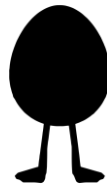




## · BITBOYS 3D ENDLESS RUNNER SYSTEM ·

### USER GUIDE:

Thank you for trusting Bitboys and many thanks for purchasing your 3ERS license.  
3ERS is the perfect system to learn how to make a real good game for mobile devices.  
It includes all what you need to integrate things like Rewarded Timed Video Ads,  
In App Purchases and many other cool things.



### · INDEX ·

#### 1 · Unity ADS Setup

Steps to follow before start using Unity Ads in the project.

#### 2 · In App Purchases (IAP) Setup

Steps to follow to can use In App Purchases in your project.

#### 3 · System Operation

Understand the functioning of the system.



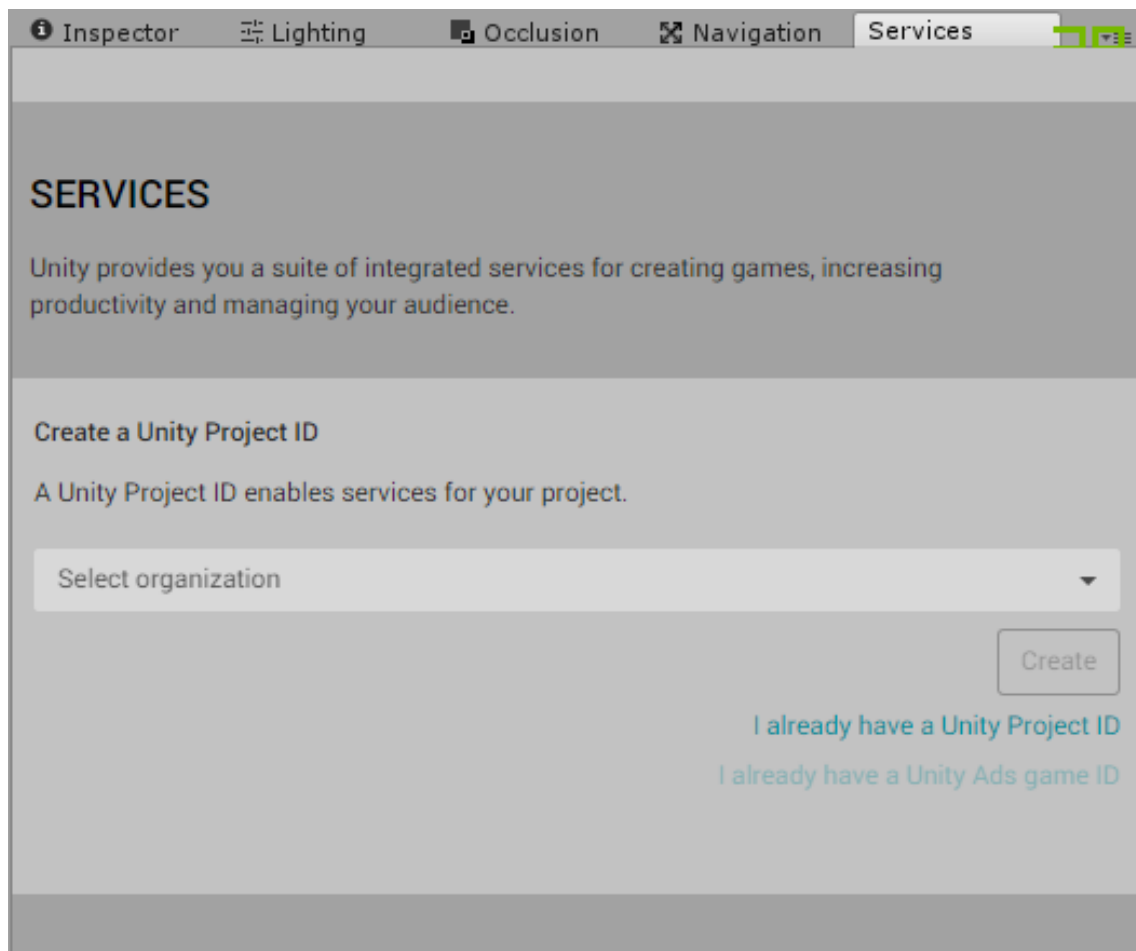
## 1 · Unity ADS Setup:

In order to publish your project you must first set up some things that are personal and necessary to be able to use the project at 100%.

In this section you will learn how to configure the Amazing Unity Ads system in a few steps.

Open the *Services* tab in the editor. You can usually find the tab above the **Inspector** panel. If not, select **Window / Services** from the main menu.

Here's what you should see:



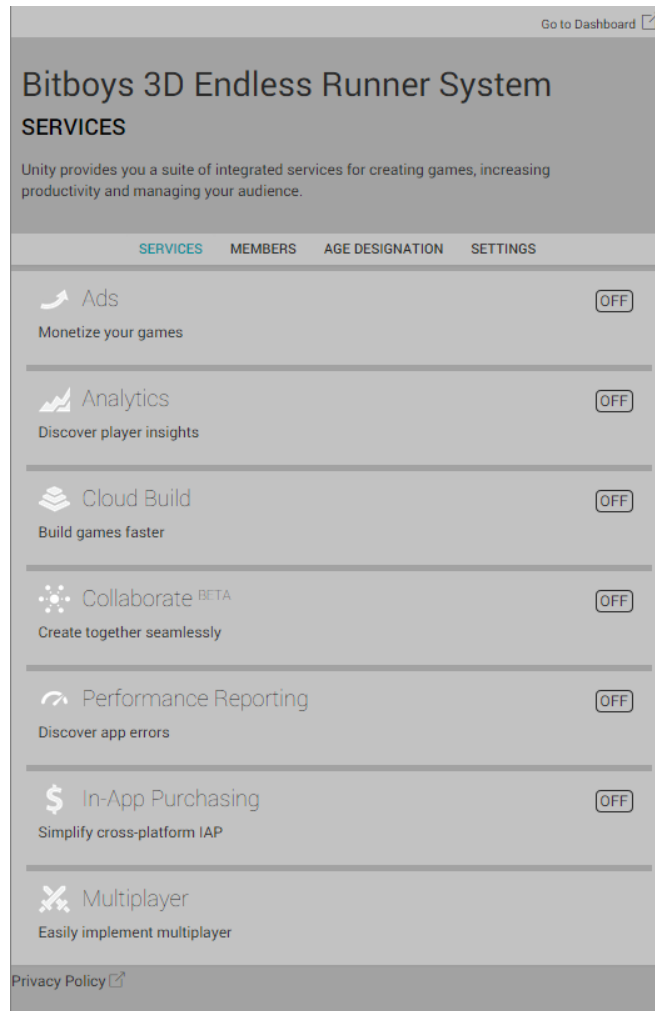
**Note: If you are not yet signed into your Unity account in the editor, you'll need to do that first in order to add the Ads Service.**

You'll now link the project to your own Unity organization.

