BRIDGES!

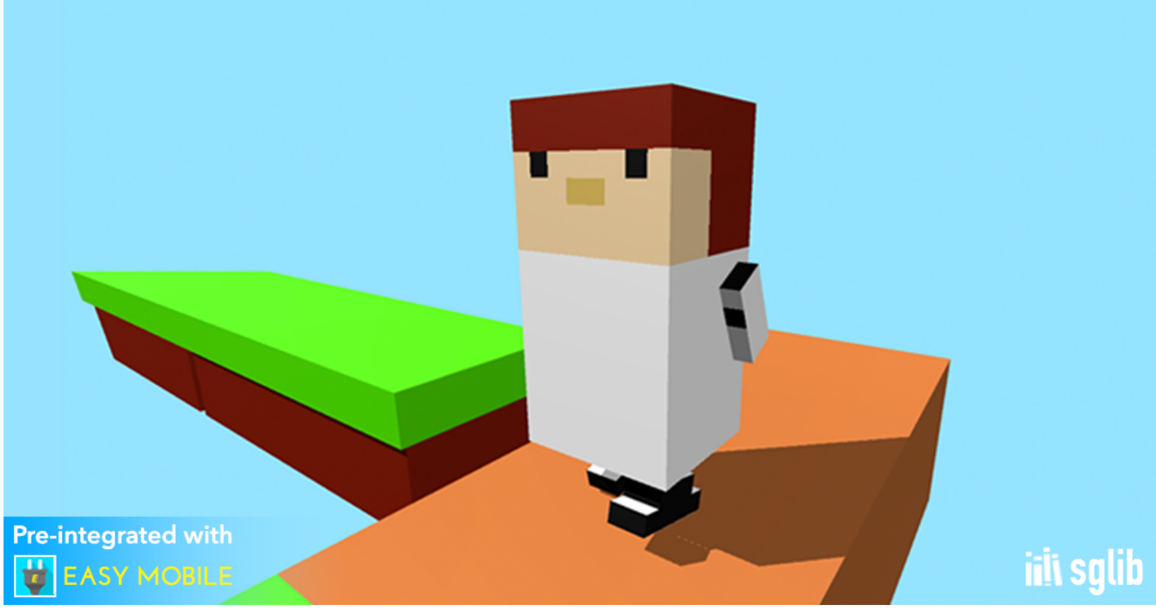
USER GUIDE

We strive to provide the best service as we can, if you have any questions or suggestions, please email us!
Thank you!

SgLib Games
sglib.games@gmail.com

Table of Contents

1 INTRODUCTION



Tap to rotate and cross the bridges! Don't fall, it hurts! **Bridges** is a simple, fast-paced game that will put the player's reflexes to the ultimate test. An addictive easy-to-play-hard-to-master game!

Bridges is ready for release out-of-the-box. Everything just works. It is also flexible and customizable. Some highlights:

- Addictive one-touch gameplay
- Lots of built-in characters with cute blocky style
- Free-to-use assets (fonts, sounds, music, model, etc.)
- Optimized for mobile

Most importantly, this template is pre-integrated with **Easy Mobile** plugin, making it a truly fully-featured game that is release-ready. Easy Mobile is a comprehensive, cross-platform package that provides most of desired features of mobile games:

- Support for AdMob, Chartboost, Heyzap and UnityAds
- In-app purchasing
- Support for Game Center (iOS) and Google Play Games Services (Android) for leaderboards and achievements
- Sharing to social networks

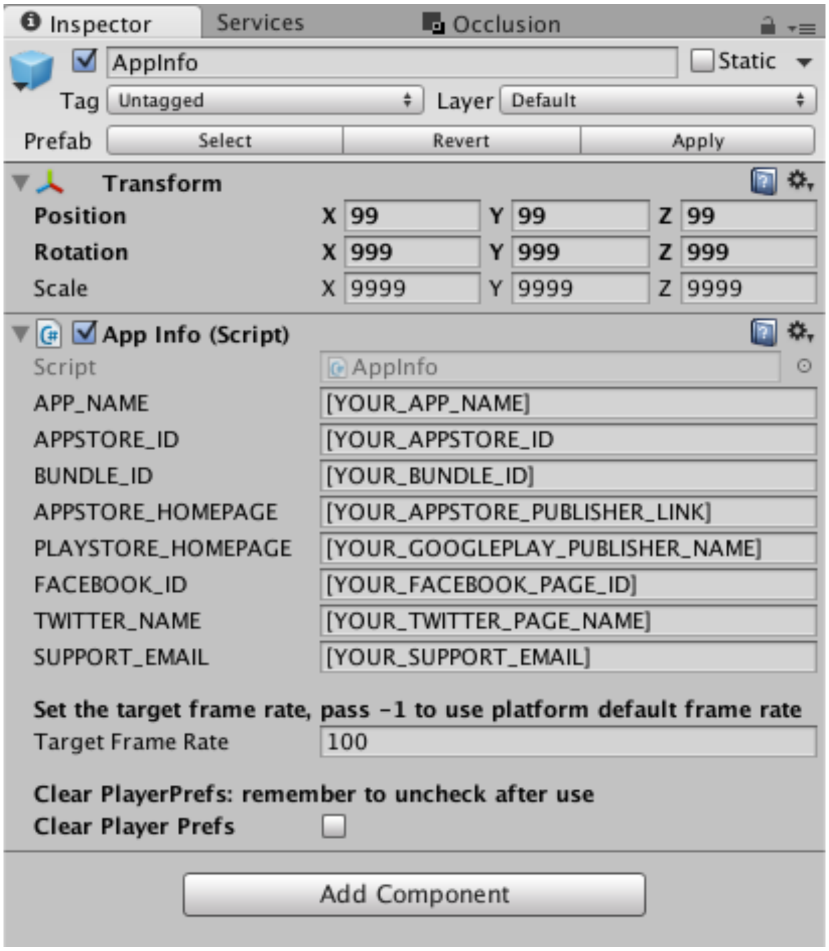
Being *pre-integrated* means this template is already configured to work with Easy Mobile. All you need is import Easy Mobile and do a few setup steps, and have all the above features readily implemented. You don't even have to write a single line of integration code!

It's worth noting that the use of Easy Mobile is totally optional, because as long as *it's not imported, all the integration code will automatically be excluded from compilation, so that no impact will be made on the game, which is fully functioning on its own.*

2 GETTING STARTED

2.1 Enter app information

The project contains a game object called AppInfo where you can fill in important app-related metadata like AppStore Id and Bundle Id. These values will be used for features like Rate Us button and opening Facebook or Twitter page.



☑ AppInfo □ Static

Tag Untagged Layer Default

Transform

Position X 99 Y 99 Z 99

Rotation X 999 Y 999 Z 999

Scale X 9999 Y 9999 Z 9999

☑ App Info (Script)

Script AppInfo

APP_NAME [YOUR_APP_NAME]

APPSTORE_ID [YOUR_APPSTORE_ID

BUNDLE_ID [YOUR_BUNDLE_ID]

APPSTORE_HOMEPAGE [YOUR_APPSTORE_PUBLISHER_LINK]

PLAYSTORE_HOMEPAGE [YOUR_GOOGLEPLAY_PUBLISHER_NAME]

FACEBOOK_ID [YOUR_FACEBOOK_PAGE_ID]

TWITTER_NAME [YOUR_TWITTER_PAGE_NAME]

SUPPORT_EMAIL [YOUR_SUPPORT_EMAIL]

Set the target frame rate, pass -1 to use platform default frame rate

Target Frame Rate 100

Clear PlayerPrefs: remember to uncheck after use

Clear Player Prefs □

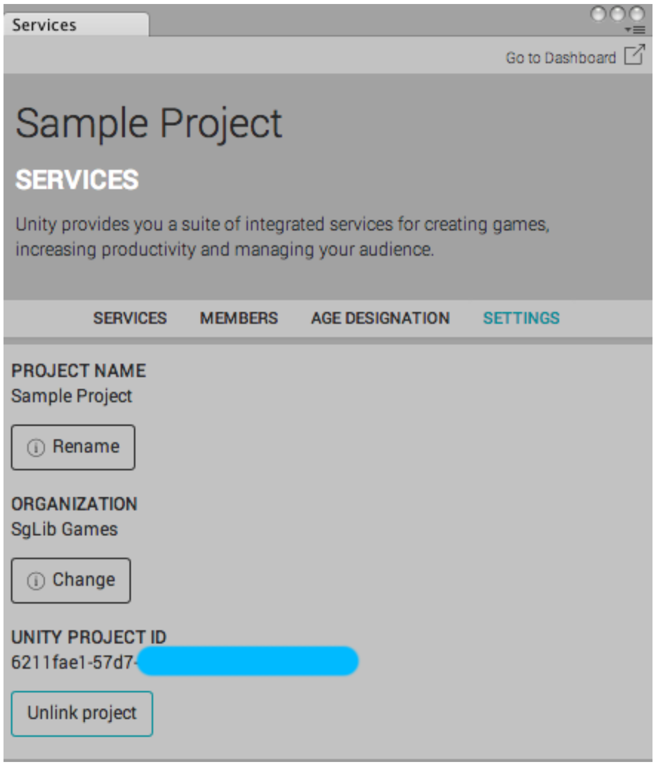
Besides basic app info, there're 2 other important variables:

- *TargetFrameRate*: set the target frame rate for the game, which should be at least 60fps for smooth motion.
- *ClearPlayerPrefs*: a convenient variable used for debugging purpose, check this and run the game will clear the *PlayerPrefs* (using *PlayerPrefes.DeleteAll()* method). It only works in the editor but it's worth remembering to uncheck the variable after use to avoid later confusion.

2.2 Link the game to your Unity project

When developing this template, we normally need to link it to our own Unity project for testing, therefore you may need to unlink it from our project and link it to your own one, if you're going to use Unity services (e.g. if you want to enable premium features of this template, you'll need to use Unity IAP service). To unlink the project:

- Select Window -> Unity Services
- Select SETTINGS tab
- Click Unlink Project button



Sample Project

SERVICES

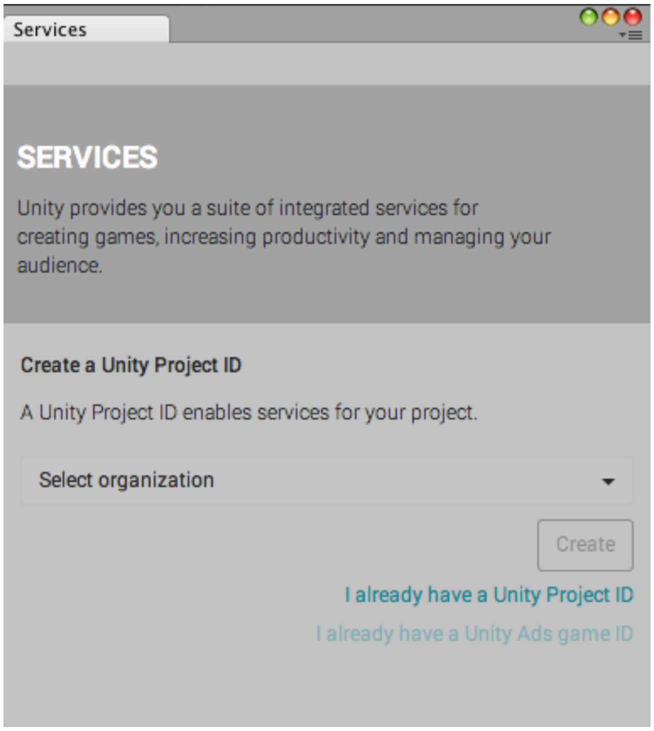
Unity provides you a suite of integrated services for creating games, increasing productivity and managing your audience.

PROJECT NAME
Sample Project

ORGANIZATION
SgLib Games

UNITY PROJECT ID
6211fae1-57d7-[redacted]

Now you can create a new project for the game.



Services

SERVICES

Unity provides you a suite of integrated services for creating games, increasing productivity and managing your audience.

