



English Tracing Book

V 1. 0. 6

Indie Studio

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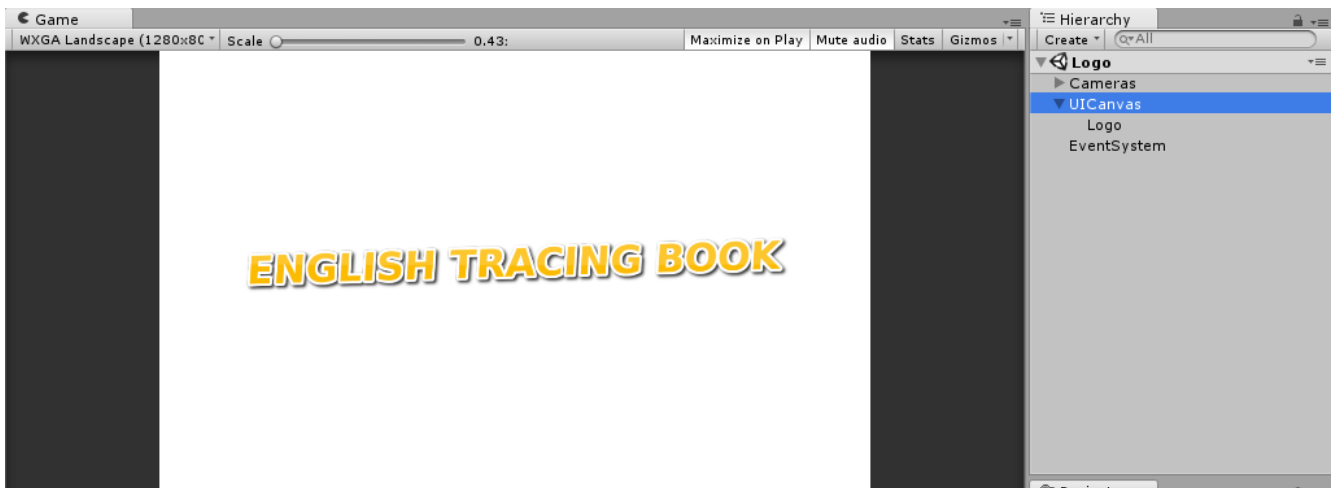
1.0 - Overview

English Tracing Book. Use the Hand or Mobile Pen to trace and fill the letters (Lowercase,Uppercase) and numbers.

Key Features

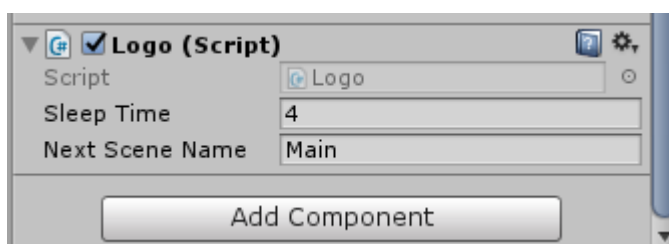
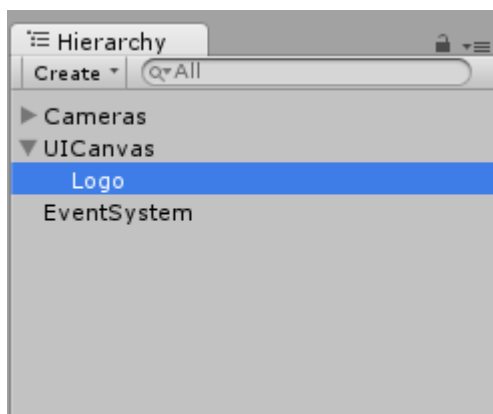
- Smooth Letters & Numbers Tracing and Filling
- A-Z Uppercase Complete Letters
- a-z Lowercase Complete Letters
- 0-9 Complete Numbers
- Tracing Helper (Hint)
- Letters & Numbers Pronunciation
- Shapes Manager
- Singleton Manager
- Win, Reset Dialogs
- Sound Effects
- Particles Effects
- Fourteen Colored Pencils
- Support Mobile, Web and more Platforms
- Logo, Main, Albums and Game Scene(s)
- Three Extra Backgrounds
- Unity 5 GUI built-in features
- Persistent data (loading & saving)
- Scrollable lists
- Letters Rating
- Load Scenes A sync
- Debug messages
- Fully commented source code in C#
- Package Manual

