

Move The Block Documentation (v1.0)



Thank you anyone who boughts this package. Please feel free to ask me any question about **Move The Block**

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

Warning! We would recommended you to make a reskin for prevent problems with Google play. They don't like many the same games

1. Overview

Move The Block game template 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 , start to gain experience in promoting your game and earning money.

2. Requirement

- Unity **2022.3.16f1** or higher
- The template works best with the version used by our developers (Unity **2022.3.16f1**). 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 a project

- Open Unity **2022.3.16f1** , click "Open project" → Choose "MoveTheBlock_v1.0" folder → Wait until the import process complete.

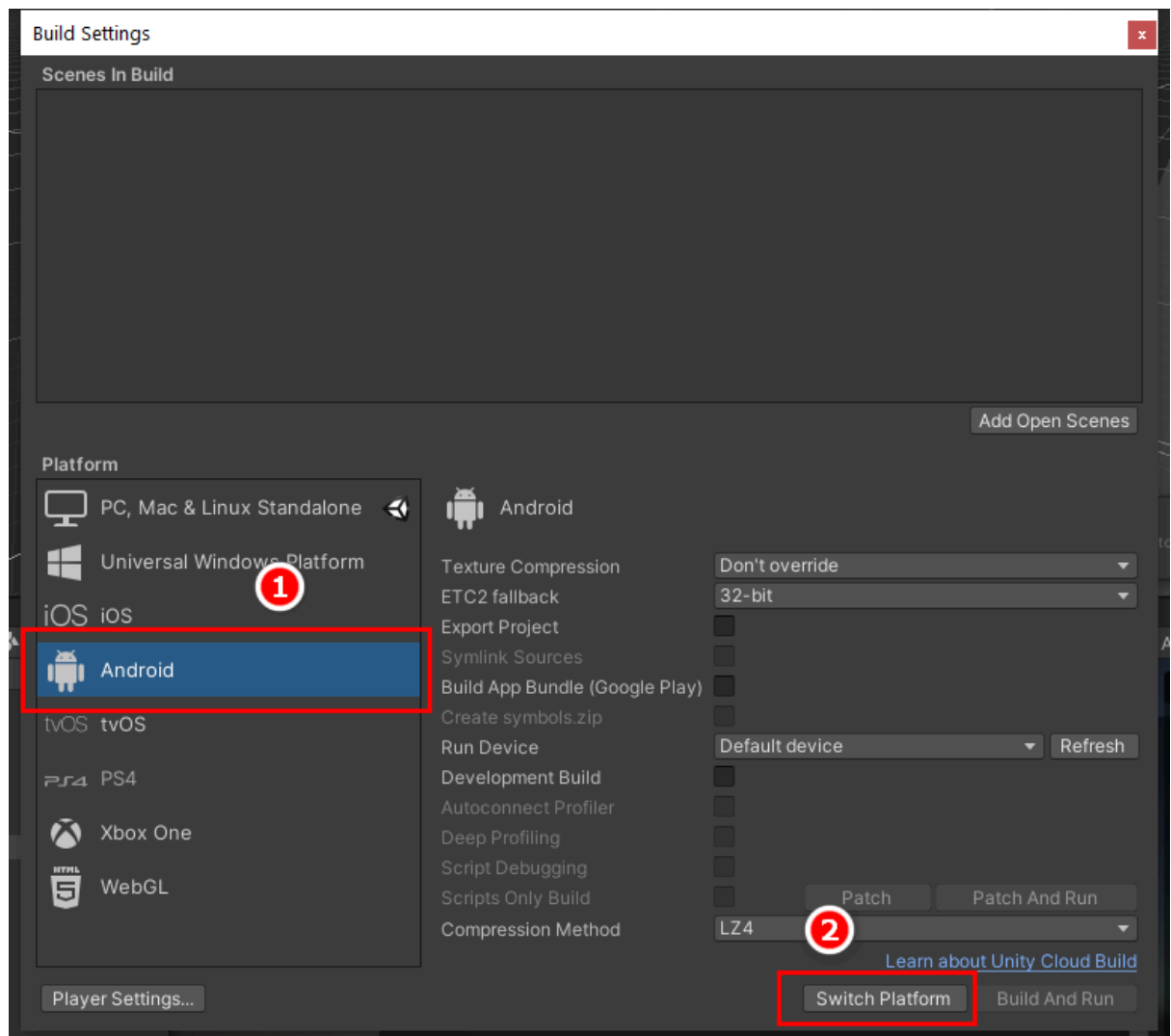
- Double click on **Game** in Assets/MoveTheBlock/Scenes folder → click Play button.

