

Crossword Puzzle Documentation

(v1.0)

1. Overview

Want to become a trivia master? Solve crosswords and explore beautiful sceneries, use your knowledge and skills in a one-of-a-kind word game. Innovative gameplay that brings a new twist to crossword puzzles.

This game helps you reduce most of the time to build a similar game (it's ready to publish). We are working hard to make more puzzles and update them in the next versions.

2. Requirement

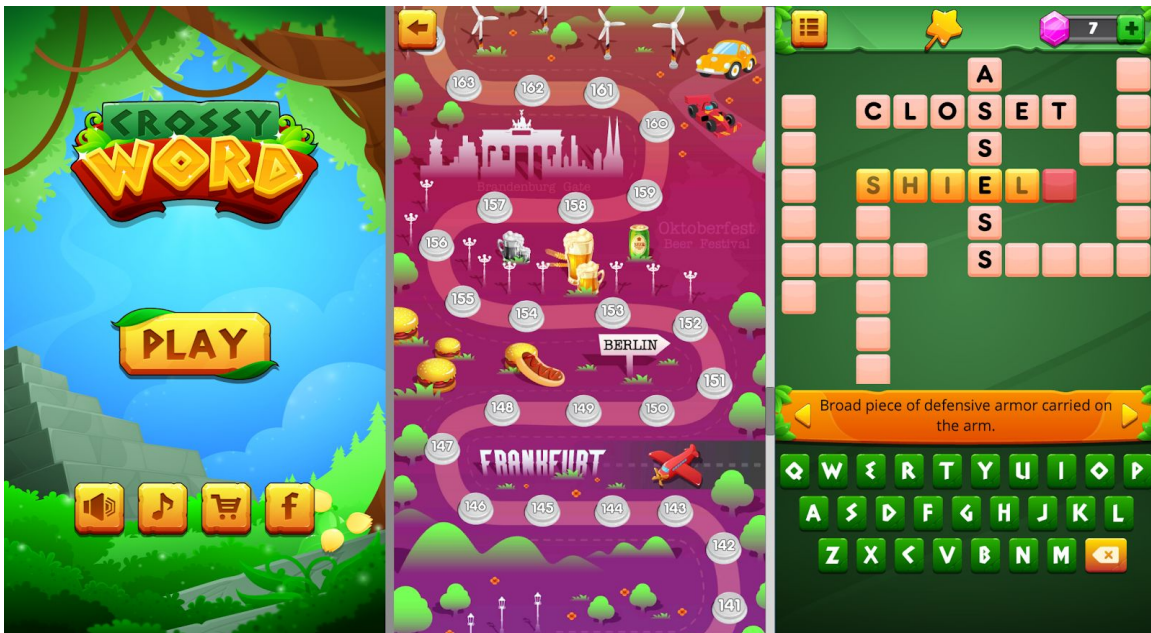
- Unity 2018.2.4 or above.
- The template works best with the version used by our developers (Unity 2018.2.4). So if there are any issues with your newer version, please let us know. If we can't solve them, you are required to use the same Unity version with us.

3. Features

- 420 groups of puzzles (5 puzzles each) = 2100 puzzles.
- A long and beautiful map.
- The source code is clean and professional.
- Easy to build on multiple platforms.
- Admob integrated (banner, interstitial, rewarded video)
- In-app purchase integrated (Android, IOS, Windows Phone, Windows Store, Amazon, Mac)
- It's easy to add more groups and puzzles.
- A magic star to help users open a box.
- Save progress to continue later.

4. Import project and Play

- Open Unity 2018.2.4 or higher, click "Open project" → Choose "Crossword_v1.0" folder → Wait until the import process complete.
- Double click on Home scene in Assets/Crossword/_Scenes folder → click Play button.

