**Stickman Integration guide**

**Game Description**

Addictive beat'em'up game with hardcore and realistic physics gameplay. Simple controls you can perform amazing stunts and blows to defeat your opponents.

Features:

- amazing skill

- realistic physics

- 13 campaigns addictive

- graphics and soundtrack

- hardcore gameplay for gamers

WHAT NEW?

- Add more booster

- More game modes, more map, more level gameplay

- More weapon, add new stickman

- Get gold every day and Bonus video

HOW TO PLAY:

- Using booster heath, strength, dead to help your stickman

- Driver control simple 8 move direction

**Features and Requirements**

* Made in Unity 5.4.3f1 version, that means same code can be targetted to many platforms specially **iTunes** and **GooglePlay.**
* Have 12 mode single with > 100 levels
* Have 2 mode versus
* Endless mode
* Game play: kill all enemies and win!
* Ads SDK: Admob, Unity Ads.
* Game have no "SpriteSheets" and uses simple individual .png files, just replace them thats it.
* Social Integrated Sharing.
* Leaderboard HighStar and BestKiller

**Create new stickman, new level, new mode**

**part 1:**

[**https://www.youtube.com/watch?v=eFvKoG3i2B4**](https://www.youtube.com/watch?v=eFvKoG3i2B4)

part 2:

[**https://www.youtube.com/watch?v=nh6XCvIbd4I**](https://www.youtube.com/watch?v=nh6XCvIbd4I)

**Reskin UI and Setup game**

[**https://www.youtube.com/watch?v=0wwyXNiZqwU**](https://www.youtube.com/watch?v=0wwyXNiZqwU)

**Integrate IAP**

[**https://www.youtube.com/watch?v=oOCYf8vx06Q**](https://www.youtube.com/watch?v=oOCYf8vx06Q)

**Integare Admob, Unity ADS, Leaderboard**

[**https://www.youtube.com/watch?v=yq09aI\_IZYw**](https://www.youtube.com/watch?v=yq09aI_IZYw)

**Change sound and music**

[**https://www.youtube.com/watch?v=mhkXO5uxS4s**](https://www.youtube.com/watch?v=mhkXO5uxS4s)

**Change linkrate and share Fb**

- Step 1: Open script StartManager(Assets -> Scripts -> StartManager).

- Step 2: paste your link game



**Admob Integration(For IOS and Android)**

- Step 1: Open script AdsController(Assets -> Scripts -> AdsController). 

* Step 2: Fill your "banner" admob id and "fullbanner" admob id



**Unity Ads Integration**

- Step 1: Sign unity service by your account. Choose Window -> Services and use your account to sign in.

- Step 2: Link to your app in unity dashboard or create new app then turn on Ads service.



**Leaderboard Integration(For IOS)**

***-*** Step 1: Open script LeaderboardController. (Assets -> Sources -> Scripts -> LeaderboardController).



-Step 2: Replace your id in script LeaderboardController.cs



**\* Step 3: In Hierarchy Find GameOject "LeaderBoardAndroid" and delete it.**

**Leaderboard Integration(For Android)**

- Step 1: Replace your Id (step 1 and step 2 in Leaderboard Integration for IOS).

- Step 2: Setting Play Game Service



* Step 2: Paste in the Android Resource from the Play Console and click setup
* click setup



**\* Step 3: In Hierarchy Find GameOject "LeaderBoardIOS" and delete it.**

If you do not know how to get Android Resource, please see the instructions here:

<https://unionassets.com/android-native-plugin/get-playservice-settings-resources-284>.

**In-App Integration**

- Step 1: Open script Purchaser.cs (Assets -> Scripts -> Purchaser).

- Step 2: Replace your id In-app in Purchaser.cs



- Step 3: In Hierarchy Find Gameobject "InAppManager"



Replace Coins and Prices in your game.

if Build IOS

How to create In-App Purchase Products:

<https://developer.apple.com/library/content/documentation/LanguagesUtilities/Conceptual/iTunesConnectInAppPurchase_Guide/Chapters/CreatingInAppPurchaseProducts.html>

if Build Android

setup your key InApp in:



Integrating Unity IAP In Your Game

<https://unity3d.com/learn/tutorials/topics/ads-analytics/integrating-unity-iap-your-game>

Contact me: [victorvaldes.dev@gmail.com](mailto:experiencegaming2511@gmail.com)

Sorry for my English!

Thank you!