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

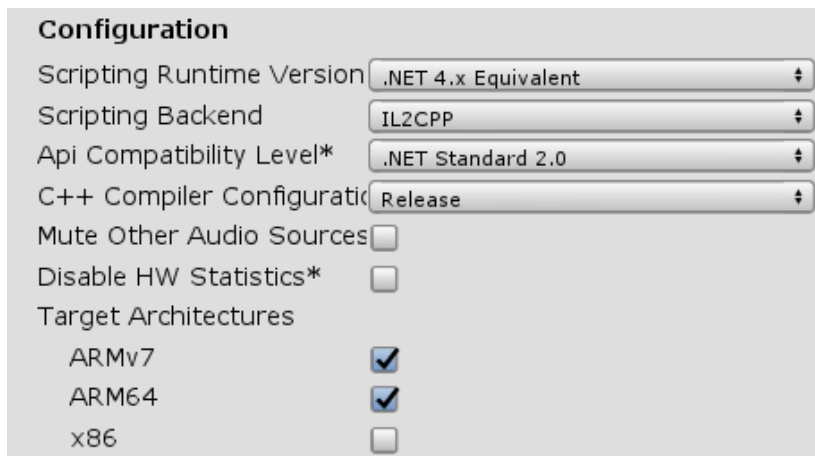
Refer tutorial :

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

- Click File/Build Settings : Choose Add Open Scenes, Android Platform -> Click Switch Platform and wait until the import process completes.



- Go to Player Settings and look at the Configuration section:



- Scripting backend: Set to IL2CPP
- Uncheck x86

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.

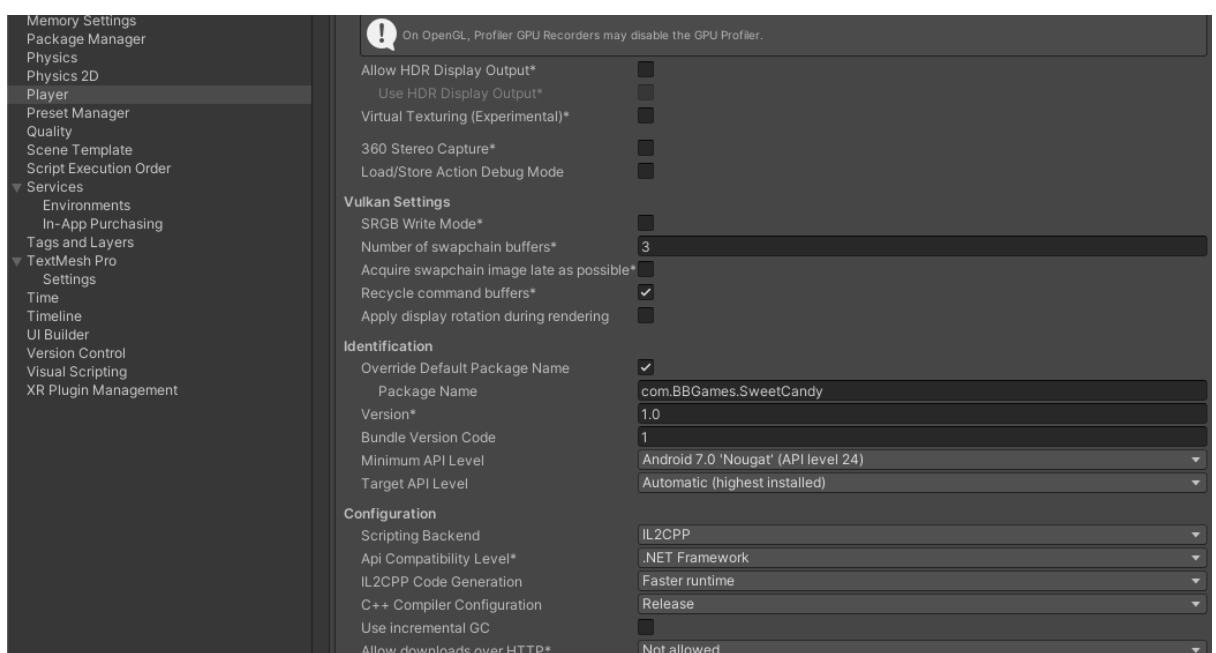
If you succeed to build an empty project and still encounter error when building my project, then:

- Use the same Unity version with us (Unity **2022.3.16f1**)
- Feel free to contact us

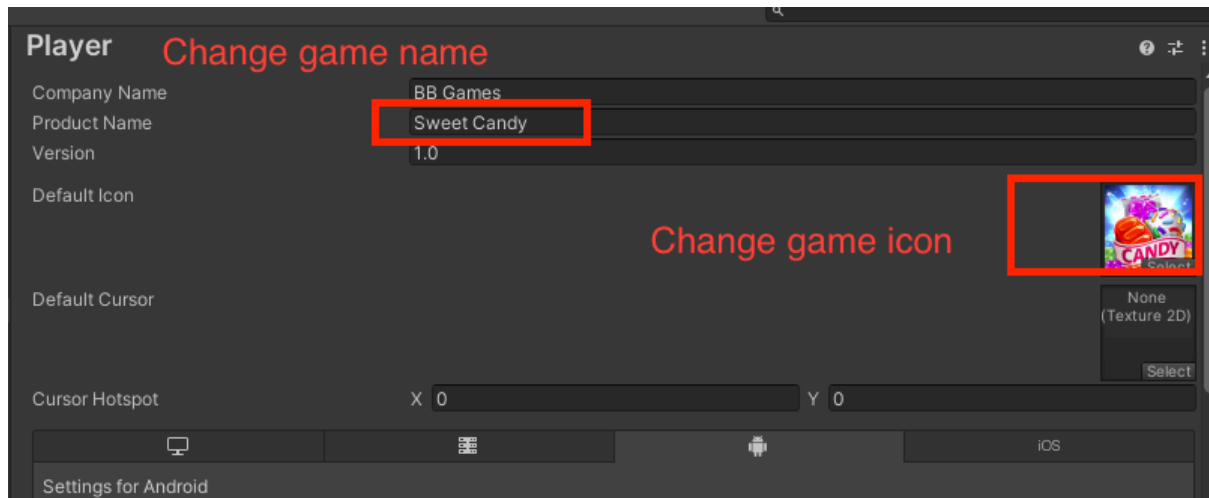
5. How to change package name

- **Change Package name**

Click File/Build Settings : Choose Player Settings . On the Inspector panel, click Other Settings. And edit your Package Name



- Change game name ,icon



6. How to CONFIG(Admob)

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

Change your Admob id and click **Save**

Advertisement Settings

Debug Mode ☐

Enable visual scripting support:

Playmaker ☐

Unity Visual Scripting ☐

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

Android Admob

[Download Admob SDK](#)