2.0 -Logo Scene

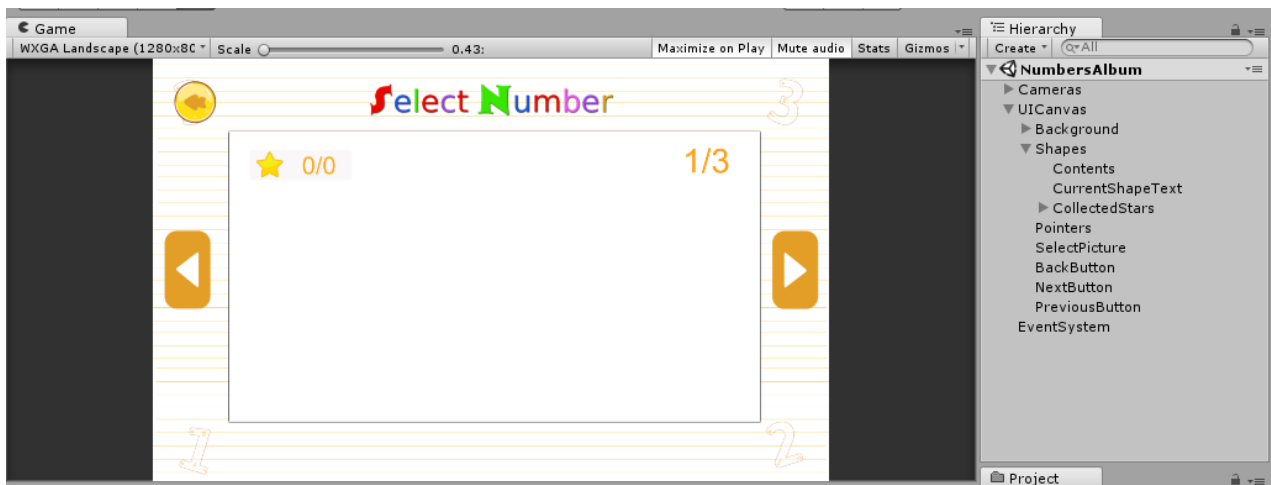


Introduce your game here by adding the `logo`, `title` ... etc.

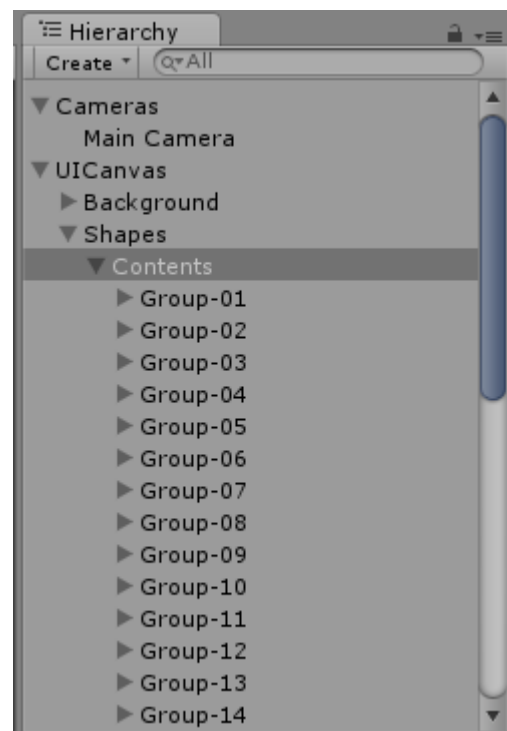
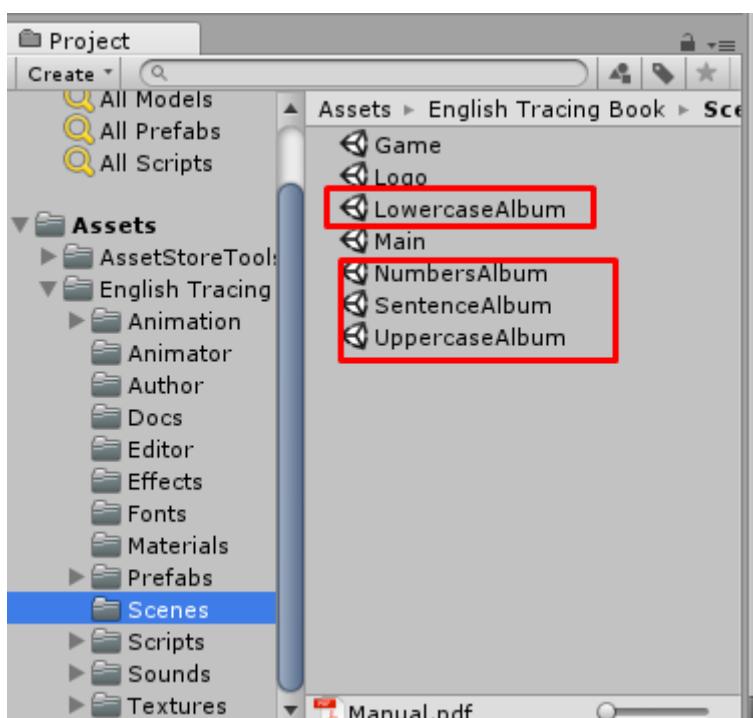
You can change `sleep time` and `Next Scene` from `Logo` component in `Logo GameObject` as following



