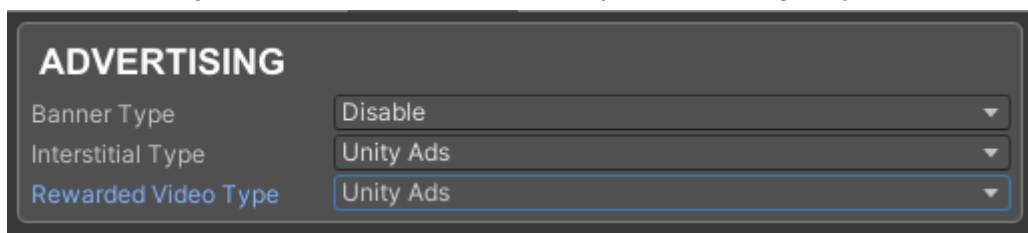


9. If you are going to develop or test game check Enable test mode checkbox. Uncheck if you're preparing build for the store.

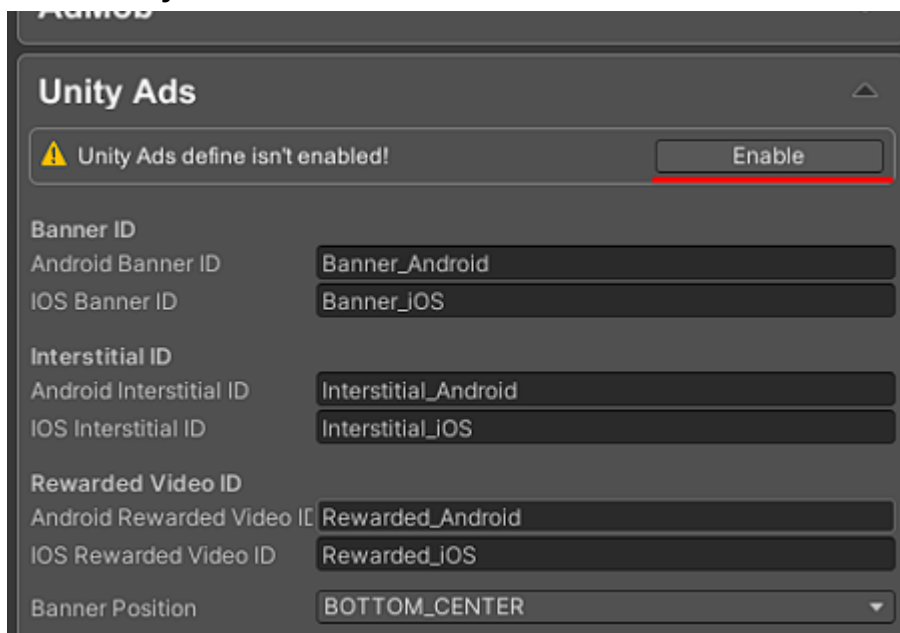


10. Open **Advertising** tab in **Setup Guide** (Tools - Project Setup Guide).

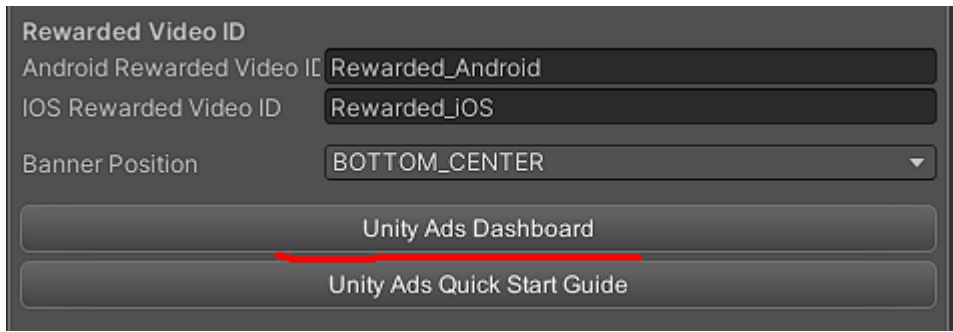
11. Switch to **Unity Ads** or Disable for each ads type depending on your needs.