Test Mode ☐

Test Device ID

App ID

Banner ID

MRec ID

Interstitial ID

Rewarded Video ID

Rewarded Interstitial ID

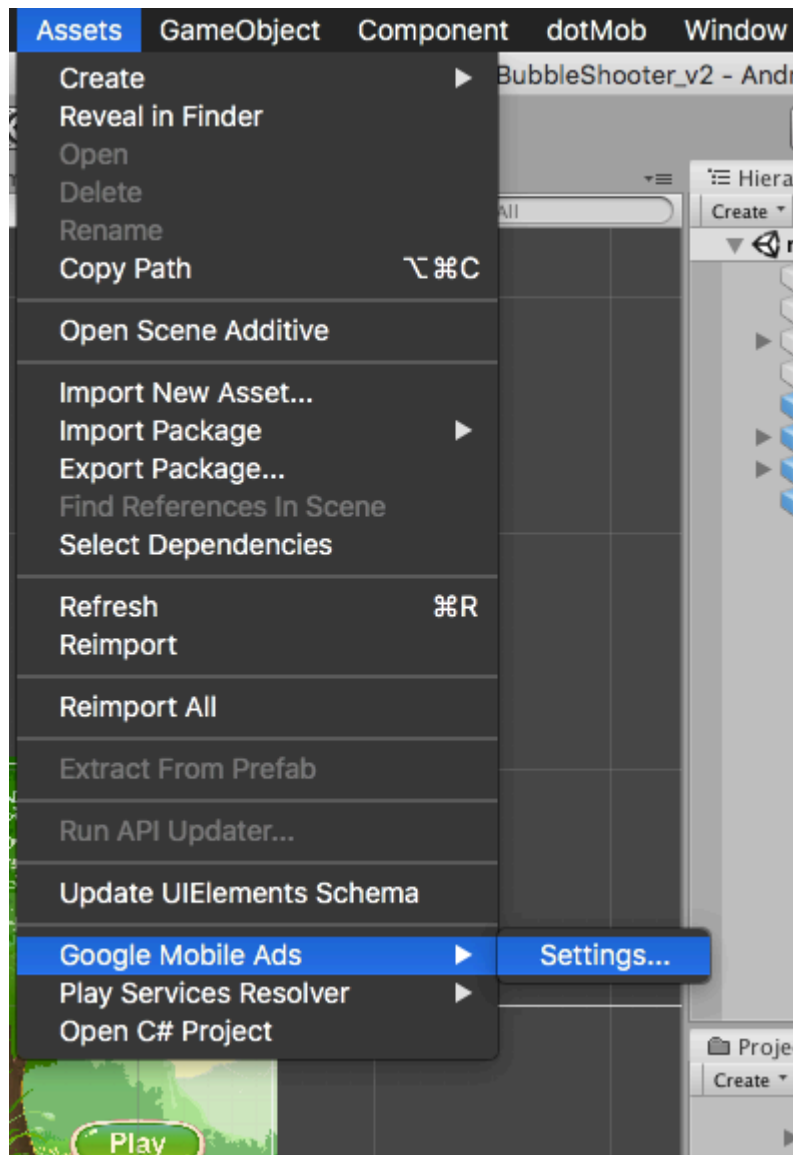
App Open ID

Directed for children ☐

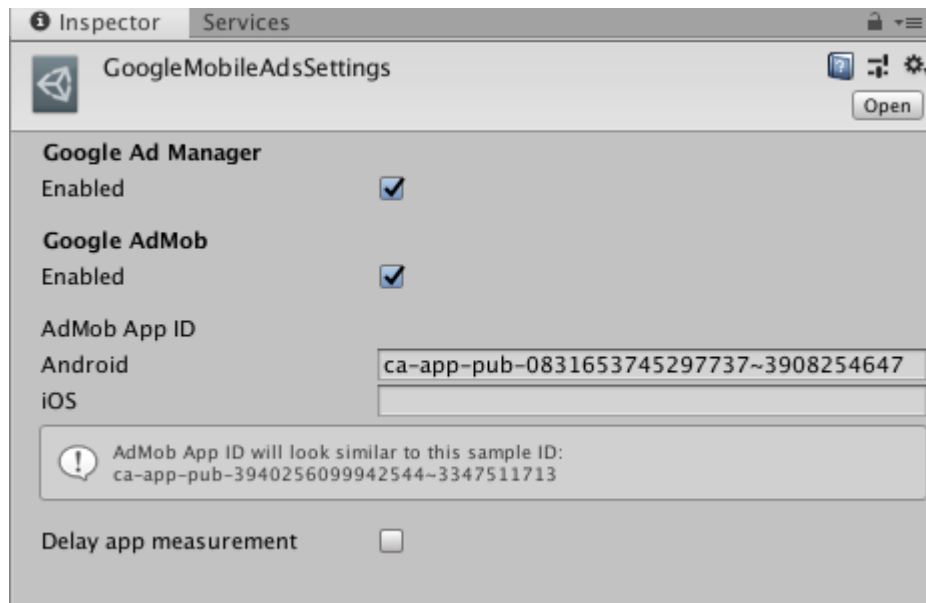
iOS None

[Save](#)