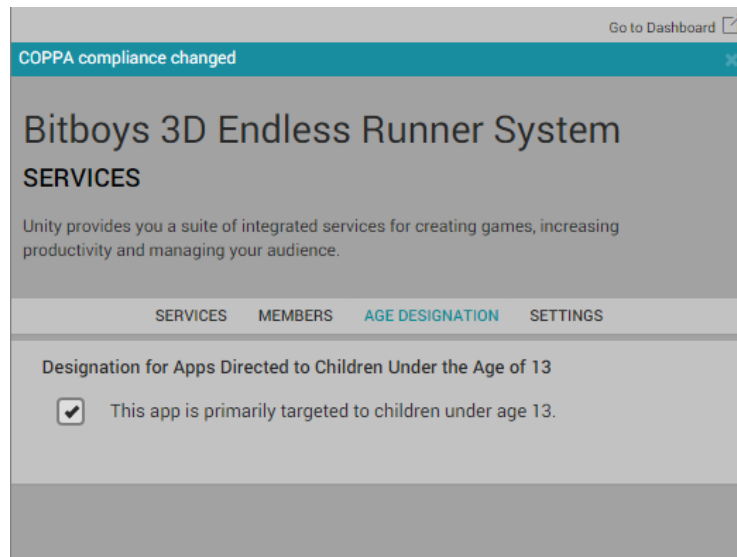
- Click "New Link"
- Select your organization name in the drop-down.
- Click "Create"

Now to create a *Unity Project ID* for the game under your organization name.

- Click the toggle on the top right to enable Unity Ads.
- Ensure the slider is in the “**on**” position.
- Choose the appropriate “**Designation for Apps Directed to Children option.**”
- Click on **Save Changes**.

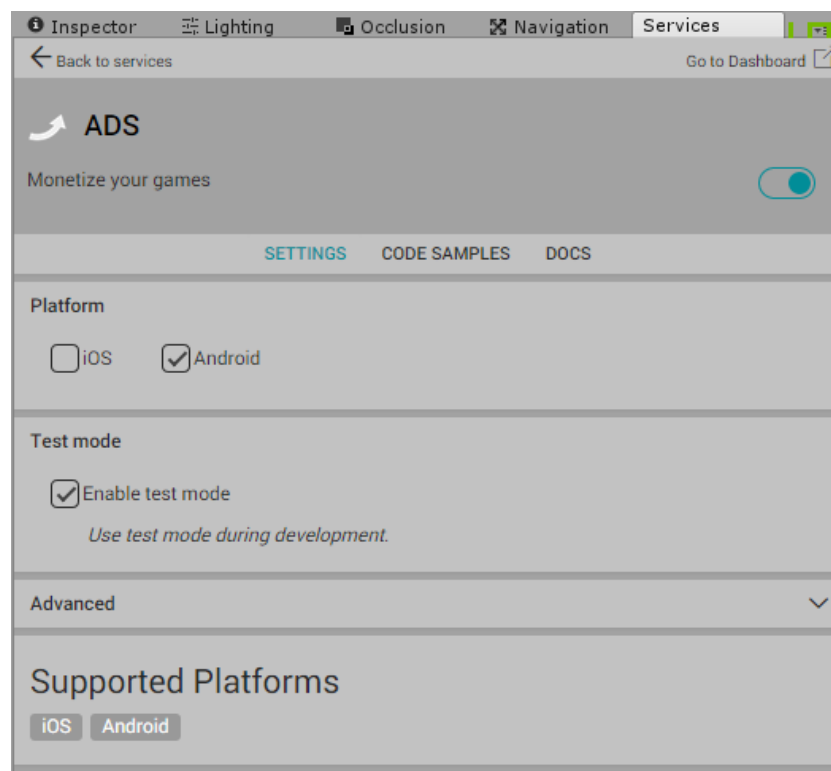


**Note: The game is intended for gamers over the age of 13, so the second option is appropriate here.**

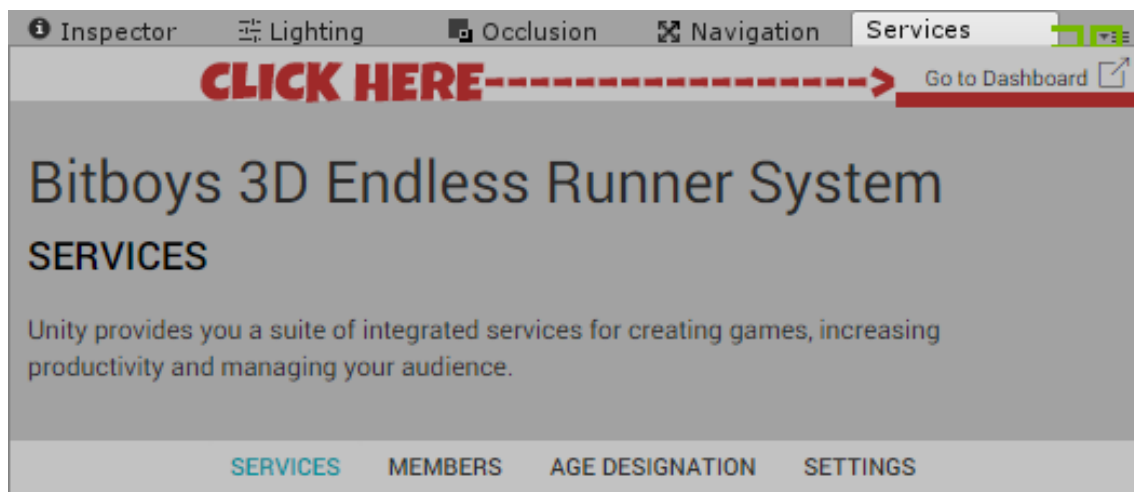


Expand the **Advanced Settings** section on the **Unity Ads Services** tab.

Note the two game IDs created for your game. These are used when Unity Ads initializes within the game, and are specific to the mobile platform the game is running on.



In the Unity Editor Services window, click **Go to Dashboard**. This will open your web browser and sign you into your Unity Services dashboard. Where you end up depends on how long ago you created your account. You'll either go to the **Unity Ads** or the **Unity Services dashboard**. If you end up on the services dashboard, just click the link for **Unity Ads**.






You should see your project listed on your Unity Ads Dashboard page.