3.0 -Album Scenes

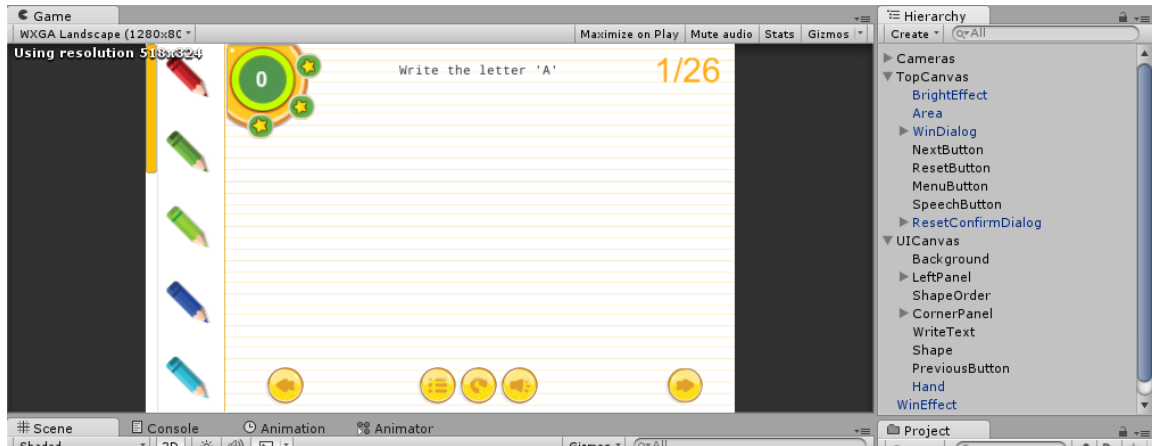


The Album scene contains the sliding letters/numbers to give the user the ability to select any letter/number that he/she wants for Tracing.



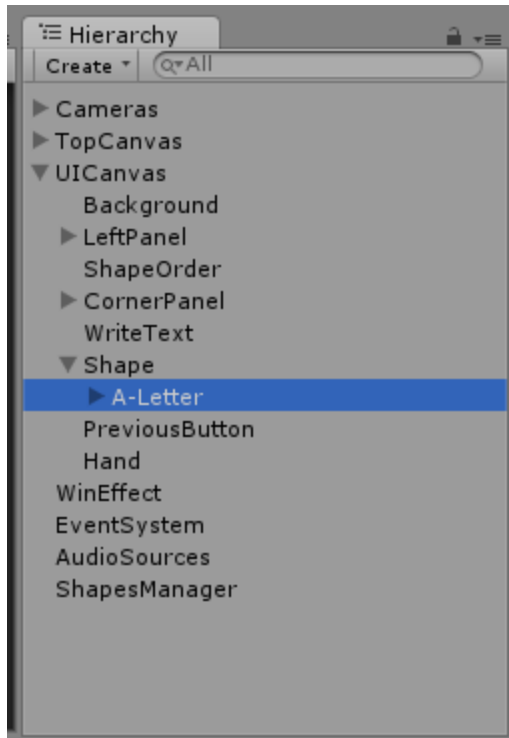
You will find the letters/numbers automatically generated under **Shapes** GameObject using **ShapesTable** component