Create a Unity Project ID

A Unity Project ID enables services for your project.

Select organization

Create
I already have a Unity Project ID
I already have a Unity Ads game ID

Now you game is linked to your own Unity project and is ready to use Unity services.

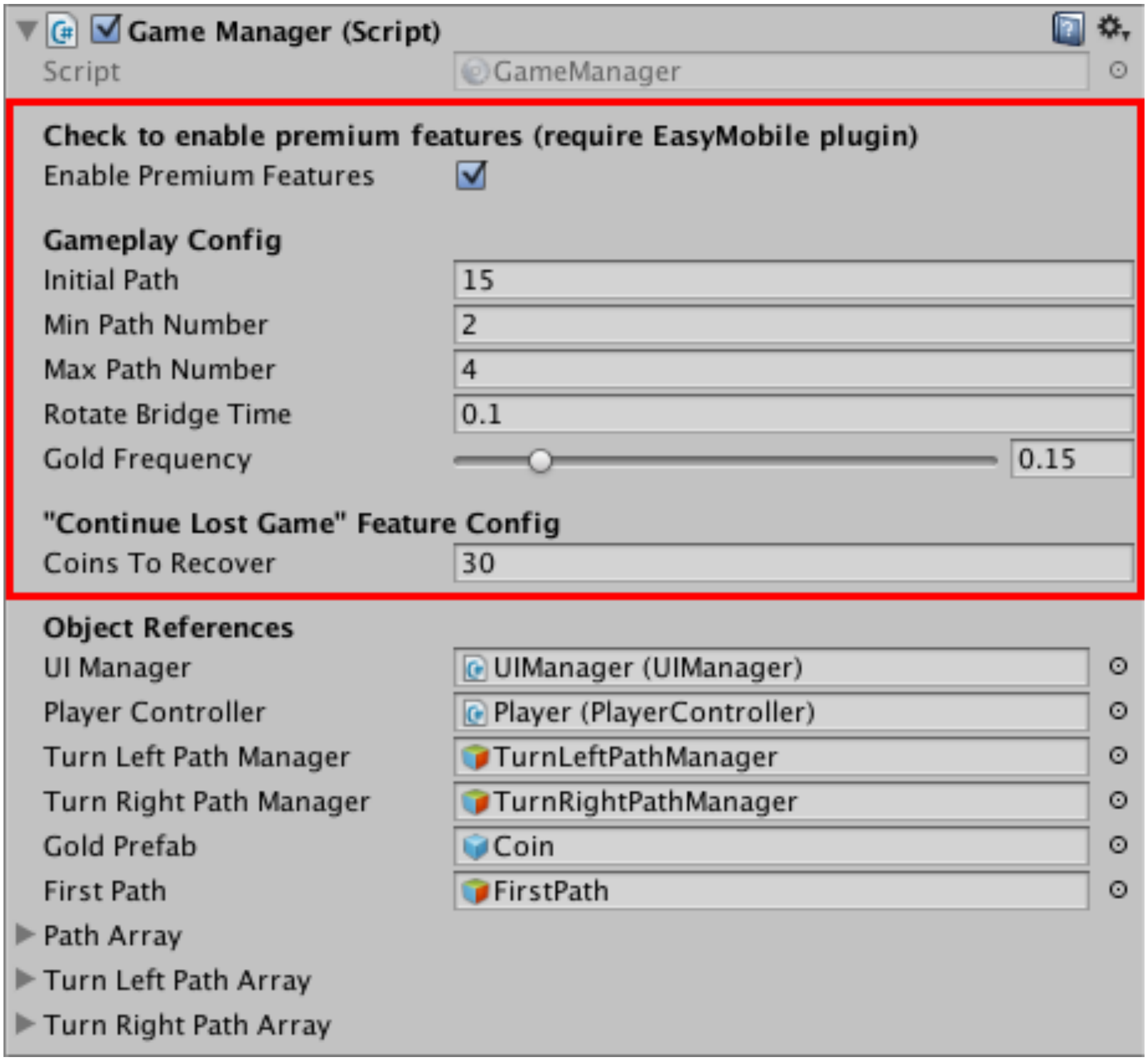
2.3 Testing Note

There are 2 scenes in this game, it should be run from scene *Main*.

3 TEMPLATE CUSTOMIZATION

3.1 Gameplay tweaking

Most of important game parameters are located within the *GameManager* component of the namesake object in the hierarchy.



Game Manager (Script) ☑

Script: GameManager

Check to enable premium features (require EasyMobile plugin)

Enable Premium Features ☑

Gameplay Config

Initial Path: 15

Min Path Number: 2

Max Path Number: 4

Rotate Bridge Time: 0.1

Gold Frequency: 0.15

"Continue Lost Game" Feature Config

Coins To Recover: 30

Object References

UI Manager: UIManager (UIManager)

Player Controller: Player (PlayerController)

Turn Left Path Manager: TurnLeftPathManager

Turn Right Path Manager: TurnRightPathManager

Gold Prefab: Coin

First Path: FirstPath

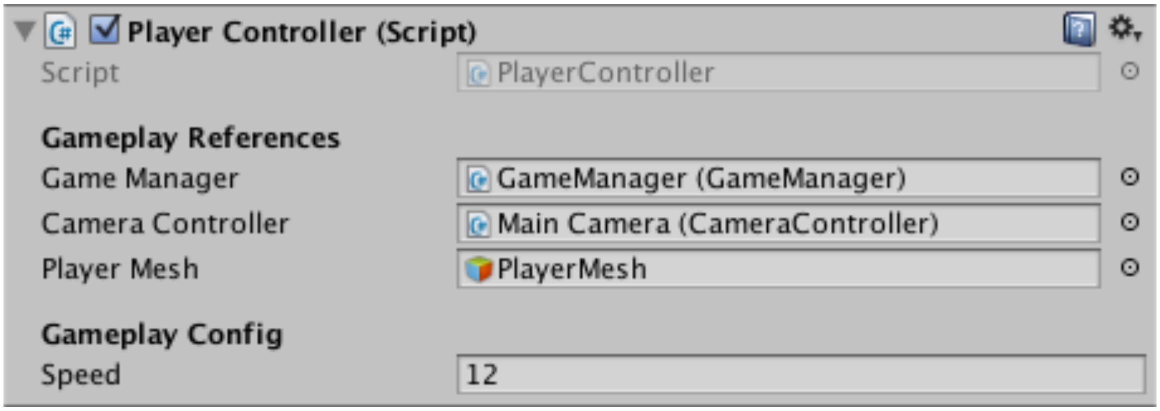
▶ Path Array

▶ Turn Left Path Array

▶ Turn Right Path Array

- *EnablePremiumFeatures:* enable or disable premium features, if disabled, the corresponding buttons like showing leaderboards or in-app purchase will be hidden from the UI.
- *InitialPath*: how many path is created when the game start.
- *MinPathNumber* & *MaxPathNumber*: the length of the path will be created by these value.
- *RotateBridgeTime*: time to rotate bridge.
- *GoldFrequency*: probability to create gold (coins).
- *CoinsToRecover*: the number of coins required to continue a lost game (the user can also watch a video ad instead, if premium features were enabled)

Another important component is the *PlayController* within the *Player* object. Here you can adjust the moving speed of the character. The faster he moves the harder the game becomes.



☑ Player Controller (Script)

Script: PlayerController

Gameplay References

Game Manager: GameManager (GameManager)

Camera Controller: Main Camera (CameraController)

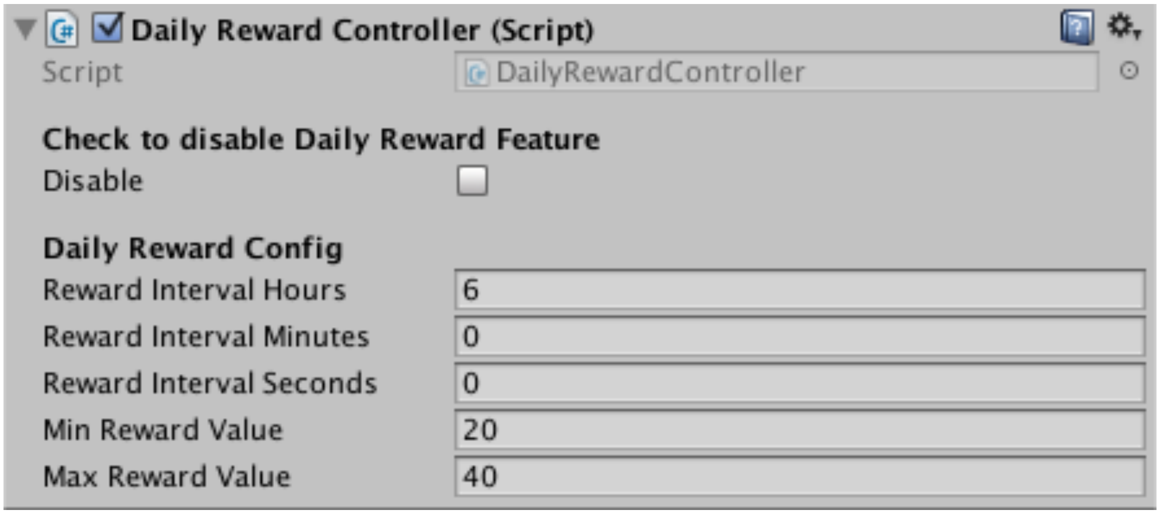
Player Mesh: PlayerMesh

Gameplay Config

Speed: 12

3.2 Daily reward feature

This template has a built-in daily reward system in which the user will be rewarded with coins every predefined interval of time. This is an effective way to increase user engagement and retention for your game. You can configure this feature from the *DailyRewardController* object in the hierarchy.



☑ Daily Reward Controller (Script)

Script: DailyRewardController

Check to disable Daily Reward Feature

Disable: □

Daily Reward Config

Reward Interval Hours: 6

Reward Interval Minutes: 0

Reward Interval Seconds: 0

Min Reward Value: 20

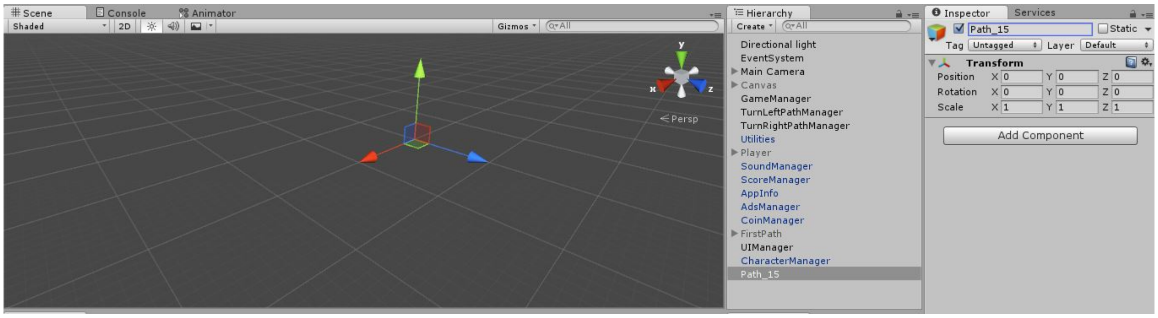
Max Reward Value: 40

- *Disable*: check to disable this feature
- *Reward Interval Hours, Minutes and Seconds*: the amount of time until the next reward
- *Min Reward Value* & *Max Reward Value*: the actual rewarded coins will be randomized between these two values

3.3 Adding more paths

A path consists of normal plans and bridges that combining with other paths create the whole way our character travels on. Here're the steps to create a new path.