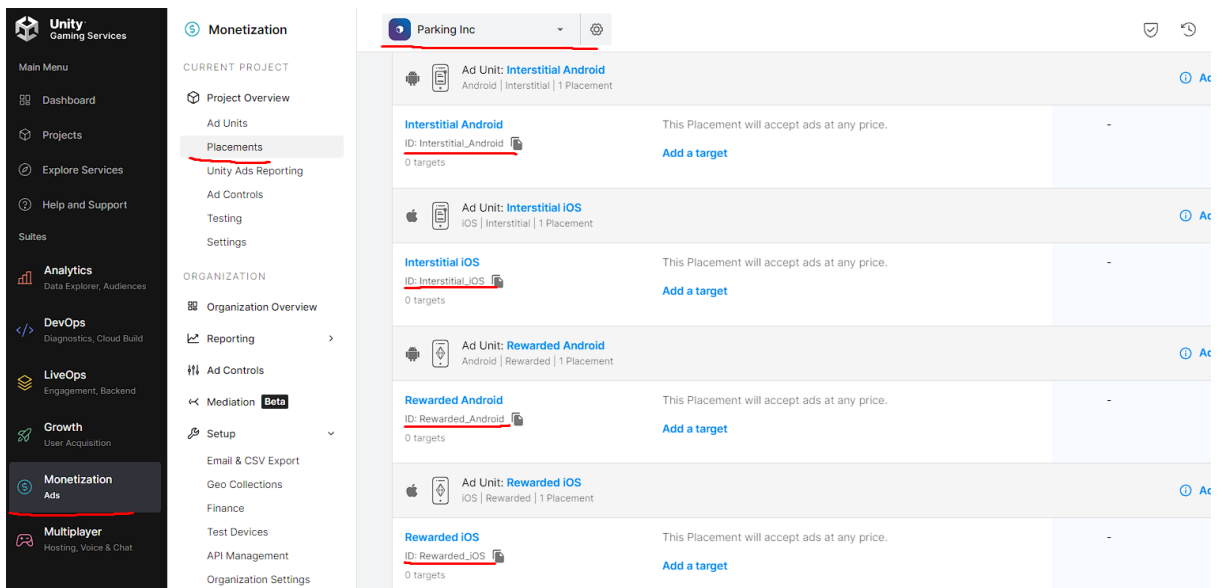
12. Unfold **Unity Ads** block at window bottom and click Enable.



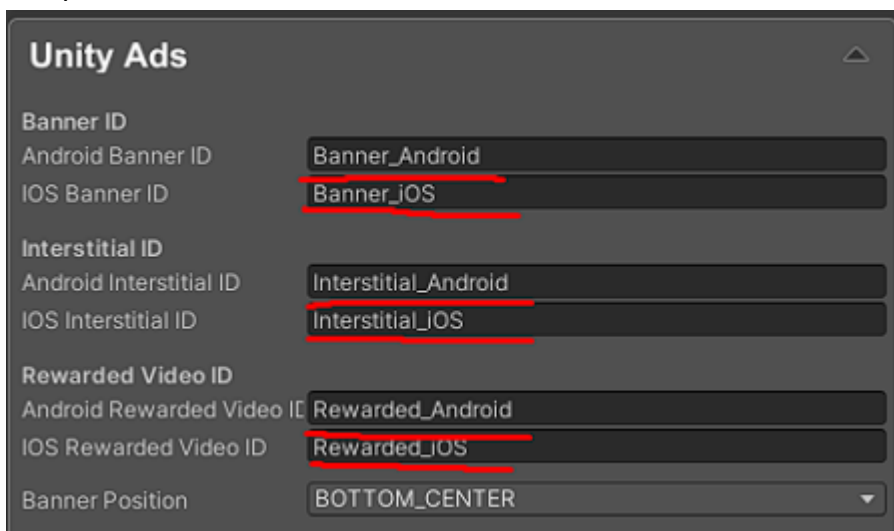
13. You can use Unity Ads Dashboard button to quickly go to ads dashboard



14. After you configured ads at Unity Ads Dashboard you will have Placements tab with ad placements available for your project.



