

Zombie Glider Game With AdMob

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Thank you for purchasing my item. If you have any questions that are beyond the scope of this help file, please feel free to email, via my user page contact form.

About this game...

This game is an app that is optimized for all android devices. This game based on Cocos2D library.

The ugly zombies appeared on the earth hidden in barrels. The destiny of the earth depends on your fingers. Find out zombies more quickly and exactly.

The item is packed with AdMob template. You can exchange the AdMob Publish ID and make money only for you...

This item is a java project on Eclipse. That project includes all resources of this game.

All the Image files and Sound files that included, you can use them in your other

projects.

This item includes one game apk file.

This item doesn't include any PSD files used making the resources of this game.

This item is very easy to reskin to other you want.

Features

- Supports Android 2.1 onwards
- Enable AdMob instantly
- Uses cocos2d
- 8 levels

Folders

- **/src** The root includes game's source code files, *.java
- **/assets** : This folder includes game's images.
- **/res/raw**: This folder includes sound resource files.

Apk file

The pack includes one apk file.

Others

- To change the AdMob Publish ID for Ads, please open

"src\com\zombieglider\ GameActivity.java".

Change AD_UNIT_ID = "xxxxxxxxxxxxxx" to yours for banner Ads.

Change AD_INTERSTITIAL_UNIT_ID = "xxxxxxxxxxxxxx" to yours for
Interstitial Ads.

You can show Interstitial Ads anytime with calling

GameActivity.app.showInterstitialAds();

Once again, thank you so much for purchasing this item. As I said at the
beginning, I'd be glad to help you if you have any questions relating to this item.

Please rate my file, I'd appreciate it.

Kind Regards

- rouse_spirit