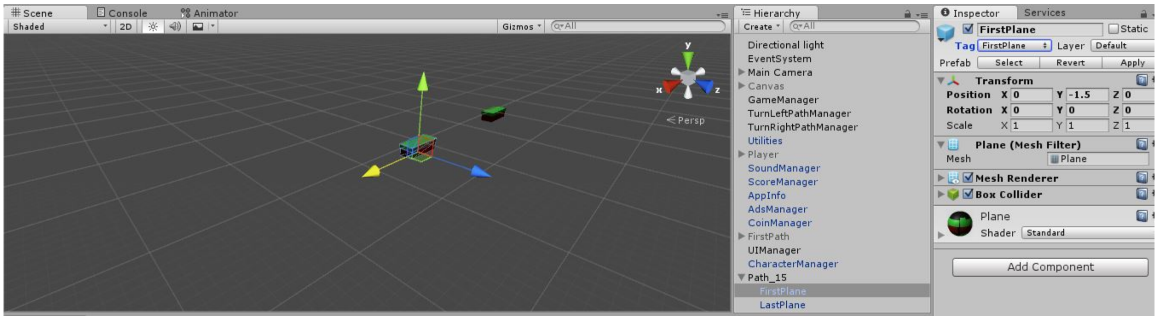
a. Create an empty game object and rename it, set it to (0,0,0) position(i will call it is Path_15).



Directional light
EventSystem
Main Camera
Canvas
GameManager
TurnLeftPathManager
TurnRightPathManager
Utilities
Player
SoundManager
ScoreManager
AppInfo
AdsManager
CoinManager
FirstPath
UIManager
CharacterManager
Path_15

☑ Path_15 □ Static
Tag Untagged Layer Default
Transform
Position X 0 Y 0 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1

b. Go to Prefabs -> drag object call “Plane” into Hierarchy and make it is child of the Path you create, duplicate it become 2 object ,i will call it is “FirstPlane” and “LastPlane”, add tag for FirstPlane is FirstPlane and LastPlane is LastPlane. Set position for FirstPlane is (0,-1.5,0). Now it look like this:



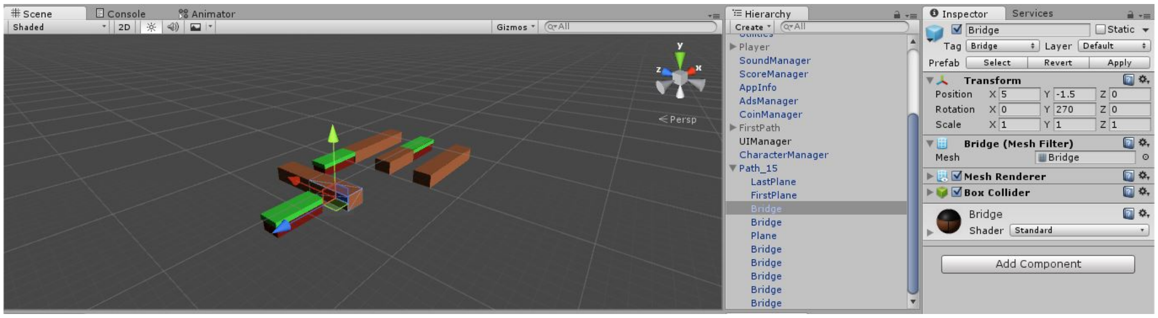
Directional light
EventSystem
Main Camera
Canvas
GameManager
TurnLeftPathManager
TurnRightPathManager
Utilities
Player
SoundManager
ScoreManager
AppInfo
AdsManager
CoinManager
FirstPath
UIManager
CharacterManager
Path_15
FirstPlane
LastPlane

☑ FirstPlane □ Static
Tag FirstPlane Layer Default
Transform
Position X 0 Y -1.5 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Plane (Mesh Filter)
Mesh Plane
☑ Mesh Renderer
☑ Box Collider
Plane
Shader Standard

c. Now you can make bridges , drag object called “Bridge” from Prefabs into Hierarchy to create the path.

***IMPORTANT**: make sure the path isn’t impossible for player to go through, the moving direction of player base on local x vector of the path under the it.

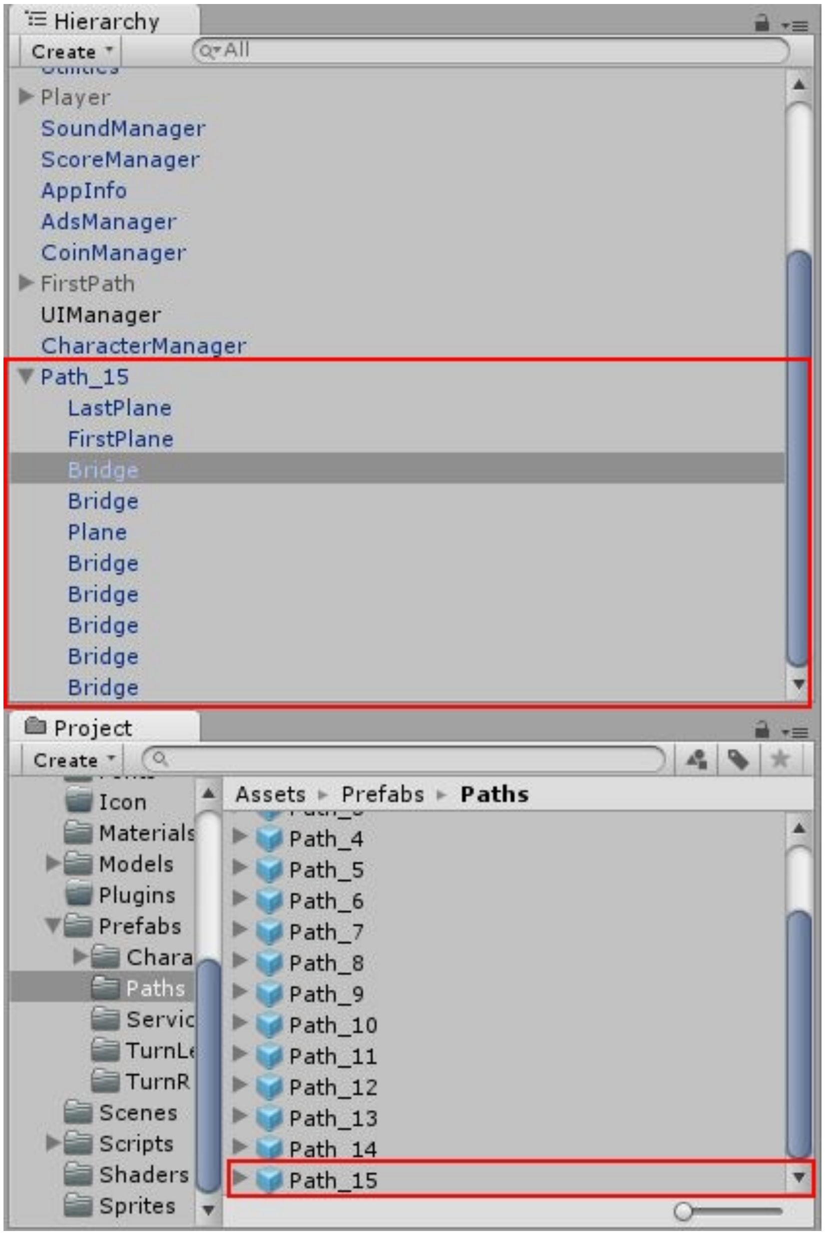
First tap, the bridge will rotate by plus 90 for y rotation, the second tap is -90 and repeat that loop. After all, the path maybe look like this:



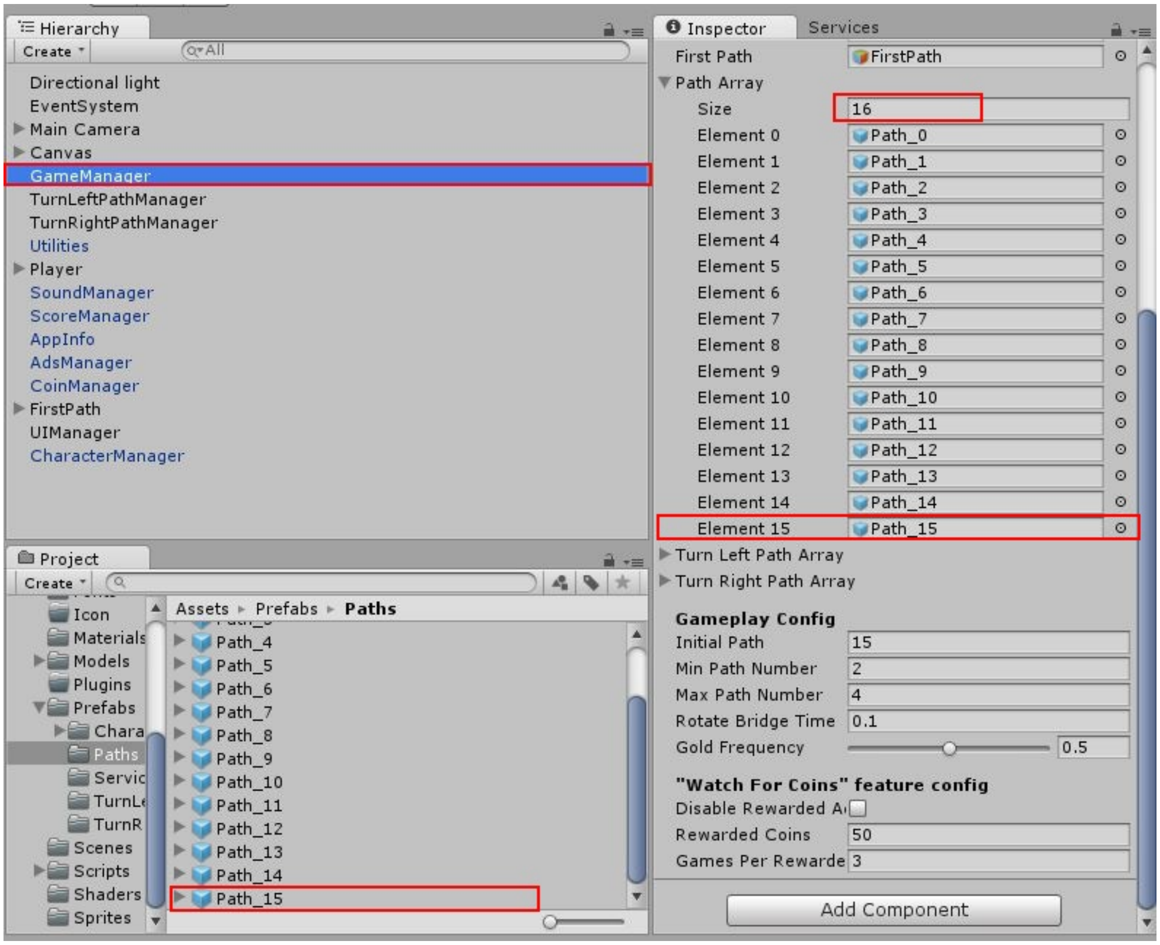
Player
SoundManager
ScoreManager
AppInfo
AdsManager
CoinManager
FirstPath
UIManager
CharacterManager
Path_15
LastPlane
FirstPlane
Bridge
Bridge
Plane
Bridge
Bridge
Bridge
Bridge
Bridge

☑ Bridge □ Static
Tag Bridge Layer Default
Transform
Position X 5 Y -1.5 Z 0
Rotation X 0 Y 270 Z 0
Scale X 1 Y 1 Z 1
Bridge (Mesh Filter)
Mesh Bridge
☑ Mesh Renderer
☑ Box Collider
Bridge
Shader Standard

d. Now drag the Path into Prefabs->Paths folder.



e. Now , resize PathObjects parameter of GameManager, drag and drop Path_15 into that array and hit apply.



First Path: FirstPath
Path Array
Size: 16
Element 0: Path_0
Element 1: Path_1
Element 2: Path_2
Element 3: Path_3
Element 4: Path_4
Element 5: Path_5
Element 6: Path_6
Element 7: Path_7
Element 8: Path_8
Element 9: Path_9
Element 10: Path_10
Element 11: Path_11
Element 12: Path_12
Element 13: Path_13
Element 14: Path_14
Element 15: Path_15

Gameplay Config
Initial Path: 15
Min Path Number: 2
Max Path Number: 4
Rotate Bridge Time: 0.1
Gold Frequency: 0.5

"Watch For Coins" feature config
Disable Rewarded A: □
Rewarded Coins: 50
Games Per Rewarde: 3

3.4 Adding more characters

Out-of-the-box, Bridges is already packed with 30 characters, cute and ready to unlock! If you want to add more, follow these simple steps:

a. Create a character model.

b. Navigate to *Assets/Prefabs/Characters/CharacterPrefabs* and duplicate one of the available character prefabs.