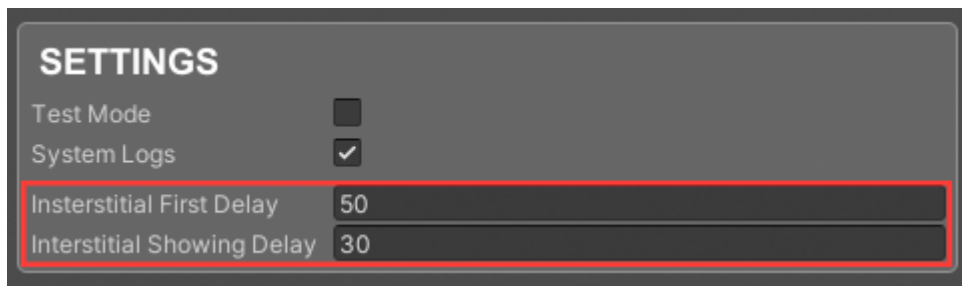
15. Make sure those placement ad ids match ids on Unity Ads settings inside Project Setup Guide



16. Save project: File - Save Project



17. If you want to change the advertising frequency, set it on the Advertising tab.



The image shows a settings menu with a dark grey background. At the top, the word "SETTINGS" is written in white. Below it, there are two toggle switches: "Test Mode" which is turned off (represented by a small dark square), and "System Logs" which is turned on (represented by a small dark square with a white checkmark). At the bottom of the menu, there are two rows of settings, each consisting of a label and a value in a dark grey box. The first row is "Interstitial First Delay" with the value "50". The second row is "Interstitial Showing Delay" with the value "30". A red rectangular border highlights these two rows.

Setting	Value
Interstitial First Delay	50
Interstitial Showing Delay	30

**Interstitial First Delay** - delay in seconds between game launch and first interstitial appearing.

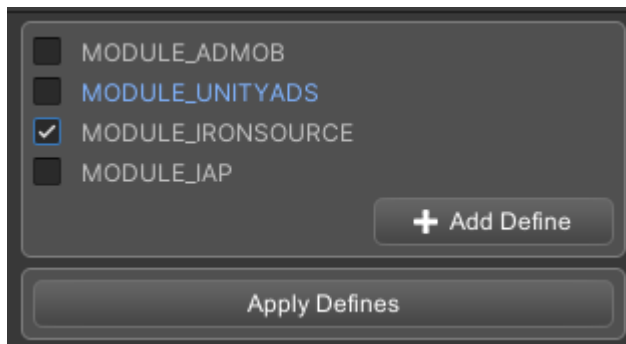
**Interstitial Showing Delay** - min delay in seconds between interstitial appearances.



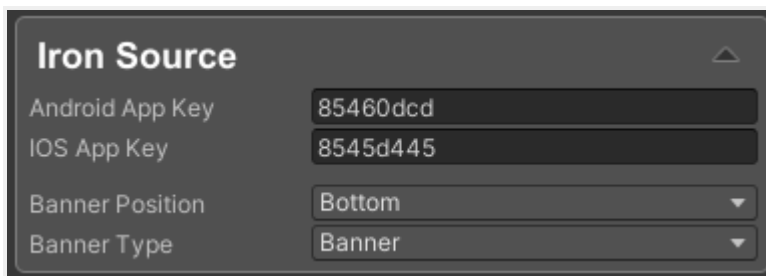
# Iron Source

ironSource Unity plugin integration guide - [link](#)

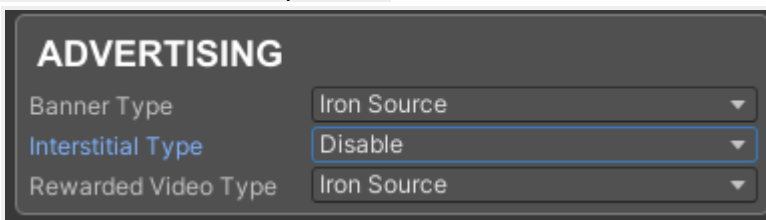
1. Follow step 1 of ironSource Unity plugin integration guide to download and import all required files.
2. If you using android platform and after import android resolution did not start automatically you can start it manually. Go to Assets -> External Dependency Manager -> Android Resolver -> Force Resolve.
3. Click “Tools - Editor - Define Manager” to select Define Manager asset.
4. Enable MODULE\_IRONSOURCE and press Apply Defines.



5. Open Advertising tab in Setup Guide window. Put data from the site in the appropriate fields.



6. Set ironSource as ad provider



You can also disable some ad types if you don't use them.