4.0 - Game Scene



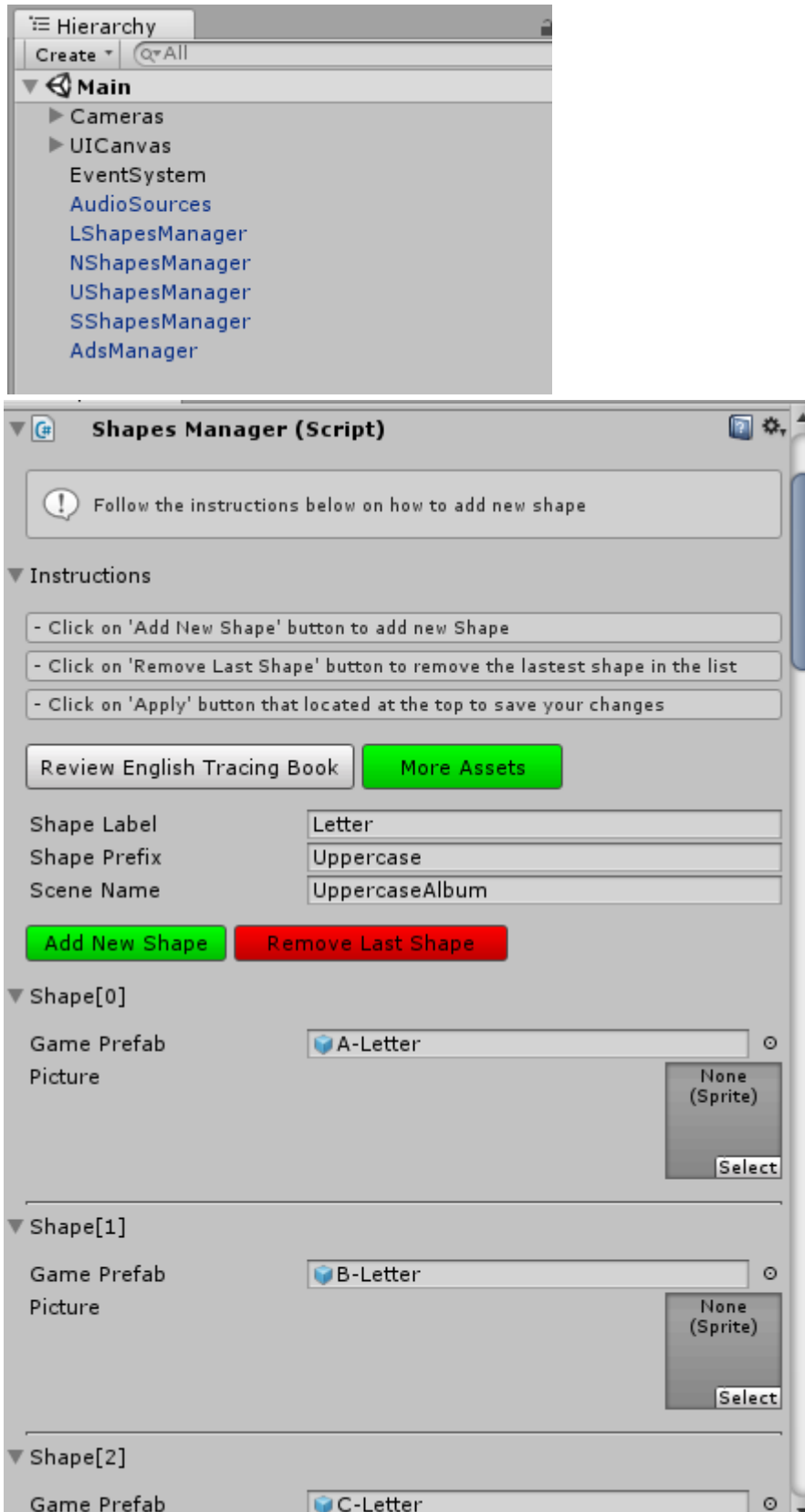
The game scene contains the main components of the game (Game Logic)