Bitboys

[Projects](#) [Statistics](#) [Test devices](#) [API keys](#) [Invoicing](#)

[Last day](#) [Last 7 days](#) [Last 30 days](#)

N/A Earnings	N/A Impressions	N/A Fill Rate
-----------------	--------------------	------------------

PROJECT	PROJECT ID	PLATFORMS
 Bitboys 3D Endless Runner System	65c0083e-dd8f-4675-ae79-4f33d7d3a984	 

[+ Add new project](#)

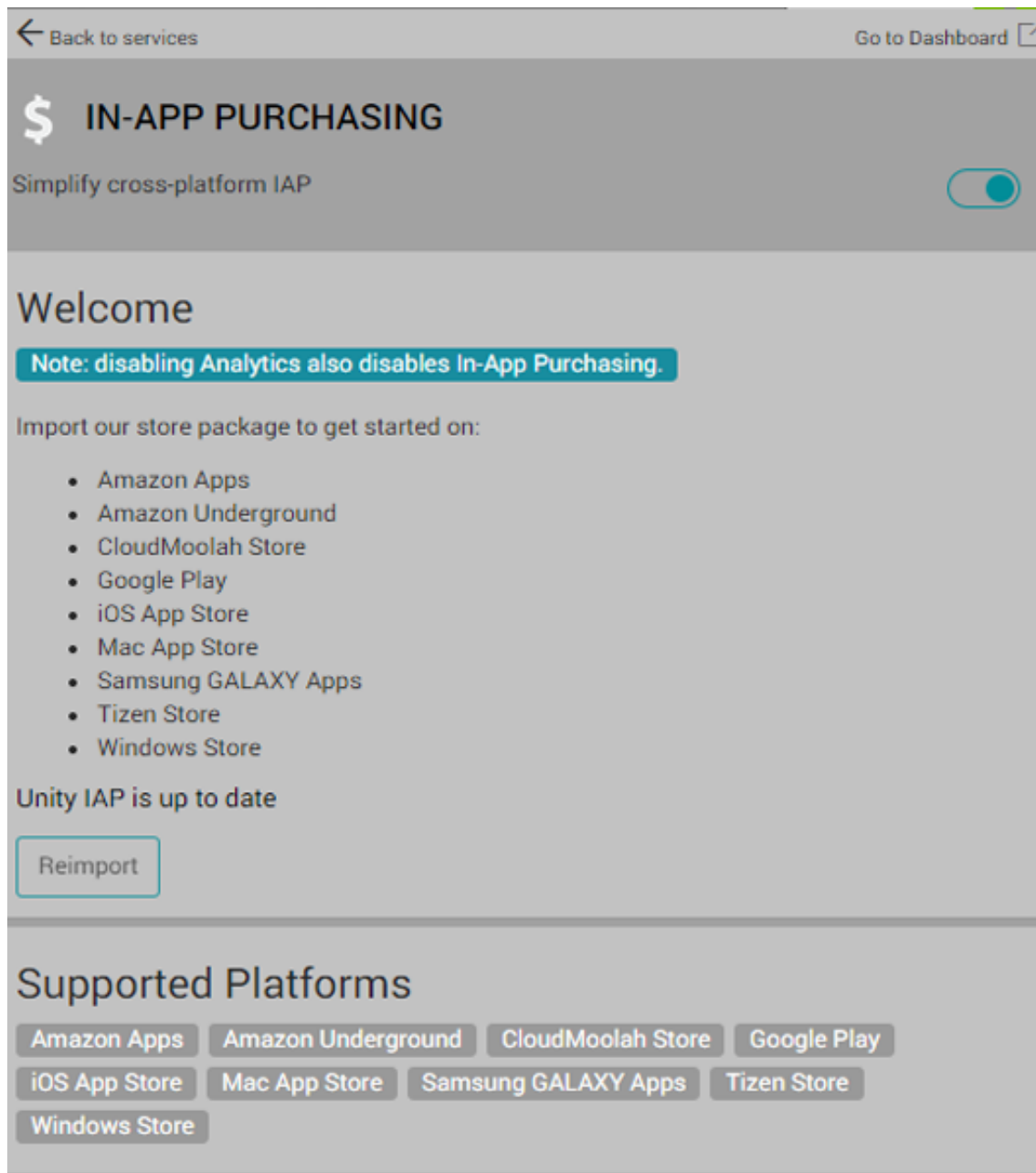
And these the steps that you will have to follow to get your Unity Ads working  
On your project.

**Note: Is very important to create your own ID and Game project Name  
to start using Unity Ads Correctly.**

## 2 · In App Purchases (IAP) Setup

In this section you will learn how to configure the In App Purchases to can use the buy button on the Game Over Scene.

Go to the **Unity Services** tab in the Unity Editor and enable **In App Purchases** for your project.



**NOTE: To can use In App purchases in your project you will need to make a build (APK) of your project and create the project in GOOGLE PLAY.**

**Also you will need a Goole Play Developer Account.**

**There are some good tutorials on the internet about how to make this step.**

In this section you will learn how to configure the In App Purchases to can use the buy button on the Game Over Scene.

After make a build of your project you will need to go to your Google Play Developer Console and create a New project.

The screenshot shows the Google Play Developer Console interface. At the top, there's a header with the Google Play logo and a search bar. Below the header, a sidebar on the left contains navigation links: 'Tus aplicaciones', 'Servicios de juegos', 'Gestión de pedidos', 'Informes', 'Configuración', and 'Alertas'. The main content area is titled 'TUS APLICACIONES' and features a 'Filtrar' button. Below this is a table with columns 'NOMBRE DE LA APLICACIÓN', 'PRECIO', and 'INSTALACIONES'. The table lists four applications with their respective icons, names, prices, and installation counts. At the bottom of the console, there's a prominent red banner that says 'CLICK HERE TO CREATE A NEW PROJECT' with a dashed arrow pointing to a blue button labeled '+ Crear una aplicación'. Below the banner, there's a 'Página 1 de 1' indicator and a table with columns 'ERRORES Y ANRS', 'ÚLTIMA ACTUALIZACIÓN', and 'ESTADO'.

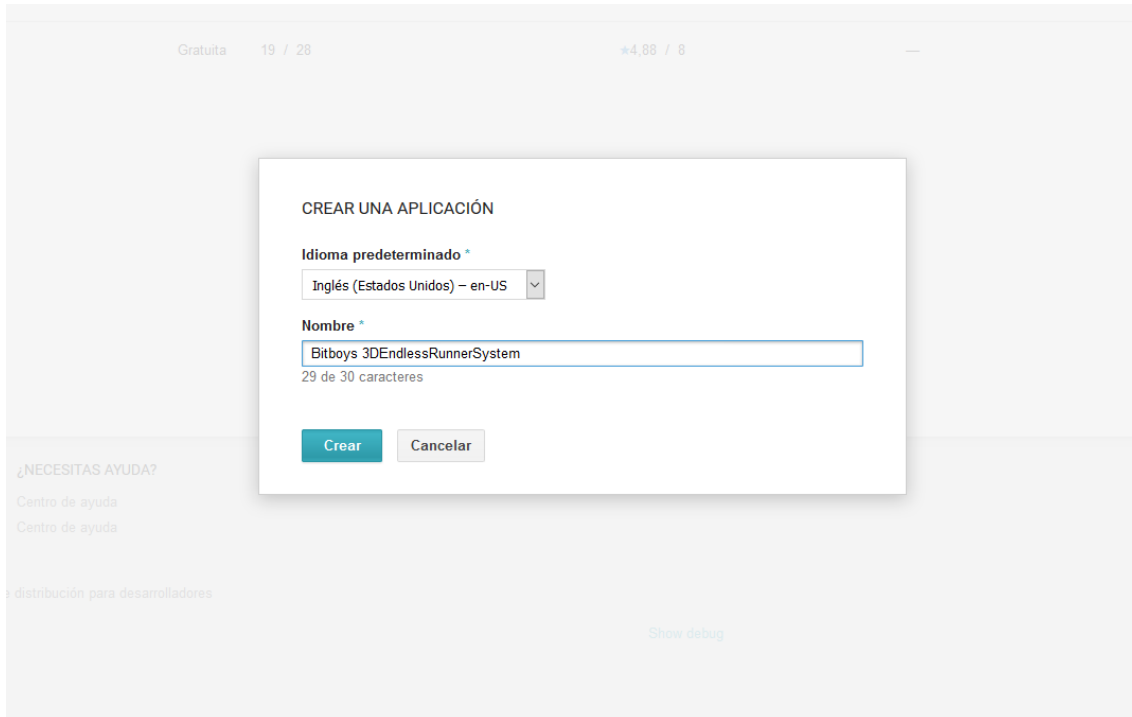
NOMBRE DE LA APLICACIÓN	PRECIO	INSTALACIONES
App 1	0.99	1.2K
App 2	1.99	2.1K
App 3	2.99	3.5K
App 4	3.99	4.8K