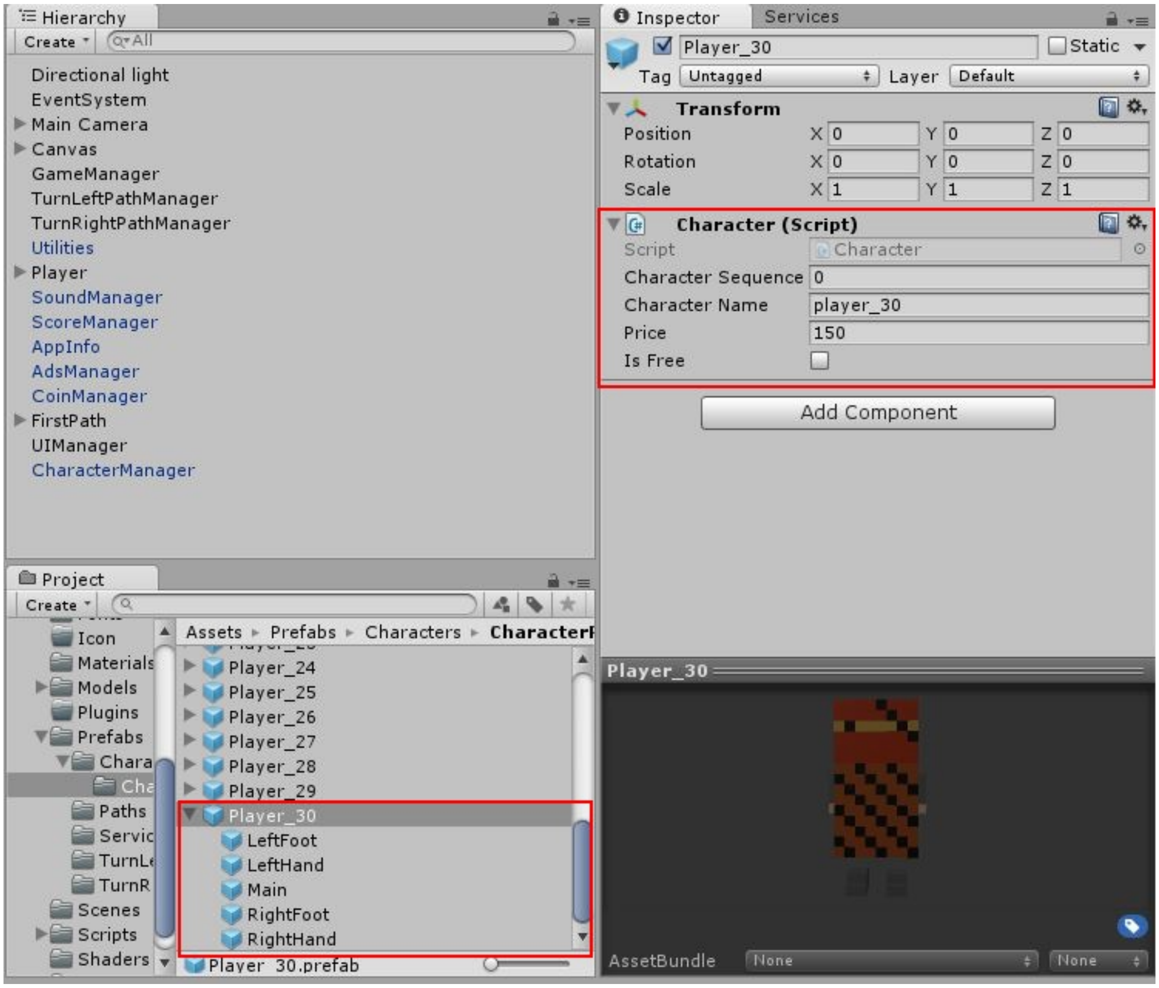
c. Change the name of the prefab to a preferred one.

d. Replace the *Mesh* in the *MeshFilter* component of the children with your new model mesh.

e. Replace the *Material* in the *MeshRenderer* component of the children with your new character material.

f. Enter the character name and price to the *Character* component. Check the *isFree* box if you want to give out this character for free (it will be automatically unlocked).

g. Resize the character array in *CharacterManager* game object then drag the new character to it and hit *Apply* to save changes to its prefab.



☑ Player_30 ☐ Static

Tag Untagged Layer Default

Transform

Position	X	0	Y	0	Z	0
Rotation	X	0	Y	0	Z	0
Scale	X	1	Y	1	Z	1

Character (Script)

Script	Character
Character Sequence	0
Character Name	player_30
Price	150
Is Free	☐

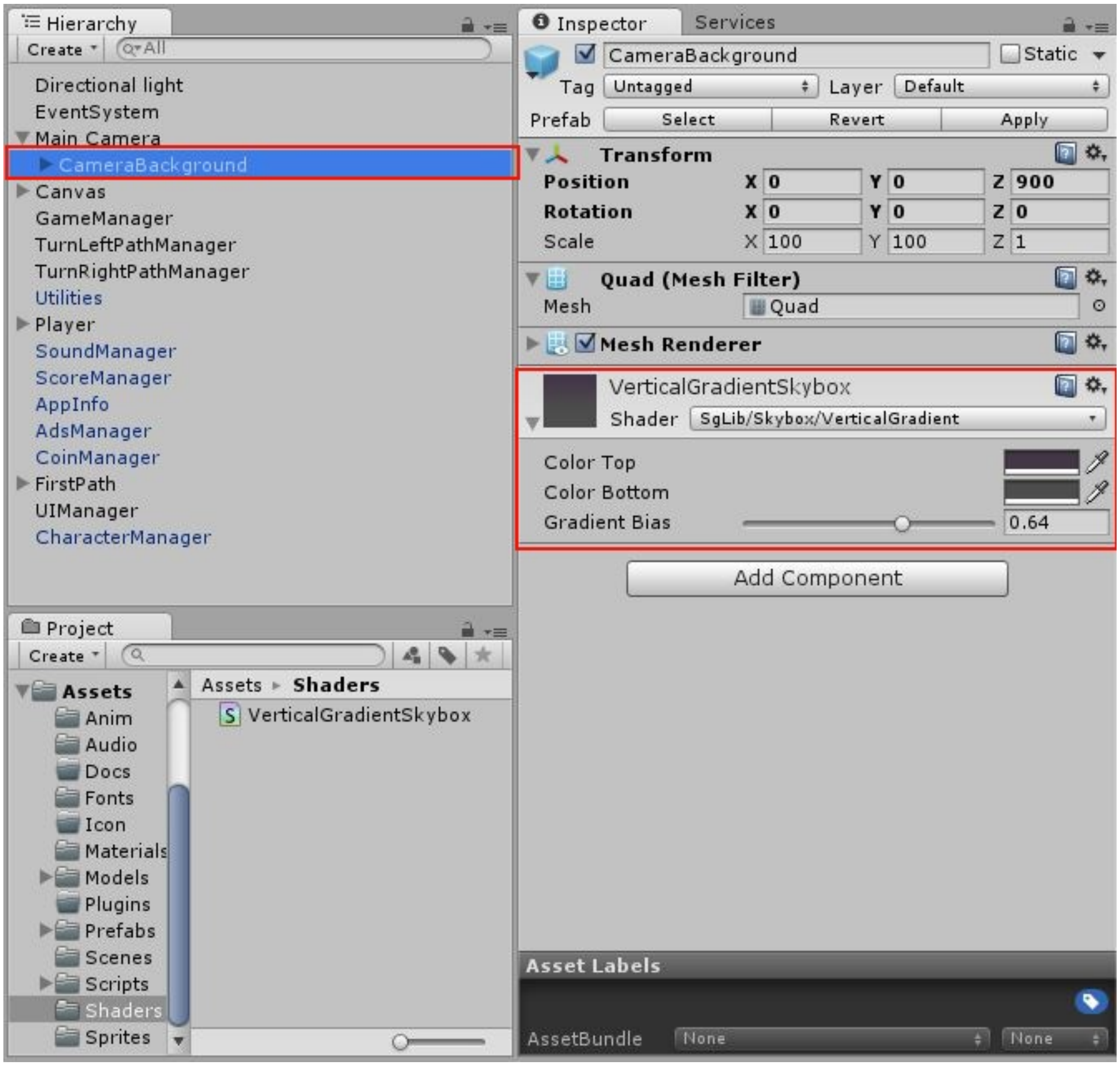
Now the new character has been added and ready to use in game! You will see it listed in the *CharacterSelelection* scene.

* ***IMPORTANT***: the new character's name must not repeat any existing character name.

3.5 Changing background gradient

The gradient sky background in this game is implemented by a gradient shader call *VerticalGradientSkybox* located in the *Shaders* folder. It's an easy-to-use vertext/fragment shader. To modify the background gradient colors:

- Navigate to game object *CameraBackground* under *MainCamera*.
- Modify the gradient colors: *ColorTop*, *ColorBottom* and adjust the *GradientBias* until you're satisfied with the result.
- Hit *Apply* to save changes.



☑ CameraBackground □ Static

Tag: Untagged Layer: Default

Prefab

Position	X	0	Y	0	Z	900
Rotation	X	0	Y	0	Z	0
Scale	X	100	Y	100	Z	1

Mesh: Quad

VerticalGradientSkybox

Shader: SgLib/Skybox/VerticalGradient

Color Top

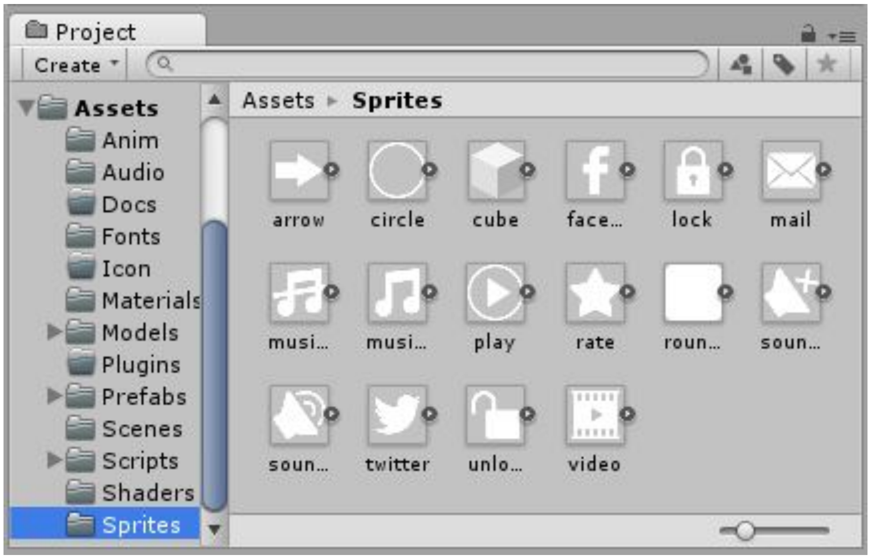
Color Bottom

Gradient Bias: 0.64

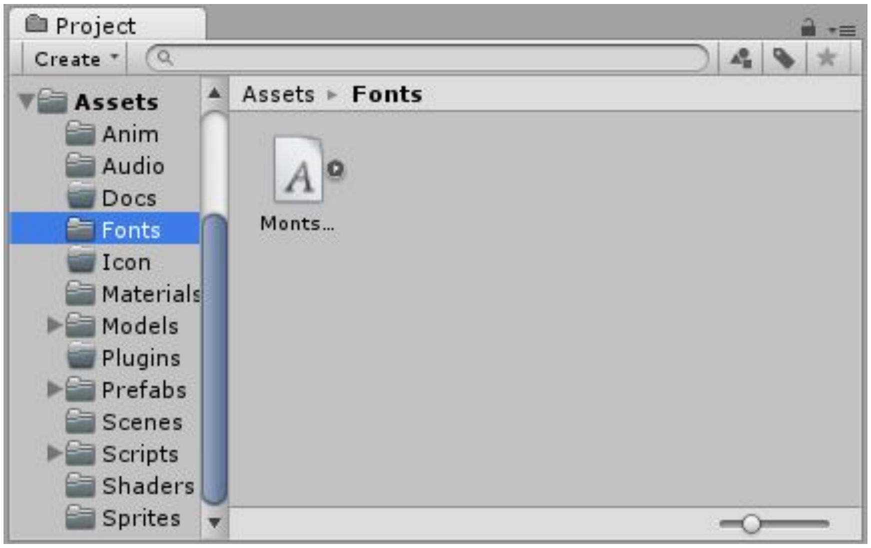
AssetBundle: None None

3.6 Customizing UI

All sprites used in this game (for buttons and other UI components) are located under the *Sprites* folder. You can replace them with your own sprites to modify the UI as you like.