The letter/numbers will be automatically generated under **Shape** GameObject in the Hierarchy using **CreateShape** method in **GameManager.cs** script as the following:



5.0 - Shapes Managers

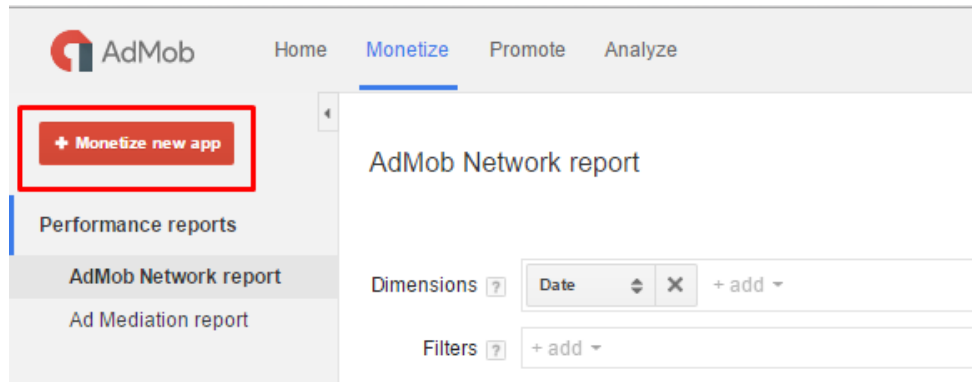
Each **Shapes Manager** in the Main scene contains the letters/numbers prefabs to create them in (LowercaseAlbum/UppercaseAlbum/NumbersAlbum/SentenceAlbum) Scene and Game Scene.



6.0 - Setup ADS Packages

6.1 - Setup Admob Advertisements

1. Sign in to <https://apps.admob.com>
2. Select the Monetize tab and click on **Monetize new app**



3. Follow the steps to monetize a new app as the following figure

Monetize a new app

1 Select an app

Search for your app Add your app manually Select from apps you have added

App name ?

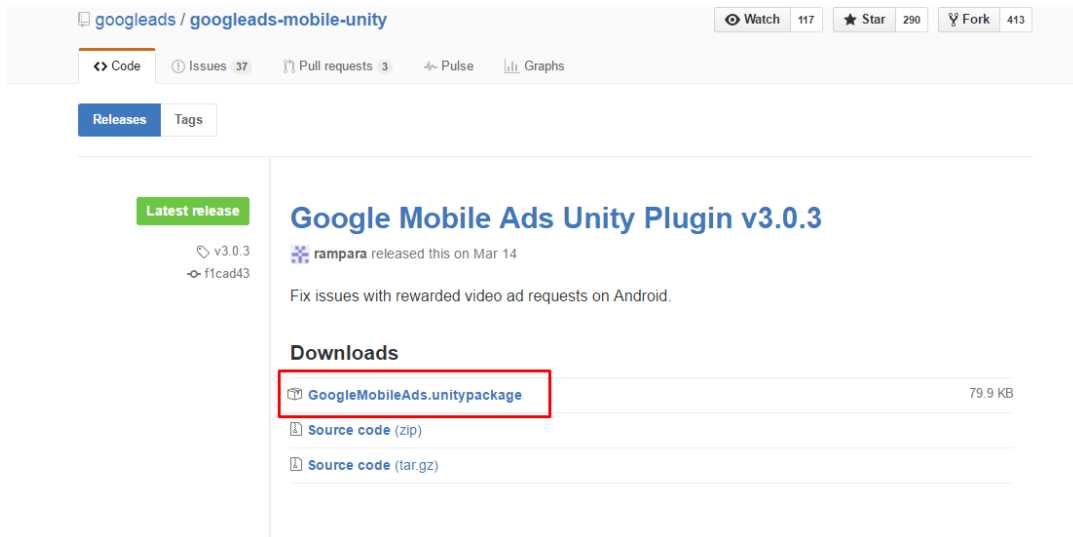
Platform ? Select platform

Add app Cancel

2 Select ad format and name ad unit

3 View setup instructions

4. Add ad units as you want
5. Download Admob Package from the following link
<https://github.com/googleads/googleads-mobile-unity/releases>



6. Import the package to your project

Assets -> Import Package -> Custom Package.

