

Block Puzzle Documentation

(v1.0)

1. Overview

Block Puzzle is a simple and addictive classic game. The goal is to drop blocks in order to create and destroy full lines on the screen horizontally .

This game helps you reduce time to build a similar game. We are working hard to make more levels and update them in the next versions.

2. Requirement

Unity 5.5.3 or above.

3. Features

Game:

- 2 modes: Classic and Challenge.
- 60 well-made levels in challenge mode.
- Source code is clean and professional.
- Easy to build on multiple platforms.

Plugin:

- Admob integrated
- In-app purchase integrated (Android, IOS, Windows Phone, Windows Store, Amazon, Mac)

4. Import project

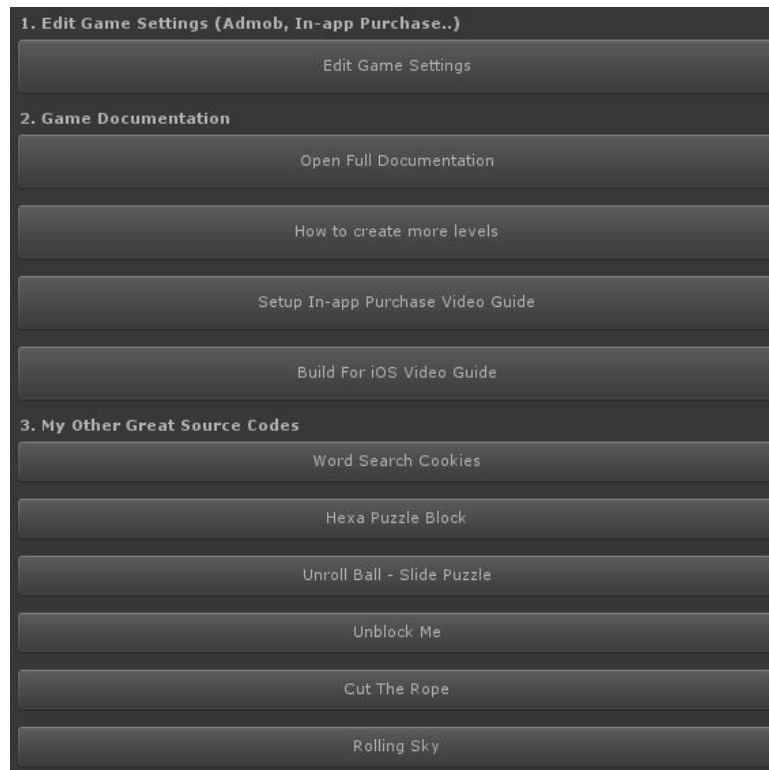
Open Unity 5.5.3 or higher, click "Open project" -> Choose "Word_Chef" folder.

Wait until the import process complete.

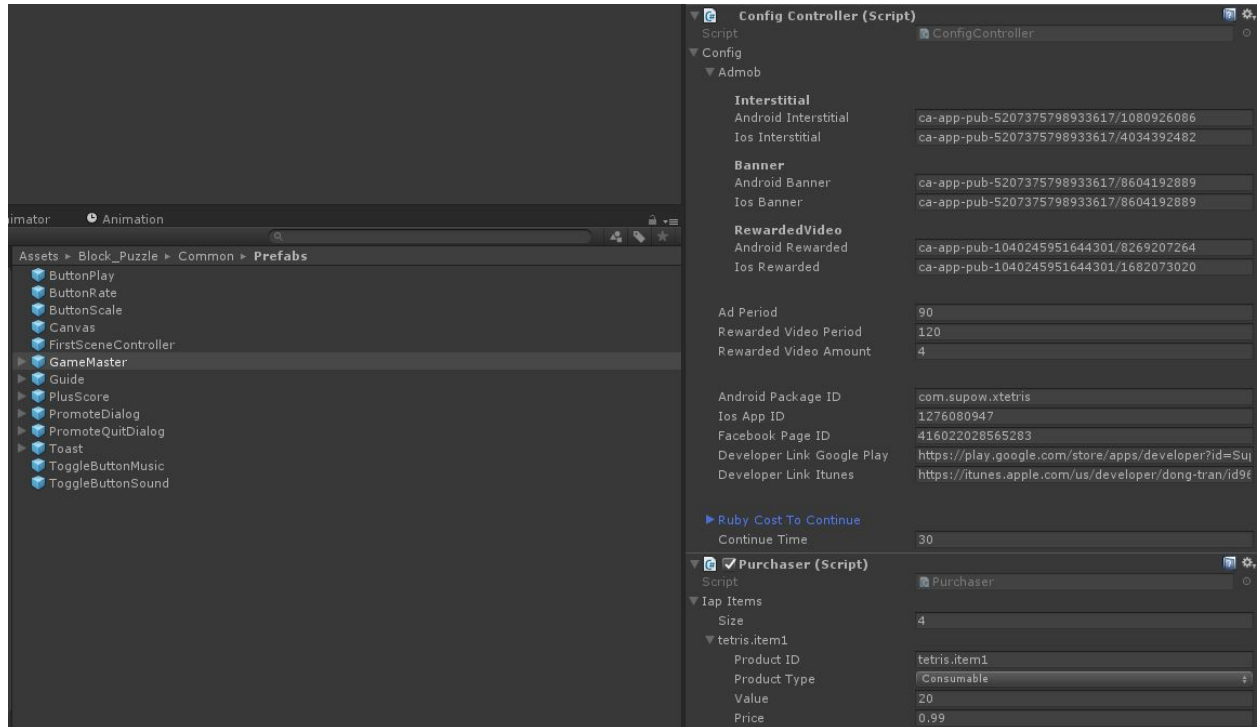
Important: Sometimes after opening the project in the first time, Unity has a bug that it miss some references. If you start the game and you can't hear music, you have to restart Unity. Restarting Unity solves the problem.

5. Configuration

Open Home scene in Assets/Block_Puzzle/_Scenes folder → Select Read_Meeee object to go over some important stuffs:



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



6. How to set up in-app purchase.

Below is the video guide for setting up in-app purchase (link to your unity account) for Word Chef game but it can apply for our games. You just need to get the idea :)

<https://www.youtube.com/watch?v=LFuKHmFeR9g>

In-app purchase ids:

- tetris.item1
- tetris.item2
- tetris.item3
- tetris.item4

Please keep in mind that you can change those above ids whatever you want but it needs to be identical with the ones you register on the stores (Google Play, iTunes ..)

In-app purchase only works in your device (Android, iPhone ..) **after** you publish the game.

7. How to make more levels.

<https://www.youtube.com/watch?v=Ro8BmDJLA3k>

7. How to build for iOS.

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

Google Mobile Ads SDK version 7.21.0:

https://drive.google.com/open?id=0B_WMAEuaDS4Ca0gzbERMV25LWmc

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/b573NVs0X0>
- Remember to set “**Enable Modules**” to Yes and “**Enable Bitcode**” to No in Xcode Build Settings tab.

8. Unlock all levels for testing.

You can do it by going to menu Superpow → Unlock all levels

9. Contact us

If you have any questions, do not hesitate to contact me via

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Email: phuongdong0702@gmail.com