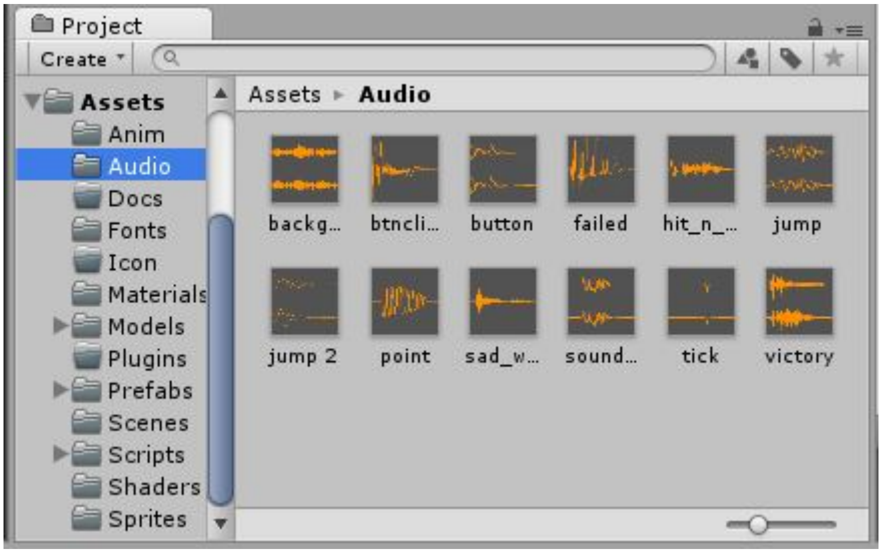


All fonts used in this game are free-to-use in commercial projects. Fonts are located under the *Fonts* folder together with appropriate license files.

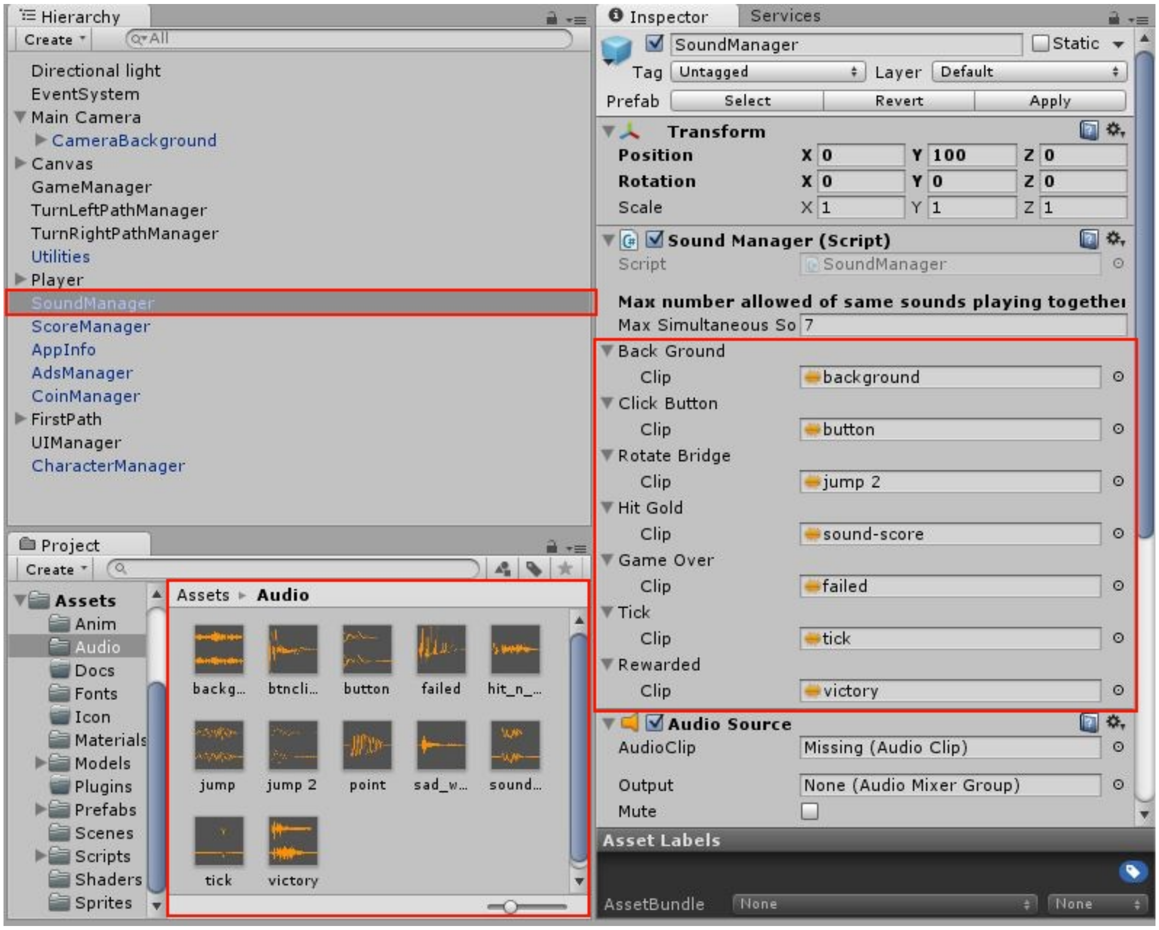


3.7 Sounds

All sounds included in this game are free-to-use in commercial projects and are located under the *Audio* folder.



This game features a *SoundManager* class to manage activities in game like playing music or mute/unmute sounds. If you want to replace sounds in this game, simply drag and drop new sounds to appropriate slots in the *SoundManager* component.



☑ SoundManager □ Static

Tag Untagged Layer Default

Prefab Select Revert Apply

Transform

Position	**X** 0	**Y** 100	**Z** 0
Rotation	**X** 0	**Y** 0	**Z** 0
Scale	X 1	Y 1	Z 1

☑ **Sound Manager (Script)**

Script: SoundManager

Max number allowed of same sounds playing togethe

Max Simultaneous So: 7

Back Ground
Clip: background

Click Button
Clip: button

Rotate Bridge
Clip: jump 2

Hit Gold
Clip: sound-score

Game Over
Clip: failed

Tick
Clip: tick

Rewarded
Clip: victory

☑ **Audio Source**

AudioClip: Missing (Audio Clip)

Output: None (Audio Mixer Group)

Mute: □

AssetBundle: None None

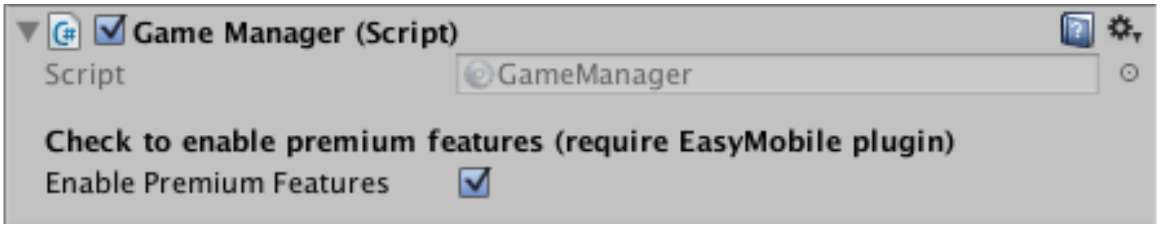
4 ENABLING PREMIUM FEATURES

To enable premium features of this template, you need to download and import Easy Mobile plugin from http://u3d.as/Dd2.

This section provides a guide on configuring each feature for your game. If you're not familiar with using Easy Mobile, it is strongly recommended that you read through its user guide to familiarize yourself with the plugin.

4.1 Before You Begin

Make sure the *EnablePremiumFeatures* option in the *GameManager* object is checked.



☑ Game Manager (Script)

Script: GameManager

Check to enable premium features (require EasyMobile plugin)

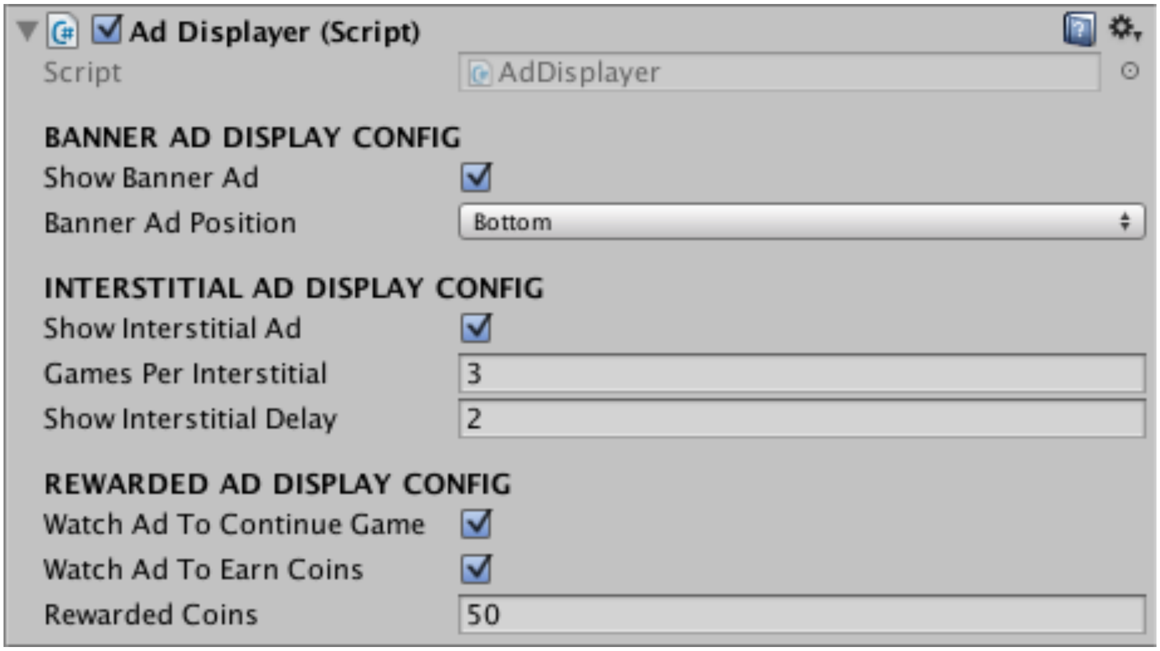
Enable Premium Features ☑

Also make sure you add the EasyMobile prefab at folder *Assets/EasyMobile* to the *Main* scene. It is necessary for the plugin to function properly.

4.2 Advertising

4.2.1 Template-specific setup

This template contains a game object named *AdDisplayer* which is responsible for all ads displaying activities in the game. There you can configure how ads should be served in your game.