7. If you want to change the advertising frequency, set it on the Advertising tab.

**SETTINGS**

Test Mode	<input type="checkbox"/>
System Logs	<input type="checkbox"/>
Interstitial First Delay	<input type="text" value="40"/>
Interstitial Showing Delay	<input type="text" value="30"/>

Interstitial First Delay - delay in seconds between first interstitial appearings.

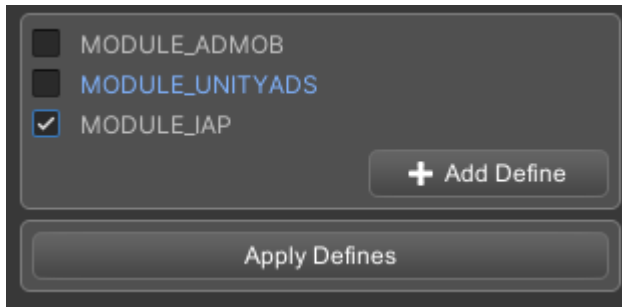
Interstitial Showing Delay - min delay in seconds between interstitial appearings.



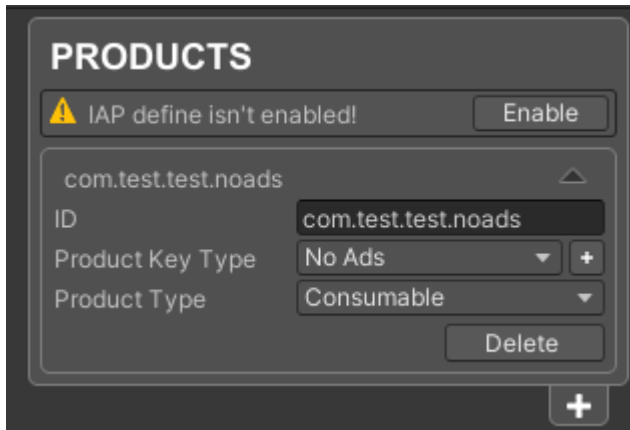
# IAP Setup

Setting up Unity IAP integration guide - [link](#)

1. Follow the guide above to import IAP package
2. Select Define Manager (Tools - Editor - Define Manager)
3. Check **MODULE\_IAP** and press on **Apply Defines** button