7. Uncomment the lines of code in the following scripts :

1. Admob.cs

- Uncomment line 4
- Uncomment the lines of code between line 14 & line 282
- Save the script (Ctrl/Cmd + s)

2. AdPackage.cs

- Uncomment line 23
- Save the script (Ctrl/Cmd + s)

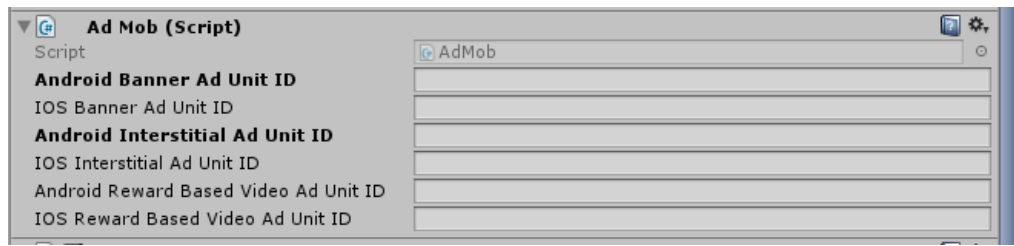
3. AdsManager.cs

- Uncomment the lines of code between line 127 & line 141
- Uncomment the lines of code between line 150 & line 174
- Save the script (Ctrl/Cmd + s)

4. AdsManagerEditor.cs (Located in the Editor folder)

- Uncomment line 100
- Save the script (Ctrl/Cmd + s)

8. Insert the Unit IDs of the Banner/Interstitial in the Admob Component in the **AdManager GameObject** in the Main scene and then click on **Apply** button to save your changes.