☑ Ad Displayer (Script)

Script: AdDisplayer

BANNER AD DISPLAY CONFIG

Show Banner Ad ☑

Banner Ad Position: Bottom

INTERSTITIAL AD DISPLAY CONFIG

Show Interstitial Ad ☑

Games Per Interstitial: 3

Show Interstitial Delay: 2

REWARDED AD DISPLAY CONFIG

Watch Ad To Continue Game ☑

Watch Ad To Earn Coins ☑

Rewarded Coins: 50

Banner ads are configured in the **BANNER AD DISPLAY CONFIG** section.

- *Show Banner Ad*: whether to show a banner ad in game
- *Banner Ad Position*: which position the banner should be placed

Interstitial ads are configured in the **INTERSTITIAL AD DISPLAY CONFIG** section.

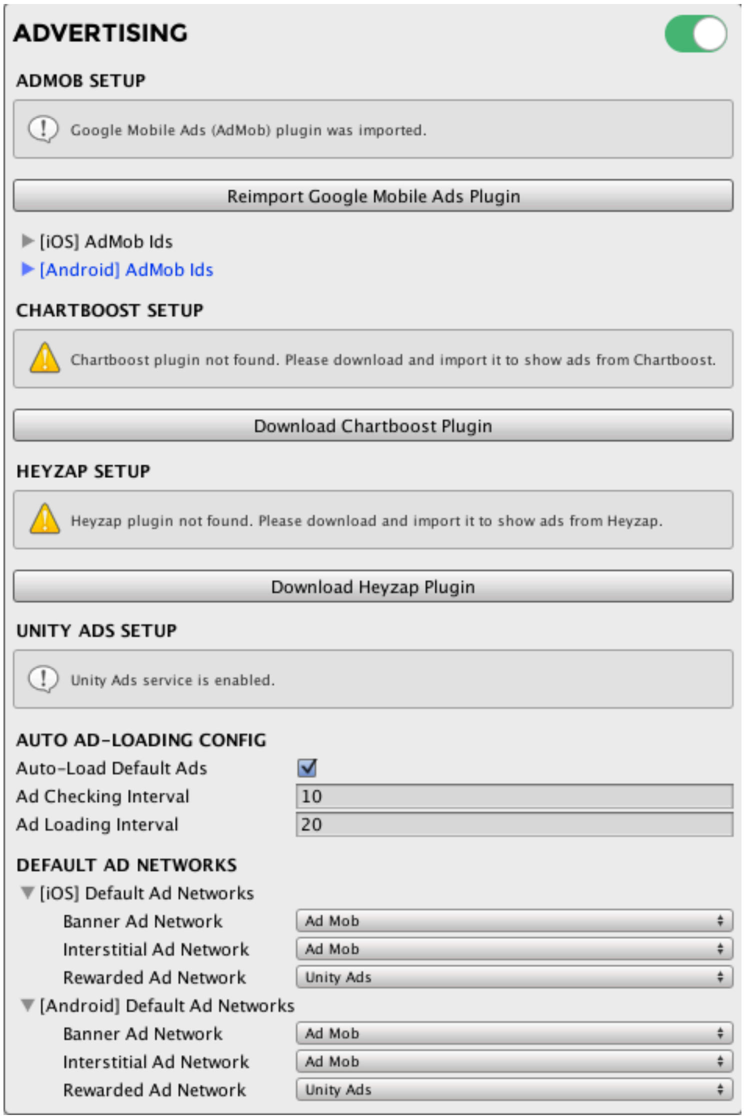
- *Show interstitial ad*: whether to show interstitial ads when game over
- *Games Per Interstitial*: how many games to be played before showing ad
- *Show Interstitial Delay*: how many seconds after game over that ad is shown

Rewarded ads are configured in the **REWARDED AD DISPLAY CONFIG** section.

- *Watch Ad To Continue Game*: whether to allow the user to watch an ad to continue a lost game
- *Watch Ad To Earn Coins*: whether to allow the user to watch an ad to earn extra coins
- *Rewarded Coins*: how many coins should be awarded after watching an ad

4.2.2 Easy Mobile setup

Open Easy Mobile's settings interface to start configuring its Advertising module (see its user guide for more information). With Easy Mobile you'll have support for AdMob, Chartboost, Heyzap (with mediation) and Unity Ads. You can use multiple ad networks at once and have different configurations for iOS and Android. Below is the settings interface of the Advertising module.



ADVERTISING

ADMOB SETUP

Google Mobile Ads (AdMob) plugin was imported.

▶ [iOS] AdMob Ids
▶ [Android] AdMob Ids

CHARTBOOST SETUP

Chartboost plugin not found. Please download and import it to show ads from Chartboost.

HEYZAP SETUP

Heyzap plugin not found. Please download and import it to show ads from Heyzap.

UNITY ADS SETUP

Unity Ads service is enabled.

AUTO AD-LOADING CONFIG

Auto-Load Default Ads ☑
Ad Checking Interval 10
Ad Loading Interval 20

DEFAULT AD NETWORKS

▼ [iOS] Default Ad Networks
Banner Ad Network: Ad Mob
Interstitial Ad Network: Ad Mob
Rewarded Ad Network: Unity Ads

▼ [Android] Default Ad Networks
Banner Ad Network: Ad Mob
Interstitial Ad Network: Ad Mob
Rewarded Ad Network: Unity Ads

You can setup the module in just a few steps as below. Please see the Advertising section in Easy Mobile's user guide for detailed instructions on each step.

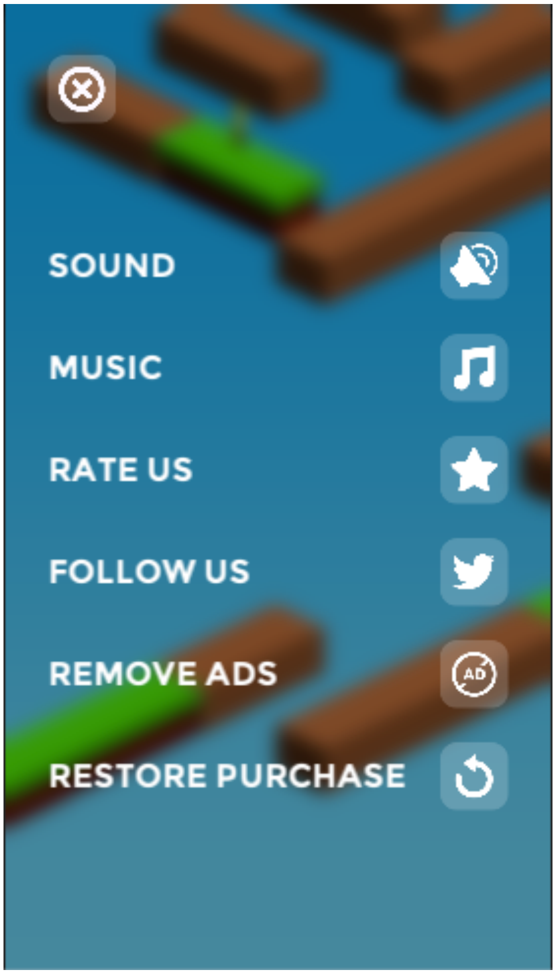
a. Setup the ad networks you want to use, including importing the required plugins, please see Easy Mobile user guide for more information
b. Enable auto ad-loading feature: simply leave the *Auto-Load Default Ads* option as checked and other parameters as default, the plugin will automatically load ads in the background
c. Select default ad networks for each platform: choose your preferred network for each type of ad on each platform

That's it! Now your game is ready for showing ads!

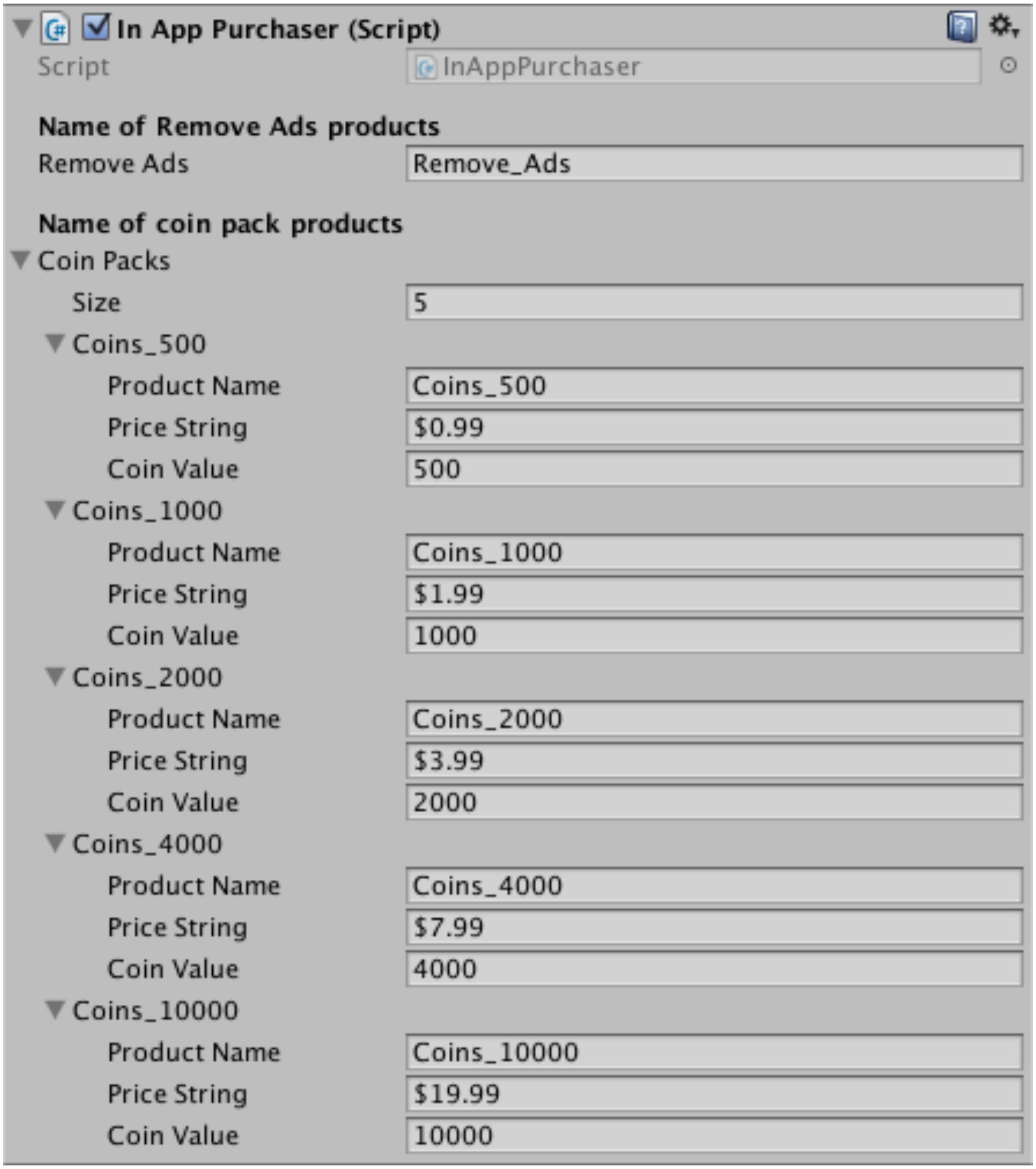
4.3 In-App Purchasing

4.3.1 Template-specific setup

The built-in in-app purchases of this template include a *Remove Ads* button, and several coin packs. You can modify existing products and add more coin packs if you like. There's also one *Restore Purchase* button as required on iOS.