4. Open **Products** tab in **Setup Guide** window

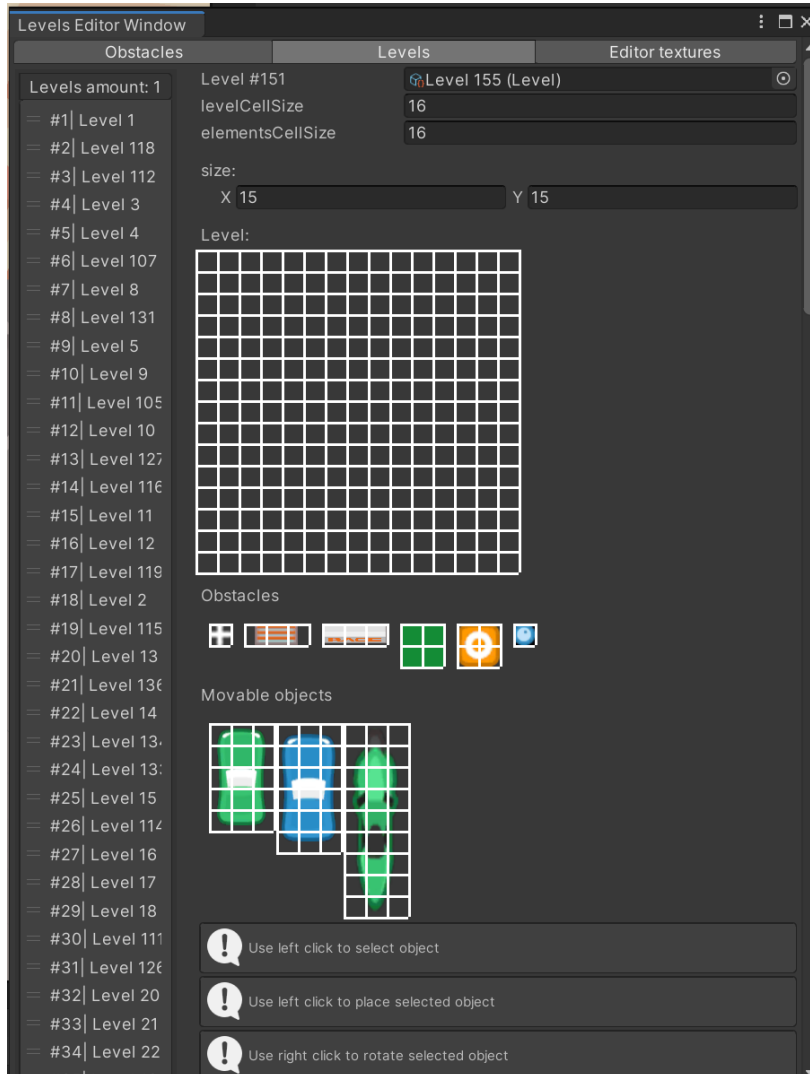


5. Change default ID with yours

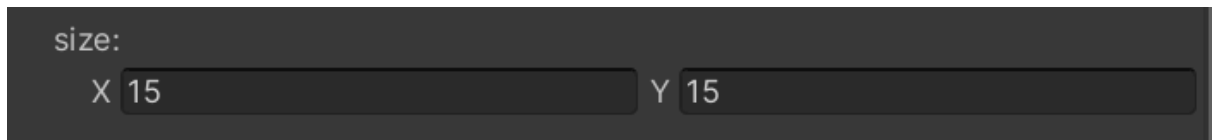


# How to add levels

1. Select Level Editor (“Tools - Level Editor”)
2. Select “Level” tab
3. Scroll to the bottom and press “+” to add a new level



4. Resize level to your liking using “X” and “Y” fields

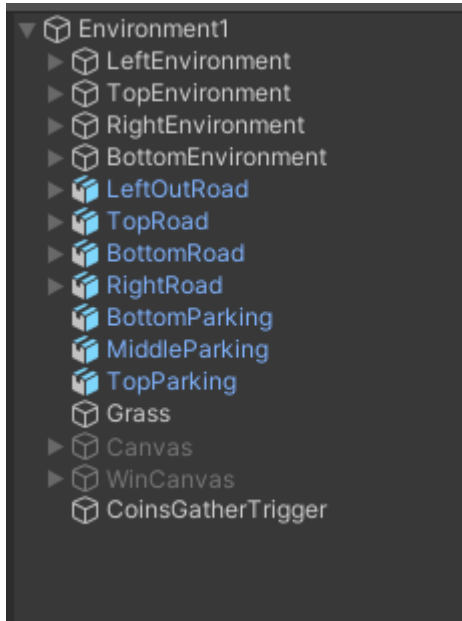


5. Click on a car or an obstacle icon, then drag it to the desired destination and click again to place it. You can always change its position or remove it simply by dragging it away from the level field and clicking. In order to rotate an object press right mouse button



# How to change the environment

1. Import the custom assets into the project
2. Go to **Assets/Park Inc/Game/Prefabs/Environments**
3. Open an existing prefab or duplicate it and open. You will see the following structure



Inside each side environment, there are props you should change in order to reskin the product. Due to the transition between levels, it is mandatory to have all props inside it's designated side environment. Roads and parking field game objects should not be placed on any side environment

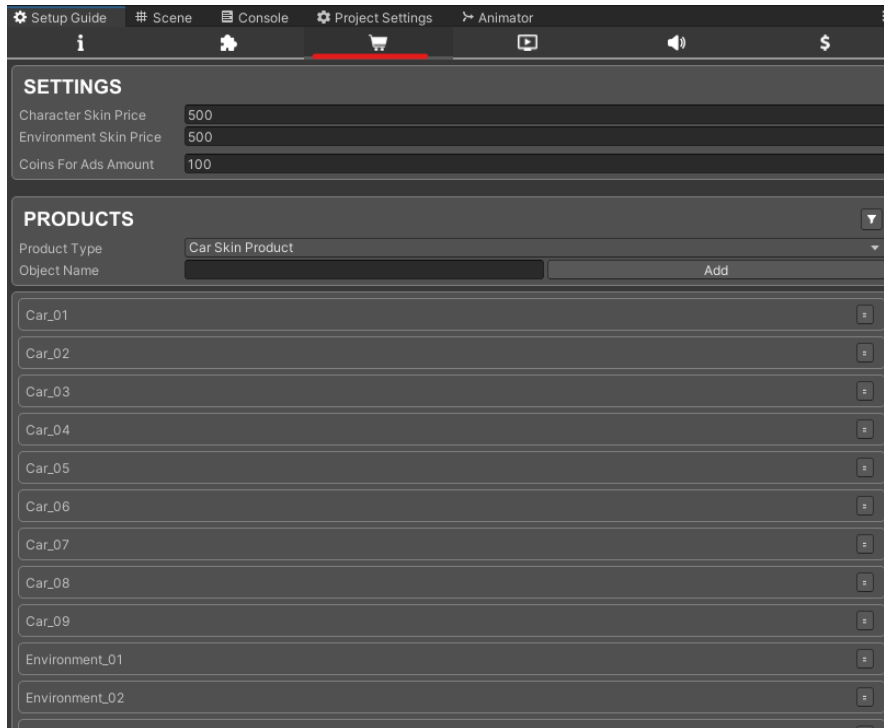
4. Inside "**Canvas**" you can find the starting screen of a game, including a logo that you should probably change. Make sure to preserve all alignments
5. Inside "**WinCanvas**" you can find a level finish UI, that you should probably change to your liking. Again, and this is important, make sure to preserve all alignments as they were.