**CLICK HERE TO CREATE A NEW PROJECT** → [+ Crear una aplicación](#)

Página 1 de 1

ERRORES Y ANRS	ÚLTIMA ACTUALIZACIÓN	ESTADO

Next, write the name of your project and click on “Create”

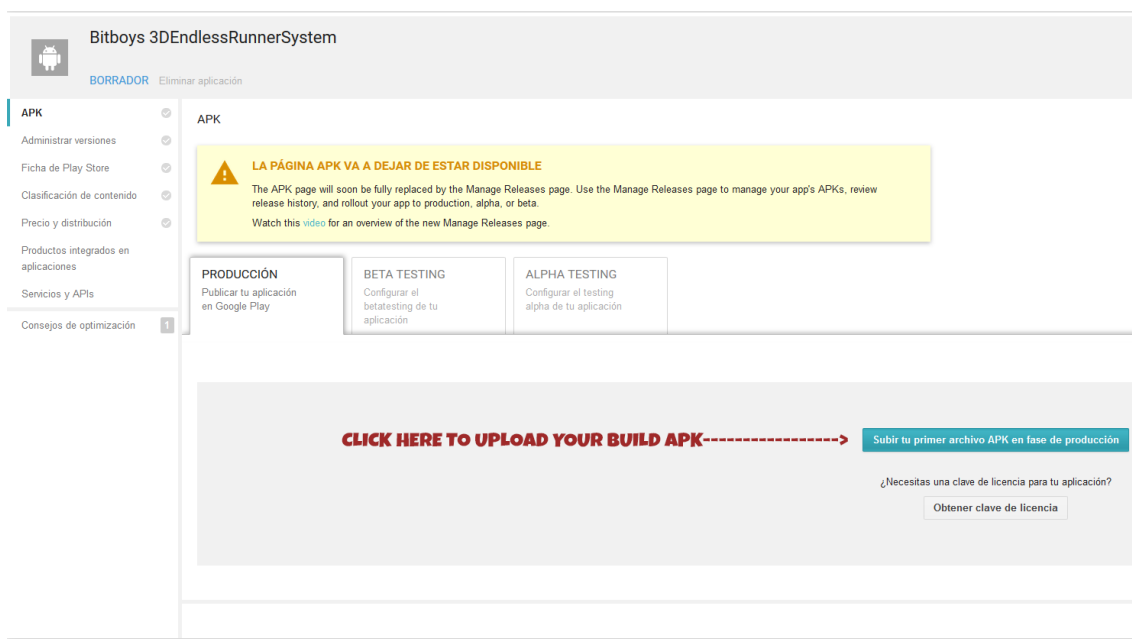


The screenshot shows a modal dialog titled "CREAR UNA APLICACIÓN" (Create an application) in the Google Play Developer Console. The dialog has a white background and a subtle shadow. It contains the following elements:

- Idioma predeterminado \***: A dropdown menu showing "Inglés (Estados Unidos) – en-US".
- Nombre \***: A text input field containing "Bitboys 3DEndlessRunnerSystem". Below the field, it says "29 de 30 caracteres".
- Buttons**: Two buttons at the bottom: "Crear" (Create) in a blue box and "Cancelar" (Cancel) in a light gray box.

In the background, parts of the console interface are visible, including a top bar with "Gratuita", "19 / 28", and "4,88 / 8", and a sidebar with links like "¿NECESITAS AYUDA?", "Centro de ayuda", and "distribución para desarrolladores".

The next step is going to the “APK” tab under the Google Play Developer Console and select “Upload new production APK”



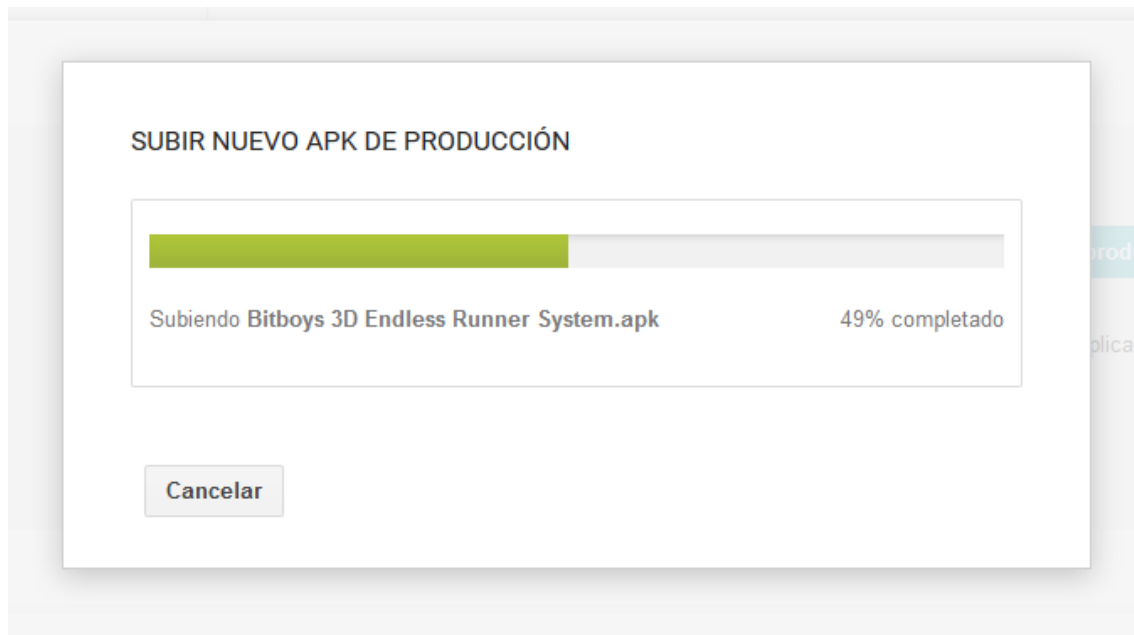
The screenshot shows the "APK" tab in the Google Play Developer Console for the project "Bitboys 3DEndlessRunnerSystem". The interface includes a sidebar on the left with navigation links: "APK", "Administrar versiones", "Ficha de Play Store", "Clasificación de contenido", "Precio y distribución", "Productos integrados en aplicaciones", "Servicios y APIs", and "Consejos de optimización".