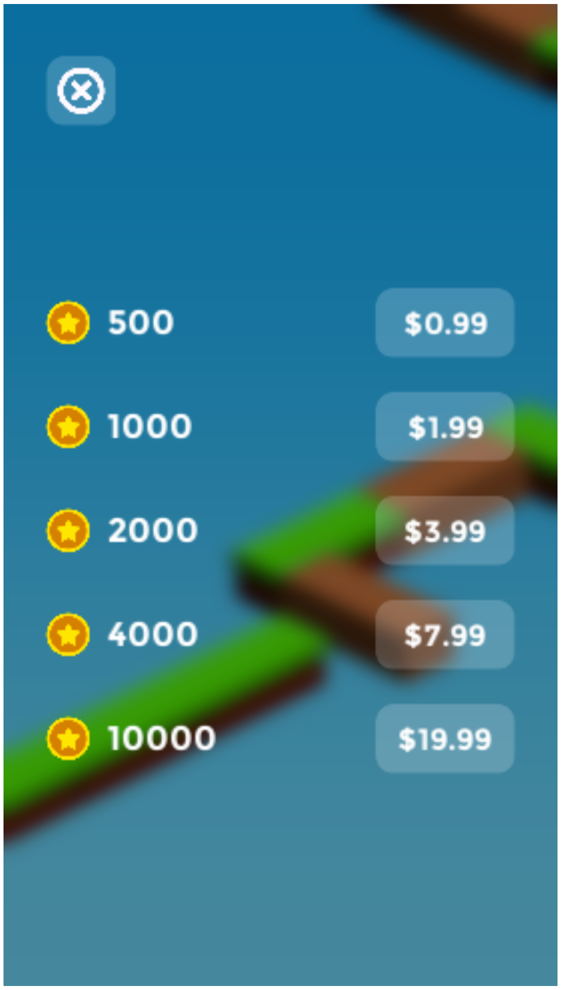
In the hierarchy, there's a game object named *InAppPurchaser* which manages all the in-app purchasing activities in this game.



In App Purchaser (Script)

Script	InAppPurchaser
Name of Remove Ads products	
Remove Ads	Remove_Ads
Name of coin pack products	
▼ Coin Packs	
Size	5
▼ Coins_500	
Product Name	Coins_500
Price String	$0.99
Coin Value	500
▼ Coins_1000	
Product Name	Coins_1000
Price String	$1.99
Coin Value	1000
▼ Coins_2000	
Product Name	Coins_2000
Price String	$3.99
Coin Value	2000
▼ Coins_4000	
Product Name	Coins_4000
Price String	$7.99
Coin Value	4000
▼ Coins_10000	
Product Name	Coins_10000
Price String	$19.99
Coin Value	10000

Here you can modify the product definitions including the displayed name, price or coin value of the coin packs. To add more coin packs, simply increase the *CoinPacks* array size and enter necessary information for your new packs. The built-in store UI will automatically update to your changes in the product list without you having to do anything.



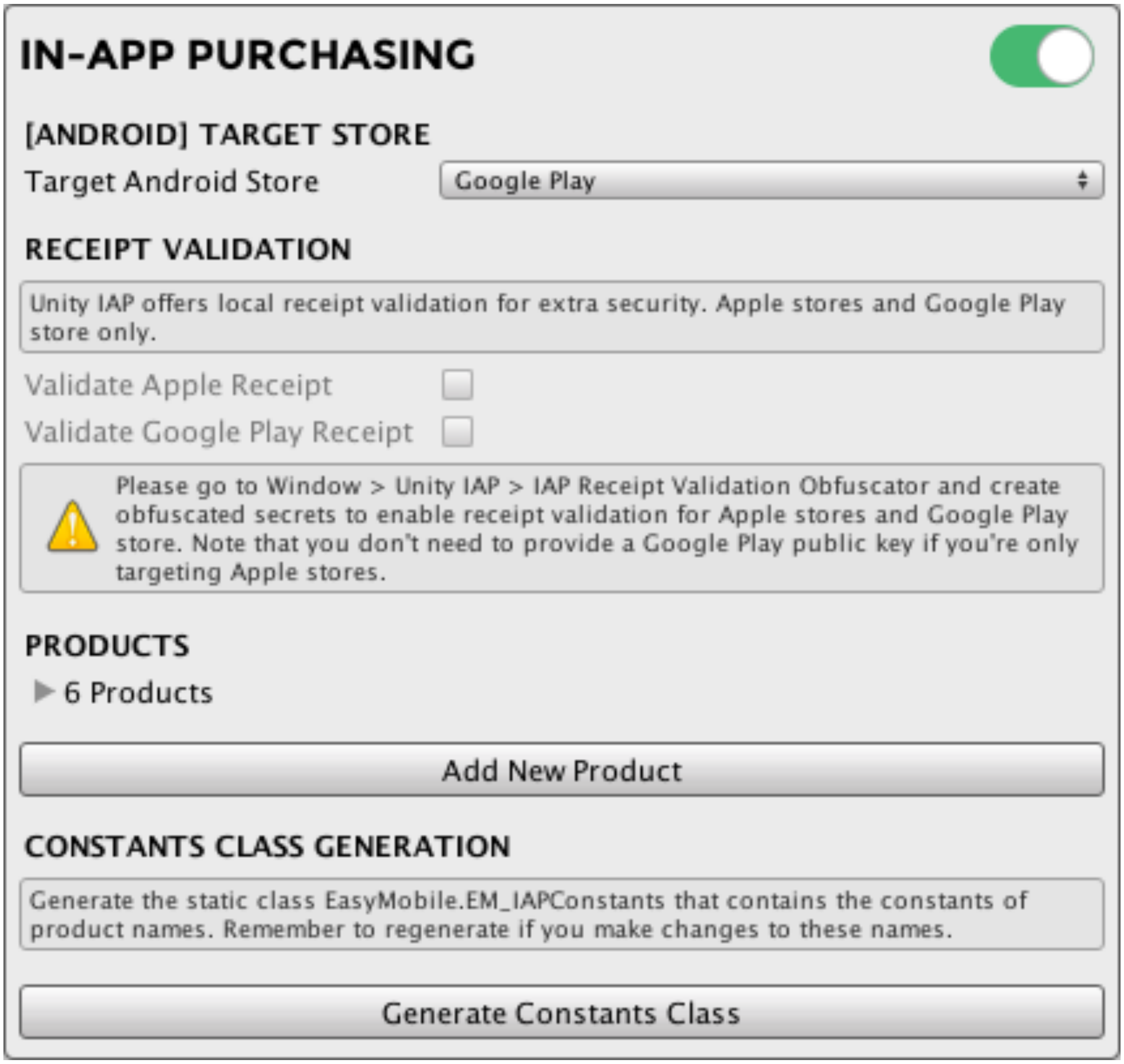
500	$0.99
1000	$1.99
2000	$3.99
4000	$7.99
10000	$19.99

4.3.2 Easy Mobile setup

Setting up the In-App Purchasing module of Easy Mobile includes the following steps. Please see the In-App Purchasing section in Easy Mobile's user guide for detailed instructions on each step.

a. Enable Unity In-App Purchasing service
b. Select target store if you're on Android
c. Enable receipt validation if you wish
d. Declare the products

Below is the settings interface of the In-App Purchasing module of Easy Mobile.



IN-APP PURCHASING

[ANDROID] TARGET STORE

Target Android Store: Google Play

RECEIPT VALIDATION

Unity IAP offers local receipt validation for extra security. Apple stores and Google Play store only.

Validate Apple Receipt □

Validate Google Play Receipt □

Please go to Window > Unity IAP > IAP Receipt Validation Obfuscator and create obfuscated secrets to enable receipt validation for Apple stores and Google Play store. Note that you don't need to provide a Google Play public key if you're only targeting Apple stores.

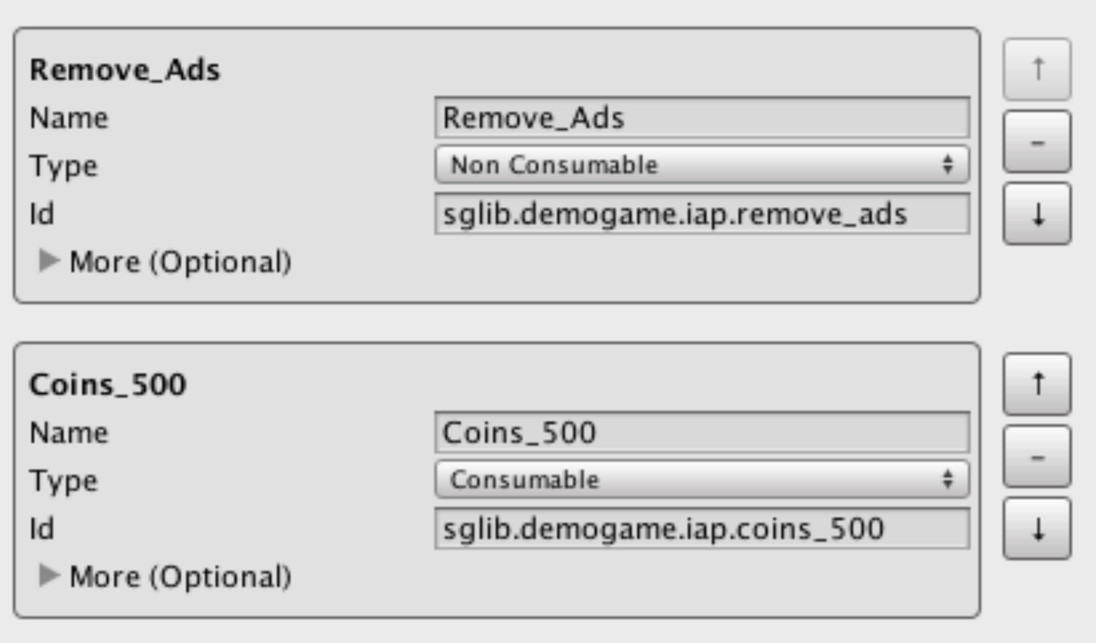
PRODUCTS

▶ 6 Products

CONSTANTS CLASS GENERATION

Generate the static class EasyMobile.EM_IAPConstants that contains the constants of product names. Remember to regenerate if you make changes to these names.

Note that the products declared with Easy Mobile must have names that match with the ones you have in the aforementioned *InAppPurchaser* object. Also note that *Remove Ads* is a non-consumable product, while the coin packs must be consumable.



Remove_Ads
Name: Remove_Ads
Type: Non Consumable
Id: sglib.demogame.iap.remove_ads
▶ More (Optional)

Coins_500
Name: Coins_500
Type: Consumable
Id: sglib.demogame.iap.coins_500
▶ More (Optional)

4.3.3 Create the products for targeted stores

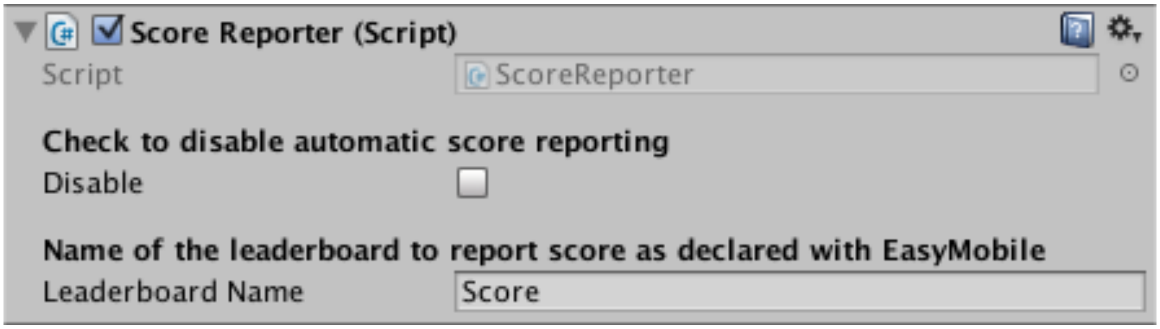
That last step in configuring the in-app purchasing feature is to create products for your targeted stores (e.g. Google Play and Apple App Store). Make sure the product ID, product type and price match the ones you have in your game.

4.4 Game Service

4.4.1 Template-specific setup

This template has a built-in leaderboard for ranking users' scores, and many achievements. It works with Game Center (iOS) and Google Play Game Services (Android).

User's score will be submitted automatically when game over by an object named *AutoScoreReporter*. There you can change the leaderboard name or even disable automatic score reporting altogether.