- Click Menu Assets/Google Mobile Ads

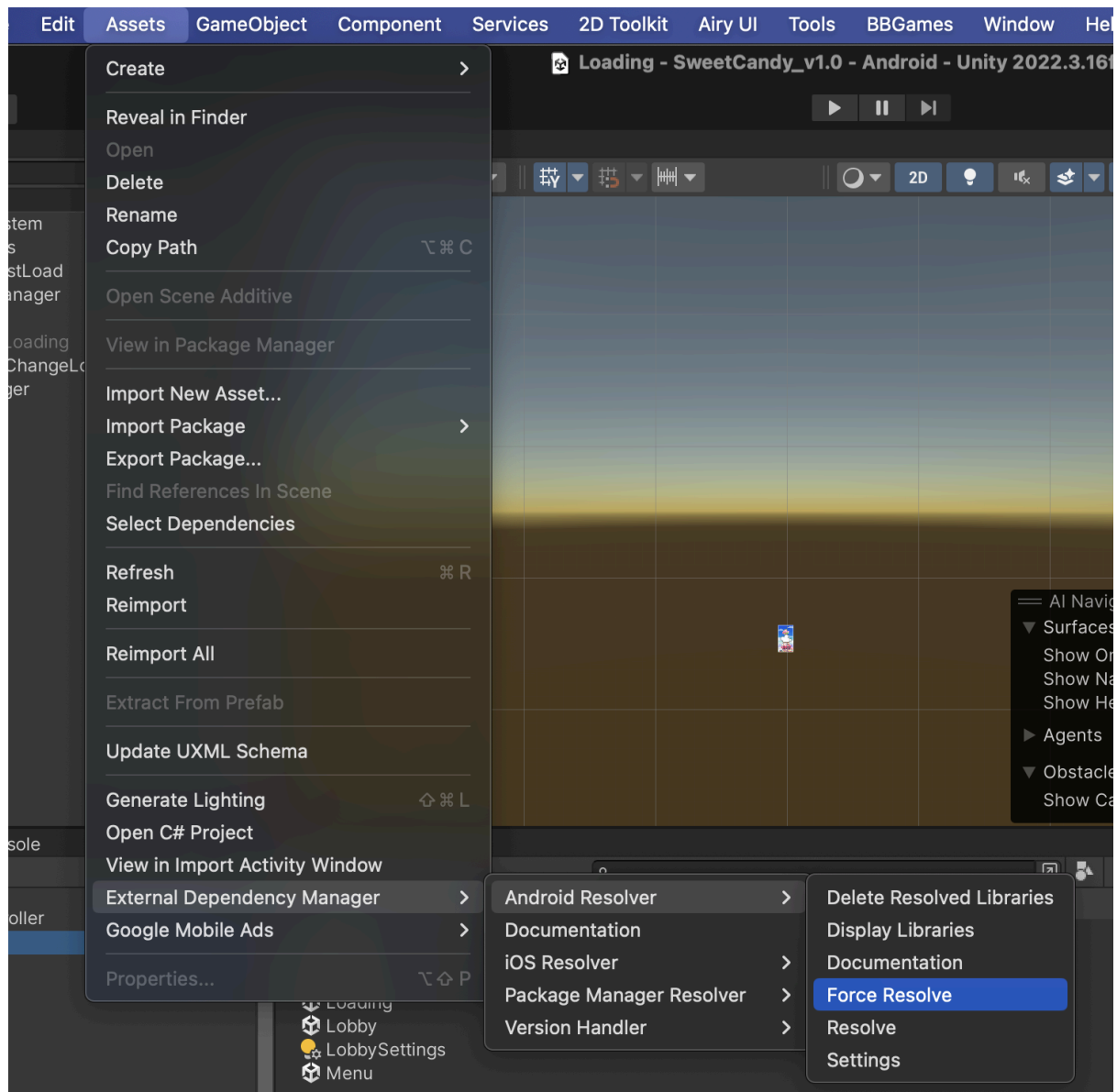


Change your Admob App ID



Preparing for build

Before building make sure to Force Resolve your Android dependencies.



7. How to reskin

Almost all graphics located in the folder **Assets/Movetheblock/Images**. You need just replace your art in this folders, keep the same name, same size in PNG format

9. How to Reset Game

Click menu **BBGames/Clear Playprefs** to reset game

10. Contact us

If you have any questions, do not hesitate to contact me via
Email: bimbimnetstudio@gmail.com