The main content area has a header with the project name and an Android icon. Below the header, there's a section titled "APK" with a yellow warning box that says: "LA PÁGINA APK VA A DEJAR DE ESTAR DISPONIBLE" (The APK page is about to be discontinued). The warning text explains that the page will be replaced by the "Manage Releases" page and provides a link to a video for more information.

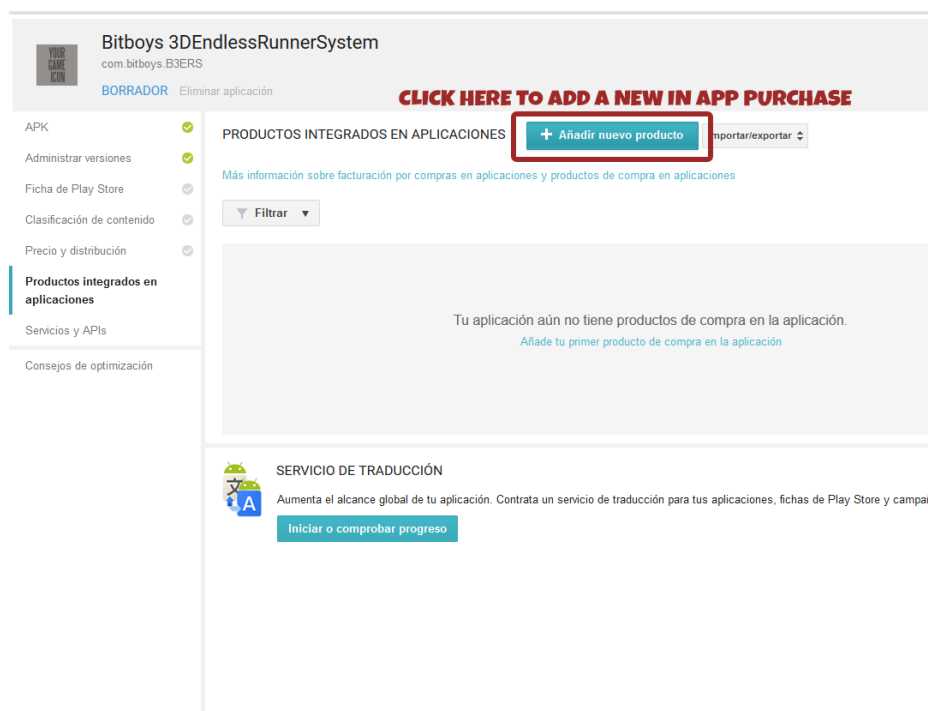
Below the warning box, there are three tabs: "PRODUCCIÓN" (Production), "BETA TESTING", and "ALPHA TESTING". The "PRODUCCIÓN" tab is active, showing the option "Publicar tu aplicación en Google Play".

At the bottom, there's a large section with a red button that says "CLICK HERE TO UPLOAD YOUR BUILD APK" and a blue button that says "Subir tu primer archivo APK en fase de producción" (Upload your first APK file in production phase). Below these buttons, there's a link to "Obtener clave de licencia" (Get license key).



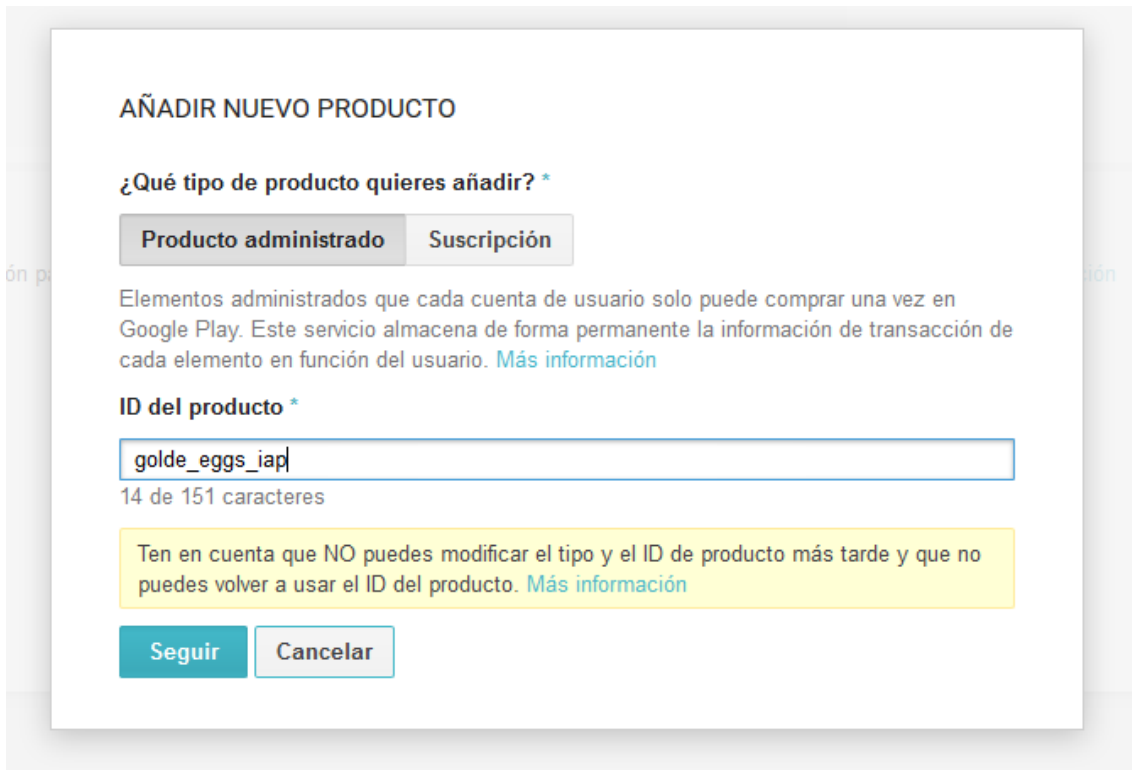


When your Apk have finished uploading, go to the window In App Products and click on Add new product.



**NOTE: To can setup your first In App purchases in Google Play Developer Console, first you need to create and set up your own Google Merchant Account.**

Once you click on the Add New In product button, you will need to click on the **MANAGED PRODUCT** button and name your product with a **ID**, this ID will be used later in our project to connect the Google IAP product with our script.



The screenshot shows a modal window titled "AÑADIR NUEVO PRODUCTO". It asks "¿Qué tipo de producto quieres añadir? \*" (What type of product do you want to add?). There are two tabs: "Producto administrado" (selected) and "Suscripción". Below the tabs, it explains that managed products can only be purchased once per user and that transaction information is stored permanently. A text input field for the "ID del producto \*" contains "golde\_eggs\_iap" and shows "14 de 151 caracteres". A yellow warning box states that the product type and ID cannot be changed later. At the bottom are "Seguir" and "Cancelar" buttons.