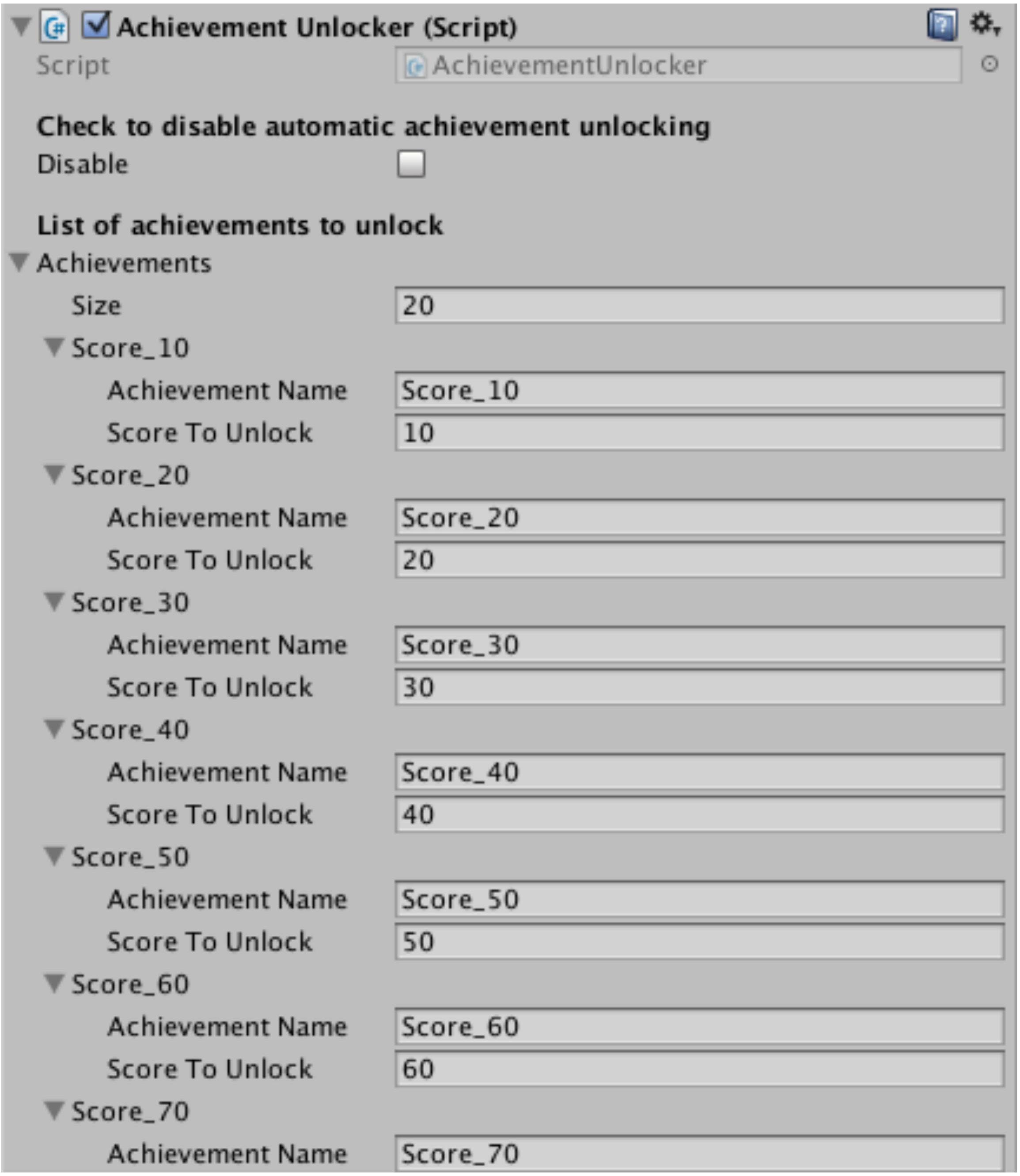
☑ Score Reporter (Script)
Script: ScoreReporter

Check to disable automatic score reporting
Disable: □

Name of the leaderboard to report score as declared with EasyMobile
Leaderboard Name: Score

Achievements will be unlocked automatically when the user reaches a certain score. The achievement unlocking is handled by an object named

AutoAchievementUnlocker. From this object, you can modify existing achievements and add or remove achievements. You can also disable the automatic achievement unlocking feature if you wish.



☑ Achievement Unlocker (Script)

Script: AchievementUnlocker

Check to disable automatic achievement unlocking

Disable ☐

List of achievements to unlock

Achievements

Size: 20

Score_10
- Achievement Name: Score_10
- Score To Unlock: 10

Score_20
- Achievement Name: Score_20
- Score To Unlock: 20

Score_30
- Achievement Name: Score_30
- Score To Unlock: 30

Score_40
- Achievement Name: Score_40
- Score To Unlock: 40

Score_50
- Achievement Name: Score_50
- Score To Unlock: 50

Score_60
- Achievement Name: Score_60
- Score To Unlock: 60

Score_70
- Achievement Name: Score_70

4.4.2 Setup for your targeted stores

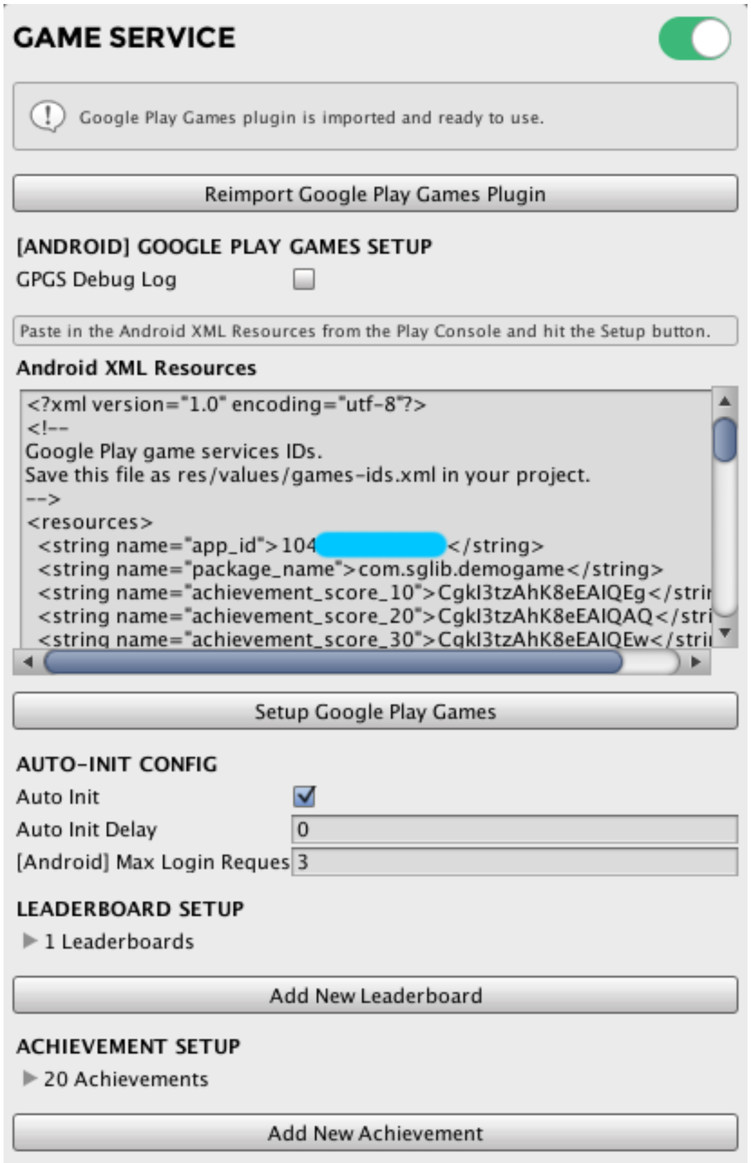
The next step is to create the required leaderboard and achievements for your targeted stores (i.e. in iTunes Connect for App Store and the Developer Console for Google Play). Take note of their IDs for use in the next step.

4.4.3 Easy Mobile setup

Setting up the Game Service module of Easy Mobile includes the following steps. Please see the Game Service section in Easy Mobile's user guide for detailed instructions on each step.

a. Import Google Play Games plugin for Unity and setup it if you're targeting Android
b. Enable the automatic initialization feature: just leave everything under the **AUTO-INIT CONFIG** section as default
c. Declare the leaderboards and achievements

Below is the settings interface of the Game Service module of Easy Mobile.



GAME SERVICE

Google Play Games plugin is imported and ready to use.

[ANDROID] GOOGLE PLAY GAMES SETUP

GPGS Debug Log □

Paste in the Android XML Resources from the Play Console and hit the Setup button.

Android XML Resources

```
<?xml version="1.0" encoding="utf-8"?>
<!--
Google Play game services IDs.
Save this file as res/values/games-ids.xml in your project.
-->
<resources>
  <string name="app_id">104[redacted]</string>
  <string name="package_name">com.sglib.demogame</string>
  <string name="achievement_score_10">CgkI3tzAhK8eEAIQEg</strir
  <string name="achievement_score_20">CgkI3tzAhK8eEAIQAQ</stri
  <string name="achievement_score_30">CgkI3tzAhK8eEAIQEw</strii
```

AUTO-INIT CONFIG

Auto Init ☑

Auto Init Delay 0

[Android] Max Login Reques 3

LEADERBOARD SETUP

▶ 1 Leaderboards

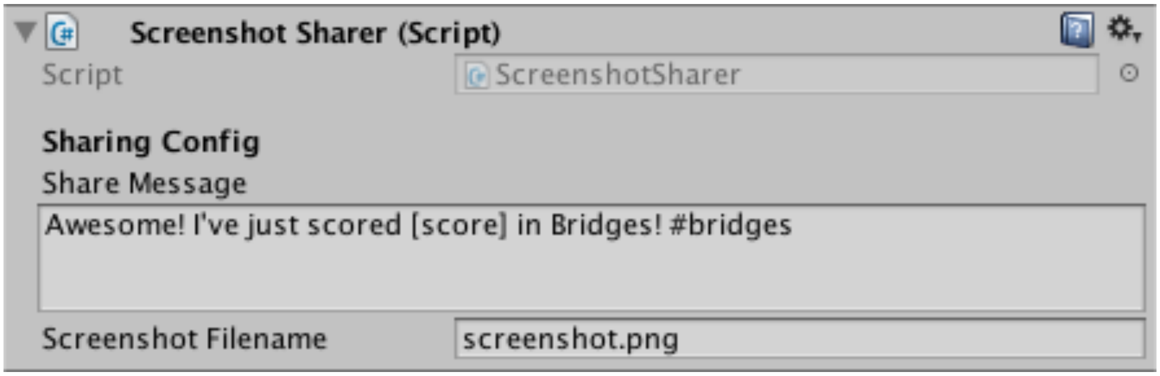
ACHIEVEMENT SETUP

▶ 20 Achievements

Note that you must declare the leaderboard and achievements with the same names as the ones you have in the *AutoScoreReporter* and *AutoAchievementUnlocker* objects. Also their IDs must match the ones you created in iTunes Connect and Google Play Developer Console.

4.5 Native Sharing

This template has a Share button that allows the user to share the game's screenshot to social networks using the native sharing functionality. This activity is managed by the object named *ScreenshotSharer*.



Screenshot Sharer (Script)

Script: ScreenshotSharer

Sharing Config

Share Message: Awesome! I've just scored [score] in Bridges! #bridges

Screenshot Filename: screenshot.png

Here you can configure the sharing feature.

- *Share Message*: the default sharing message, note that [score] will be automatically replaced by actual score
- *Screenshot Filename*: filename to store the screenshot in the device storage

Note that you need to enable the external write permission for this feature to function properly on Android. Please see the Native Sharing section in Easy Mobile user guide for detailed instructions on doing that.

That's it! You've just finished implemented premium features for your game!

THANK YOU AND GOOD LUCK WITH YOUR GAMES!