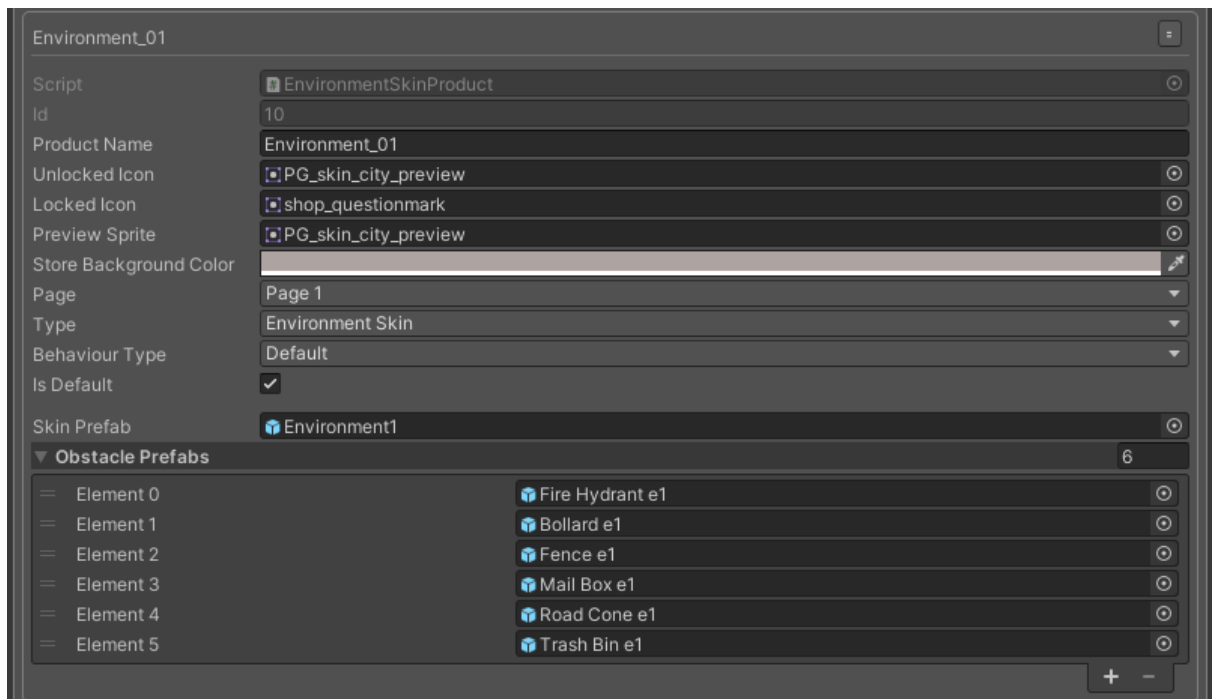
# How to add new environment to the shop and game

1. Click Tools -> Project Setup Guide
2. Click little shop icon on the top
3. You will see Shop Database page



4. You can see Environment\_X products. Each product represents car skins folder located at "**Assets/Park Inc/Game/Prefabs/Environments**".
5. Click on product to open it's fields.



