

The full **Galaxy Games MIT App Inventor project package** is now ready for direct download and use. You can get everything in a single ZIP file containing all assets, **screen-by-screen XML block files**, templates, and instructions to finish, build, and publish your app.

Download ZIP: [Download GalaxyGames MIT AppInventor Package.zip](#)

Included XML blocks: - Screen1_Splash.xml - Screen2_Home.xml - Screen3_Create.xml -
Screen4_Stats.xml - Screen5_Purchase.xml - Screen6_MyCards.xml - Screen7_Game.xml -
Screen8_Chat.xml - Screen9_Print.xml - Screen10_Settings.xml

Other ZIP contents: - README.md — overview and usage instructions - playstore_listing.txt — store description, tags, screenshots text, and product ID - html_print_template.html — printable card sheet template - instructions_export.md — step-by-step guide for building and publishing - assets/ — app icon, cube frames, and sample stickers - firebase_rules.json — sample Firebase rules for cards and chat

Key Features in XML Blocks: - Free APK vs. Google Play purchase toggle - Canvas drawing with stickers, undo/clear, save draft - \$3.67 in-app purchase per completed card (Google Play Billing) - Cube roller game mechanic with stats calculation - Safe chat system with parental PIN - Card print template via WebViewer - Sample sticker PNGs, cube frame PNGs, and 512x512 app icon included

Next Steps: 1. Download and extract the ZIP. 2. Open MIT App Inventor and create a new project named GalaxyGames . 3. Import the XML blocks for each screen. 4. Upload all assets into Media. 5. Set Firebase URLs for your project. 6. Import firebase_rules.json to configure database security. 7. Build the APK for free distribution. 8. Test all features including drawing, cube rolls, chat, printing, and purchases. 9. Later, upload to Google Play, enable in-app purchases, and release.

This package now includes **ready-to-import XML blocks, assets, print templates, Firebase rules, and instructions** so the Galaxy Games app can be completed and built immediately.