**AÑADIR NUEVO PRODUCTO**

¿Qué tipo de producto quieres añadir? \*

**Producto administrado**    **Suscripción**

Elementos administrados que cada cuenta de usuario solo puede comprar una vez en Google Play. Este servicio almacena de forma permanente la información de transacción de cada elemento en función del usuario. [Más información](#)

**ID del producto \***

golde\_eggs\_iap


14 de 151 caracteres

Ten en cuenta que NO puedes modificar el tipo y el ID de producto más tarde y que no puedes volver a usar el ID del producto. [Más información](#)

**Seguir**    **Cancelar**

Next you need to put some information about your IAP on the Google Play Developer Console.

- 1 - Create a name for your IAP.
- 2- Write a little description about your IAP
- 3 - And finally select a price for your In App Purchase.



Bitboys 3DEndlessRunnerSystem

com.bitboys.B3ERS

BORRADOR Eliminar aplicación

APK

✓

Administrar versiones

✓

Ficha de Play Store

✓

Clasificación de contenido

✓

Precio y distribución

✓

Productos integrados en aplicaciones

Servicios y APIs

Consejos de optimización

<

NUEVO PRODUCTO ADMINISTRADO - golde\_eggs\_iap

DETALLES DE PRODUCTO ADMINISTRADO

Para activar el producto integrado en la aplicación, debes rellenar los campos marcados con \*.

Inglés (Estados Unidos) - en-US

Añadir traducciones

Título \*

Inglés (Estados Unidos) - en-US

10 Eggs

8 de 55 caracteres

PUT THE IAP NAME HERE

Descripción \*

Inglés (Estados Unidos) - en-US

10 Eggs to can use in Bitboys 3D Endless Runner System

54 de 80 caracteres

A LITTLE DESCRIPTION OF THE PRODUCT HERE

PRECIOS

Plantilla de precios

Seleccionar plantilla de precios

Editar precios de plantilla

Desvincular plantilla

Una vez que este producto de compra en la aplicación esté activo, podrás enlazarlo con una plantilla de precios.

Precio

Añadir un precio

AND CLICK ON "ADD A PRICE" TO PUT A PRICE FOR YOUR IAP

Precios locales

La lista anterior solo incluye países con una moneda local. Puedes consultar la lista completa de países en los que se distribuyen tu aplicación y los productos integrados en la misma en la página Precios y distribución.

After that, click on save button to save your product changes.

<div> <div>APK</div> <div>✓</div> </div> <div> <div>Administrar versiones</div> <div>✓</div> </div> <div> <div>Ficha de Play Store</div> <div>✓</div> </div> <div> <div>Clasificación de contenido</div> <div>✓</div> </div> <div> <div>Precio y distribución</div> <div>✓</div> </div> <div> <div>Productos integrados en aplicaciones</div> <div></div> </div> <div> <div>Servicios y APIs</div> <div></div> </div> <div> <div>Consejos de optimización</div> <div></div> </div>	<div> <div>PRODUCTOS INTEGRADOS EN APLICACIONES</div> <div> <div>+ Añadir nuevo producto</div> <div>Importar/exportar</div> </div> </div> <div>Más información sobre facturación por compras en aplicaciones y productos de compra en aplicaciones</div> <div> <div>Filtrar</div> </div> <table> <tr> <th>▲ NOMBRE/ID</th><th>PRECIO</th></tr> <tr> <td>10 Eggs (golde_eggs_iap)</td><td>EUR 1,00</td></tr> </table>	▲ NOMBRE/ID	PRECIO	10 Eggs (golde_eggs_iap)	EUR 1,00
▲ NOMBRE/ID	PRECIO				
10 Eggs (golde_eggs_iap)	EUR 1,00				

In this way you have successfully created your IAP to use within your project in Unity.

The last stop before start using the IAP inside the project will be to ensure that the product is activated. Go to the **INACTIVE** tab and set it to **ACTIVATE**

Bitboys 3DEndlessRunnerSystem  
com.bitboys.B3ERS

BORRADOR Eliminar aplicación

Enviar actualización ¿Por qué no se puede publicar la aplicación?

APK

Administrar versiones

Ficha de Play Store

Clasificación de contenido

Precio y distribución

Productos integrados en aplicaciones

Servicios y APIs

Consejos de optimización

< 10 EGGS - gold\_eggs\_iap

**ACTIVATE IAP PRODUCT----->**

Guardado Inactivo

Activar

Eliminar

DETALLES DE PRODUCTO ADMINISTRADO

Para activar el producto integrado en la aplicación, debes rellenar los campos marcados con \*

Inglés (Estados Unidos) -- en-US Añadir traducciones

Título \*  
Inglés (Estados Unidos) -- en-US 10 Eggs  
8 de 55 caracteres

Descripción \*  
Inglés (Estados Unidos) -- en-US 10 Eggs to can use in Bitboys 3D Endless Runner System  
54 de 80 caracteres

PRECIOS

Plantilla de precios

Seleccionar plantilla de precios

Editar precios de la plantilla Desvincular plantilla

Crear plantilla

Crea una plantilla de precios a partir de los precios en los distintos países

Precio \* EUR 1.00 Editar

Los precios locales utilizan patrones de precios relevantes a nivel local y tipos de cambio válidos en la fecha en la que estableciste el precio. Puedes actualizar el precio manualmente para garantizar que el precio local refleje el último tipo de cambio.

Precios locales

La lista anterior solo incluye países con una moneda local. Puedes consultar la lista completa de países en los que se distribuyen tu aplicación y los productos integrados en la misma en la página Precios y distribución.

Finally you need to get back to your project in Unity and Open the "IAPManager.Cs" Script.

Go to the variable called "**public static string PRODUCT\_10\_GOLDEN\_EGGS**"

And in the string you need to write the same exactly name that you have used in the Google Play Developer console when you have created your IAP product.