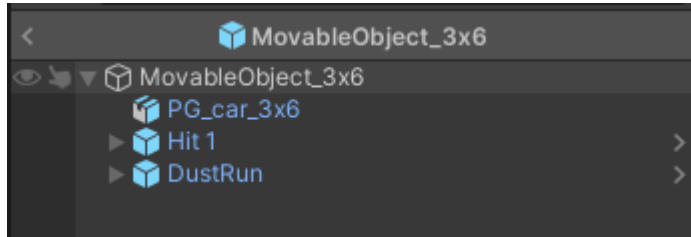


6. Update the following fields:
  - a. **unlocked icon** - icon of product when it's bought
  - b. **locked icon** - icon of product before it bought
  - c. **preview sprite** - background preview of product
  - d. **page** - you can select Page 2 (for products #10 - 18) they will be displayed on another page
  - e. **type** - use environment skin (character skin for cars)
  - f. **behaviour type** - default for all skins, dummy - to display "Comming Soon"
  - g. **is default** - make sure only 1 environment product is checked
  - h. **skin prefab** - drag here environment prefab (required for all skins with **beh type** set as **default**)
  - i. **obstacles prefabs**- drag here obstacles prefabs located at **Assets/Park Inc/Game/Prefabs/Obstacles** (please keep same order as in example). You can use already existing obstacles or modified duplicates. (required for all skins with **beh type** set as **default**)
7. Make sure you filled up all required fields of store products for all skin variations you have
8. You can update skin price and coins for ads amount at the very top of the Store Database tab.

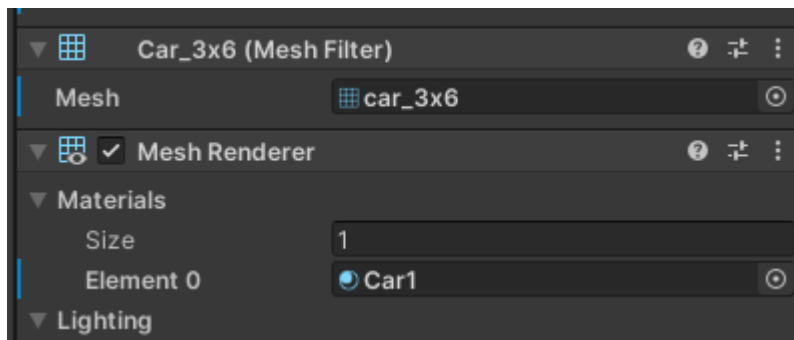


# How to change cars models

1. Import the custom assets into the project
2. Go to the “**Assets/Park Inc/Game/Prefabs/Movable Objects/Skin\_x**” folder
3. You can backup folder in case something goes wrong
4. Select car prefab you want to change -> double click to open it
5. You can replace existing car model object “PG\_car\_3x6” with a new model (just drag n drop it inside prefab). Make sure new model has similar size as previous model (you can use scale to make it fit well)