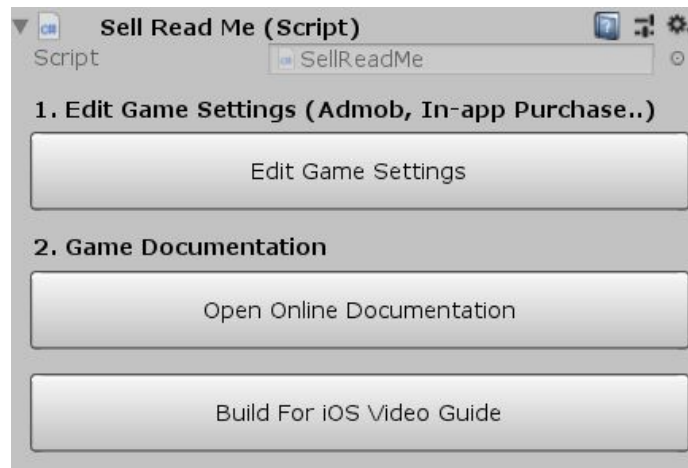


5. Read me (IMPORTANT)

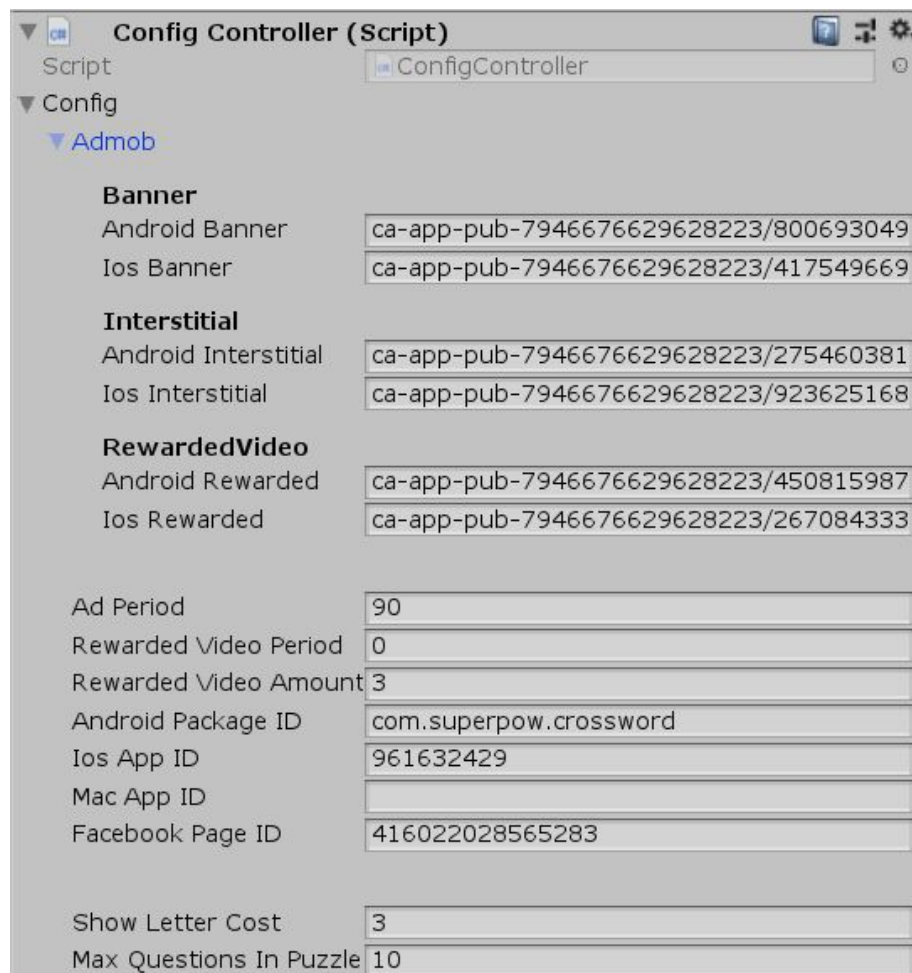
You are required to achieve this before doing anything else. This is where you can:

- Edit game settings (Admob, In-app purchase, ...)
- Open online documentation (useful to get the latest information such as bug fixes, ..)
- See our other fantastic templates.

To see the README, please double click on Home scene in Assets/Crossword/_Scenes folder
→ Select Read_MEEEE object in Hierarchy tab → look at the Inspector at the right side.