In this demo case the string is "**golden\_eggs\_iap**"

```
1 using System;
2 using System.Collections.Generic;
3 using UnityEngine;
4 using UnityEngine.Purchasing;
5 // YOU BETTER RUN BY BITBOYS STUDIO.
6
7 //This script is a modified version of the Unity IAP documentation original.
8 public class IAPManager : MonoBehaviour, IStoreListener{
9
10     public static IAPManager Instance{set; get;}
11     private GoldEggCounter goldenEggs;
12     private IStoreController m_StoreController; // The Unity Purchasing system.
13     private IExtensionProvider m_StoreExtensionProvider; // The store-specific Purchasing subsystems
14     public static string PRODUCT_10_GOLDEN_EGGS = "golden_eggs_iap"; // Put here your Unity IAP product ID
15     //public static string kProductIDNonConsumable = "nonconsumable"; // Use this if you want to include purchases of type non consumable, example "REMOVE ADS"
16
17
18     private void Awake(){
19
20         Instance = this;
21
22         goldenEggs = FindObjectOfType<GoldEggCounter> ();
23     }
24
25     private void Start()
26     {
27         // If we haven't set up the Unity Purchasing reference
28         if (m_StoreController == null)
29         {
30             // Begin to configure our connection to Purchasing
31             InitializePurchasing();
32         }
33     }
34
35     public void InitializePurchasing()
36     {
37         // If we have already connected to Purchasing ...
38         if (IsInitialized())
39         {
40             // ... we are done here.
41             return;
42         }
43     }
44 }
```

After put the name of your IAP product in the string name you need to test if the purchase works inside Unity,

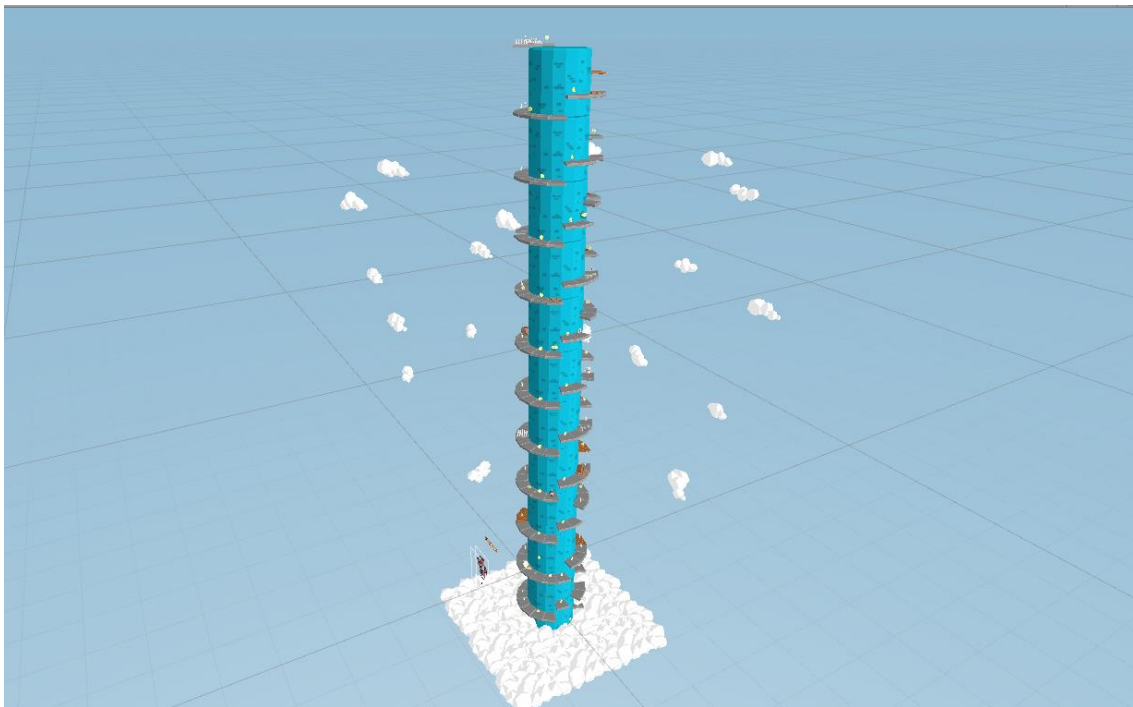
So save the script and press play in the editor to can test the IAP.

When the character dies, you will go to the game over section, and if you press in the IAP button you will see that the golden eggs amount changes to + 10 Eggs.

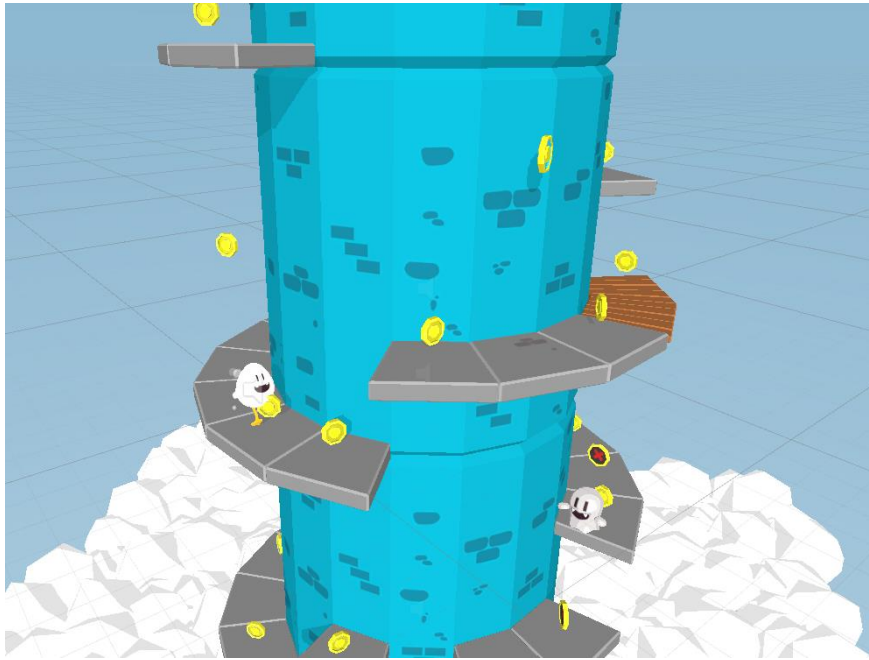
### **3 · System Operation**

The Bitboys 3D Endless Runner System is a very simple system but it will be a good idea that you know how everything works to understand your game and to start customizing the system by your way.

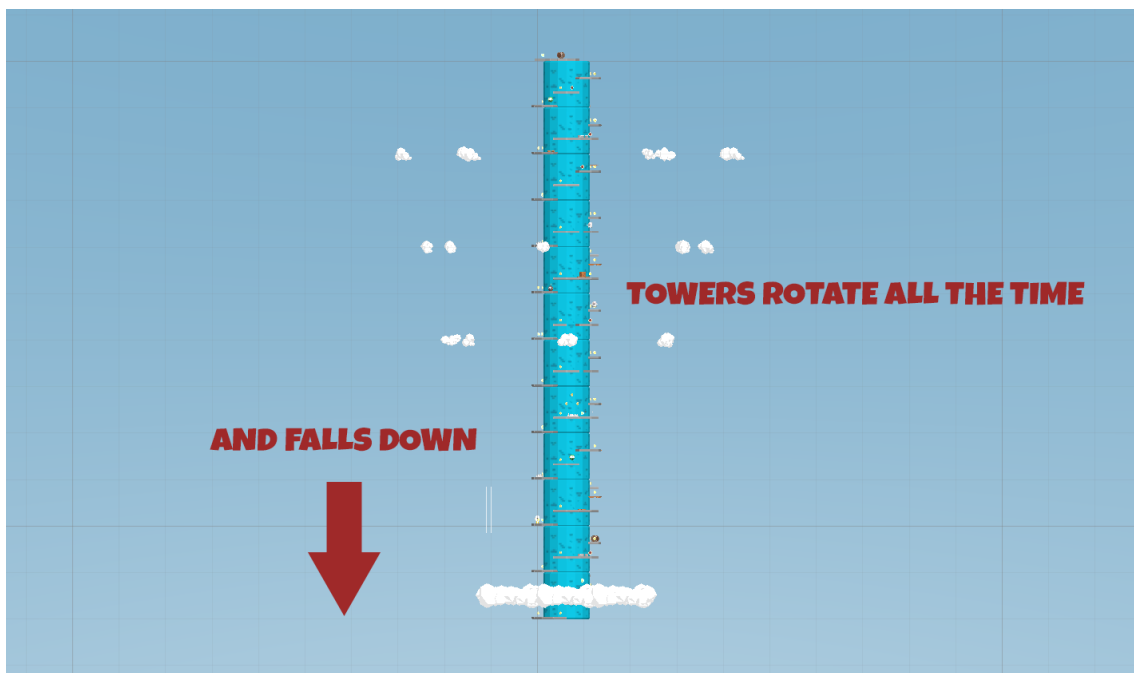
**The first 12 Towers are spawned when the main scene starts.**