6. Alternatively you can modify “PG\_car\_3x6” object itself, changing mesh and material.

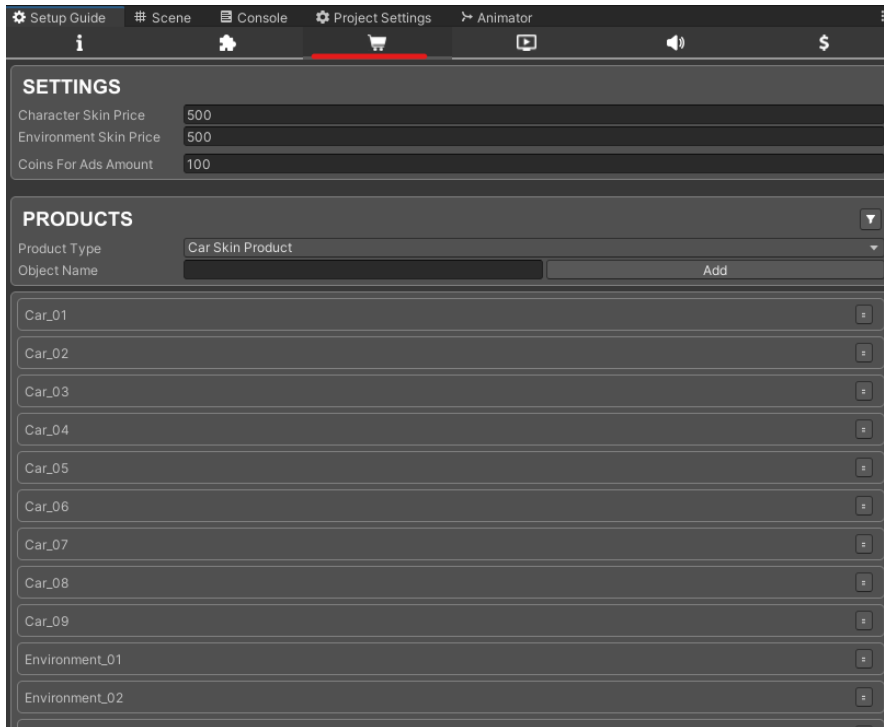


7. You can create as much skin folders as you need simply duplicating folder and changing models

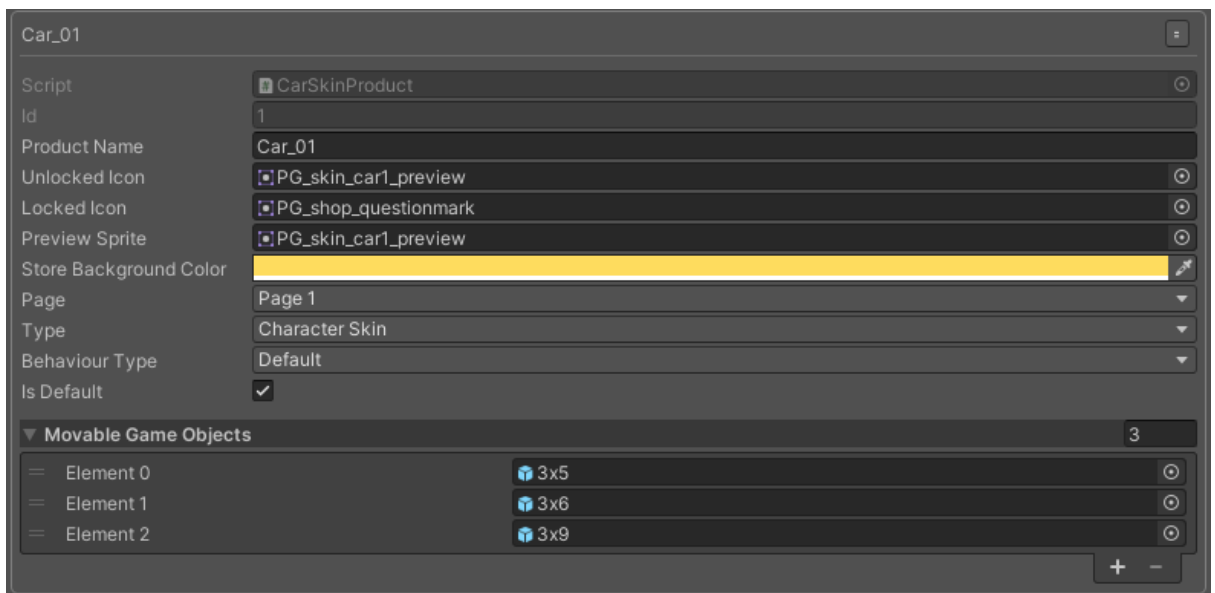


# How to update cars in the shop

1. Click Tools -> Project Setup Guide
2. Click little shop icon on the top
3. You will see Shop Database page



4. You can see Car\_X products. Each product represents car skins folder located at “Assets/Park Inc/Game/Prefabs/Movable Objects”.
5. Click on product to open it's fields.



6. Update the following fields:
  - a. **unlocked icon** - icon of product when it's bought
  - b. **locked icon** - icon of product before it bought
  - c. **preview sprite** - background preview of product



- d. **page** - you can select Page 2 (for products #10 - 18) they will be displayed on another page
  - e. **type** - use character skin for cars (Environment skin for environments)
  - f. **behaviour type** - default for all skins, dummy - to display "Comming Soon"
  - g. **is default** - make sure only 1 car product is checked
  - h. **movable game objects** - drag here car prefabs if **behaviour type** set to **default** (please keep this order 3x5, 3x6, 3x9)
7. Make sure you filled up all required fields of store products for all skin variations you have
8. You can update skin price and coins for ads amount at the very top of the Store Database tab.