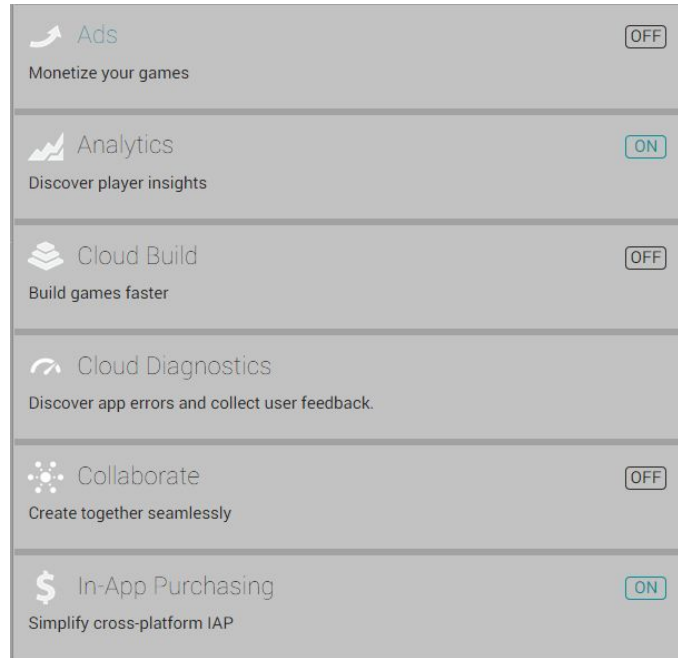
Click on “Edit Game Settings” button to change Admob id, package name id, in-app id ...



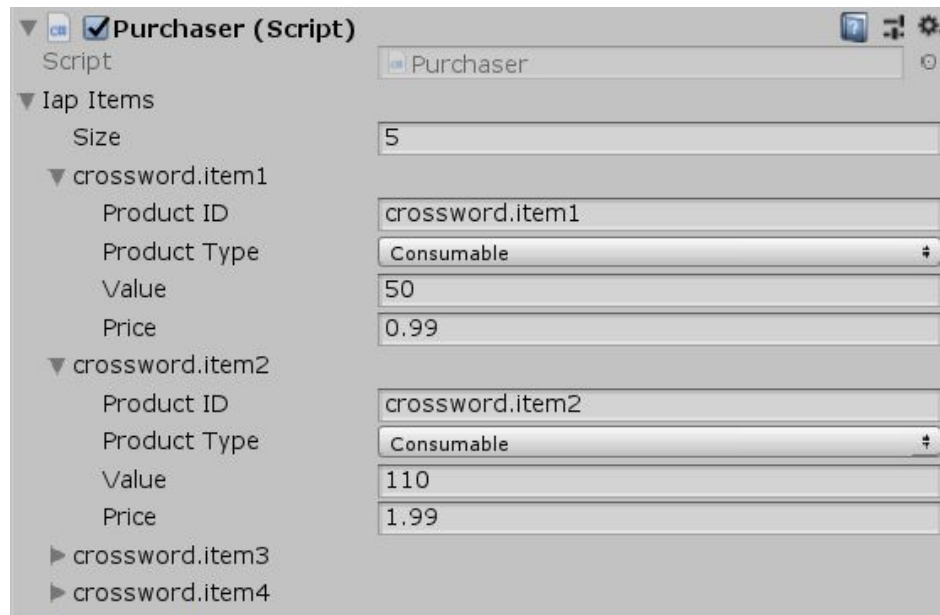
Banner	
Android Banner	ca-app-pub-7946676629628223/800693049
Ios Banner	ca-app-pub-7946676629628223/417549669
Interstitial	
Android Interstitial	ca-app-pub-7946676629628223/275460381
Ios Interstitial	ca-app-pub-7946676629628223/923625168
RewardedVideo	
Android Rewarded	ca-app-pub-7946676629628223/450815987
Ios Rewarded	ca-app-pub-7946676629628223/267084333
Ad Period	90
Rewarded Video Period	0
Rewarded Video Amount	3
Android Package ID	com.superpow.crossword
Ios App ID	961632429
Mac App ID	
Facebook Page ID	416022028565283
Show Letter Cost	3
Max Questions In Puzzle	10

6. Set up in-app purchase

- Open Window → General → Services in Unity
- Click on “New link” → select organization → click “Create”
- Click In-App Purchasing → Click “Continue”



- Click on “Edit Game Setting” (in READ_MEEE) to see the Purchaser settings:



- When you register in-app products on stores (Google Play, iTunes), make sure that the product ids are identical in both places (the stores and Unity).
- In-app purchase only works in your device (Android, iPhone ..) **after** you publish the game.