The Player it's static, it does not move from its place but can jump and air jump. So it's only movement in vertical.

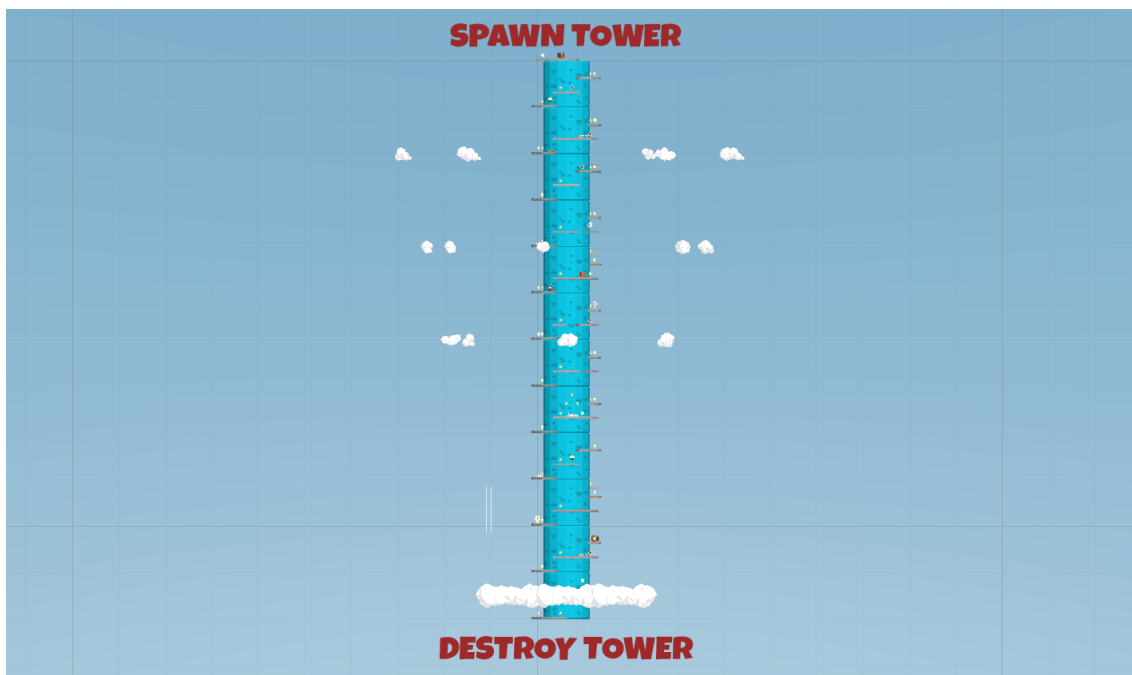
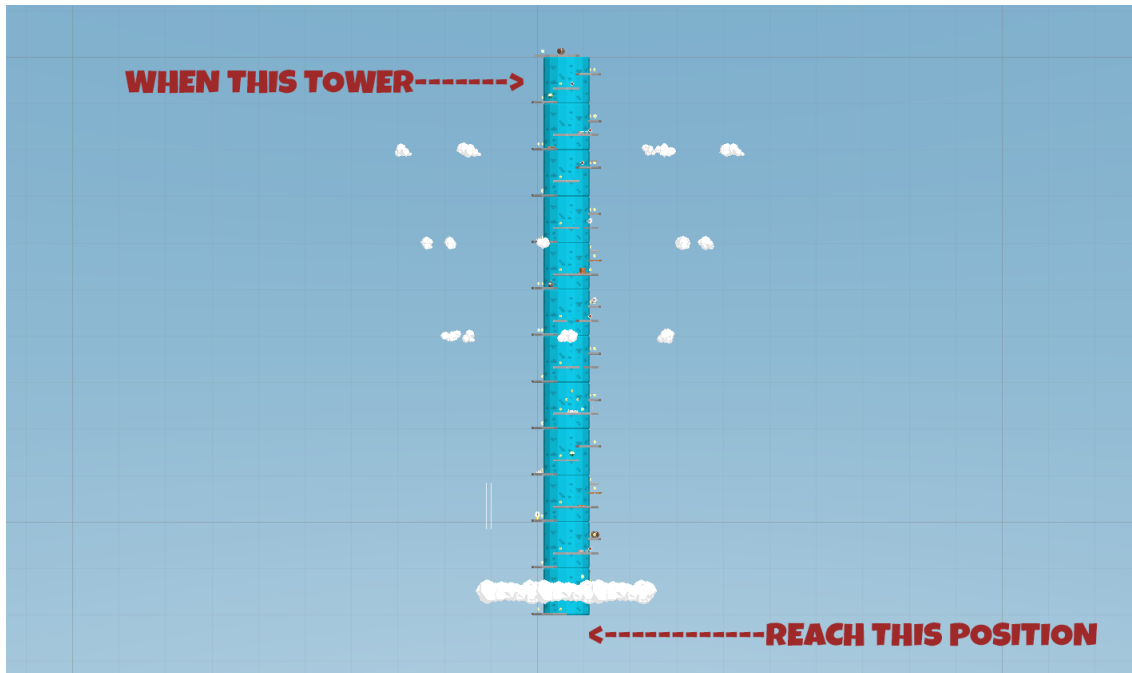


The towers are falling down and rotating whenever the character is alive.



If a tower reaches a certain position, calls the Level manager script to spawn another tower on the top.

Also this tower is destroyed before call the Level Manager script.



If player dies the towers stop moving and rotating so this creates the player stop effect.

And this is the system basic functioning.

If you into the scripts that make's the system work you will see as everything fits perfectly.

In addition, all scripts are commented and the descriptions are very easy to understand so customize the system will be a simple task for you.

---

THANKS FOR READ THIS DOCUMENTATION.  
WE WISH YOU THE BEST IN YOUR FUTURE PROJECTS.



[www.bitboygames.com](http://www.bitboygames.com)