7. How to add more groups

The template currently has 420 groups (2100 puzzles). It's too many to solve. But if you still want to add more groups. Here is the video guide:

<https://www.youtube.com/watch?v=kK2HpSKc0IY>

8. How to build for iOS.

https://www.youtube.com/watch?v=f0TfqG9_Xbc

Google Mobile Ads SDK for iOS:

<https://developers.google.com/admob/ios/download>

Above is video guide for "Unroll Ball" game, but it applies to all our games. If you encounter any problems related to building game, please contact us.

Notes:

- In Xcode, please go to tab Build Phases and expand "Link binary with libraries" and remove the file **-IPods-Unity-iPhone.a** if it exists.
- If you get the error "**Module GoogleMobileAds not found**", please follow this guide to fix it: <https://youtu.be/b573NVSS0X0>
- If your iOS device doesn't show Rewarded Video ad, please make sure that **Limit Ad Tracking** is turned off (in Settings → Privacy → Advertising in your iOS device)

9. How to build for Android

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

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

- Use the same Unity version with us (Unity 2018.2.4)
- Feel free to contact us

10. Why does rewarded video ad keep saying "Ad is not available at the moment" ??

If your game is not published, only banner and interstitial ad work (sometimes don't). Admob check your package name and if it is not live in the store, you rewarded video ad will not work. So here are 2 ways to see the rewarded video work:

- Publish your game, or
- Temporarily change your package name to a certain live package name (for example: com.king.candycrushsaga). It will work for sure.
- Sometime you need to wait a few hours or a few days after publishing to see the rewarded video works. (We don't know why Admob does this)

11. How to check if my puzzles are valid?

You have a lot of puzzles and don't know if they are valid or not. Because if they aren't, the game can't load the puzzle. We have a tool to help you check it. Check out this video guide: <https://www.youtube.com/watch?v=MYOxOUn3QX4>

12. Why is my number of questions in a puzzle limited?

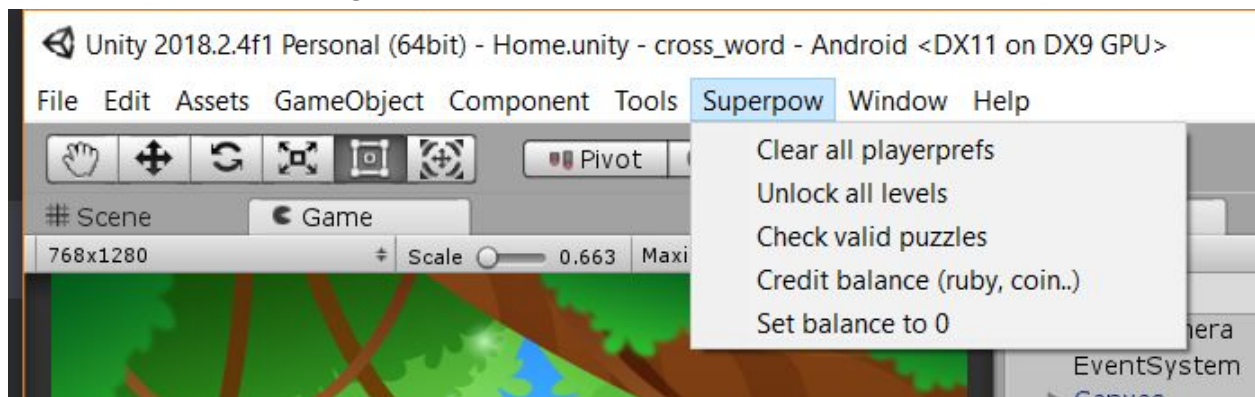
We avoid too many questions in a puzzle for some reasons. If you don't want to limit it, please go to "Edit Game Settings" and set the "Max Questions in Puzzle" to 1000 (currently it is 15).

13. How to reskin the game?

To reskin the game, you need to replace the current files with your new files. To do it, you need to name your new files the same with the current ones. Then copy and paste them (to replace or override). We do this in Windows Explorer (Windows) or Finder (Mac OS), not in Unity.

- Musics are located in Assets/Musics folder
- Images are located in Assets/Sprites folder, your new images should be the same sizes with the current ones. If they are not, you need some Unity knowledge to deal with the advanced reskin.

14. Use this for testing



15. Contact us

If you have any questions, do not hesitate to contact me via
Skype: [phuongdong0702](#) (use this if you want to get fastest response)
Email: phuongdong0702@gmail.com