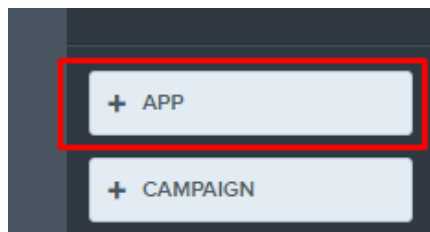


6.2 - Setup ChartBoost Advertisements

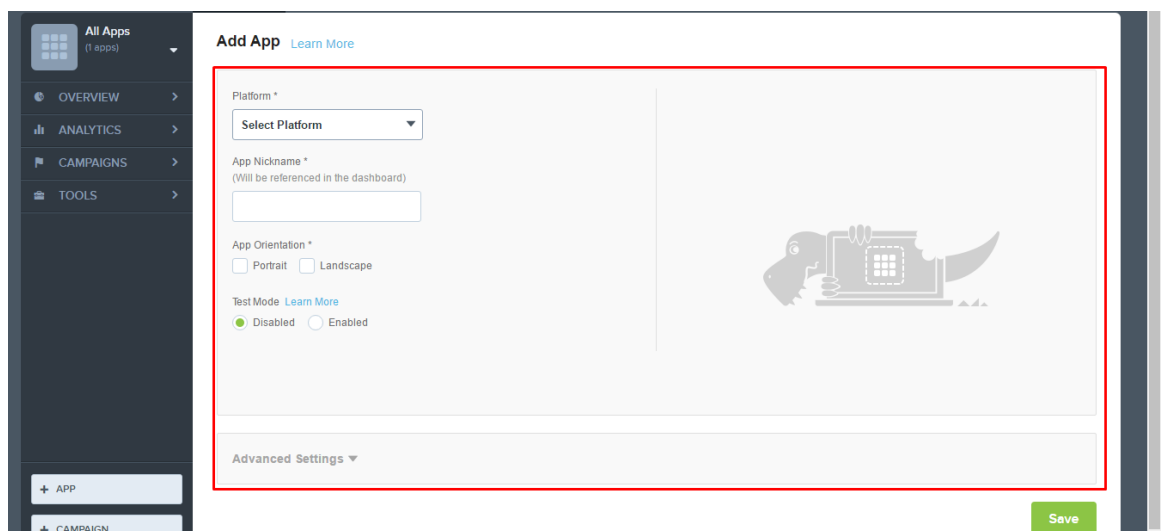
Login to <https://www.chartboost.com>



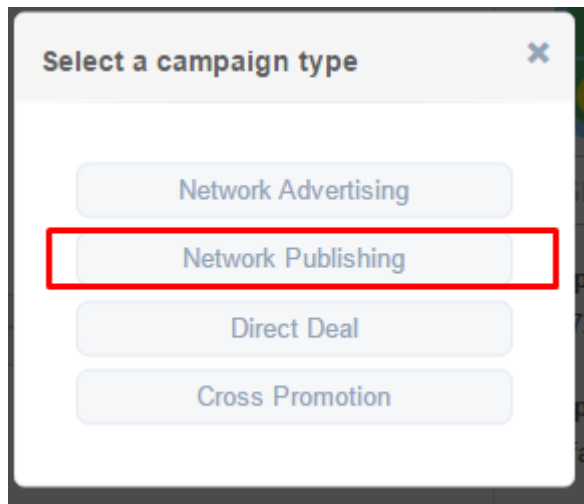
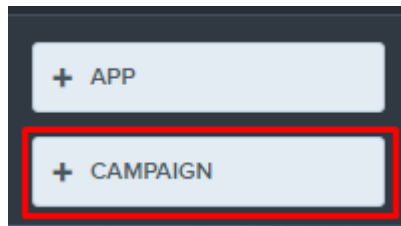
1. From the left sidebar at the bottom click on + APP as the following figure



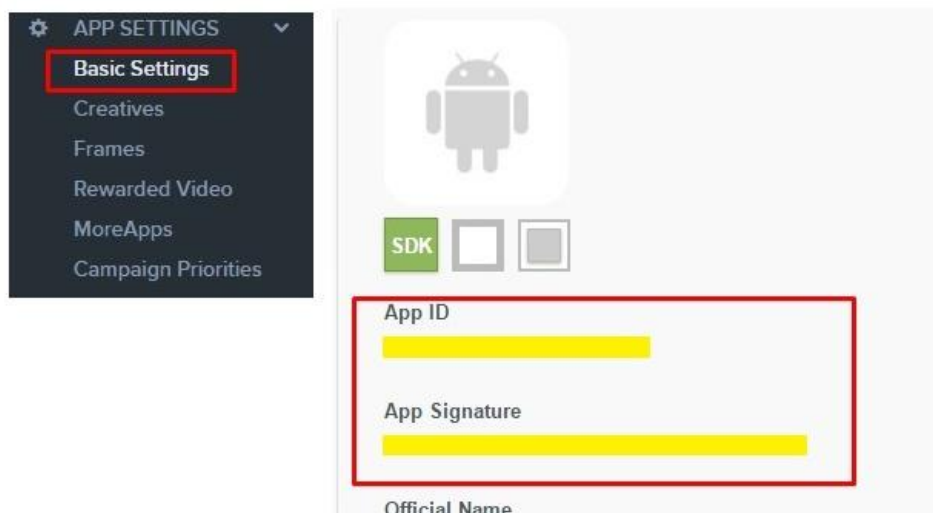
2. Fill the details of the app, and then **Save**



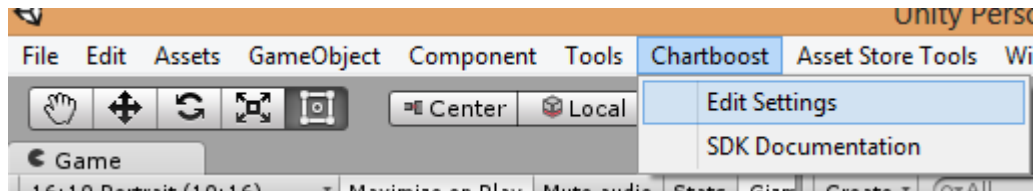
3. Create new Campaign



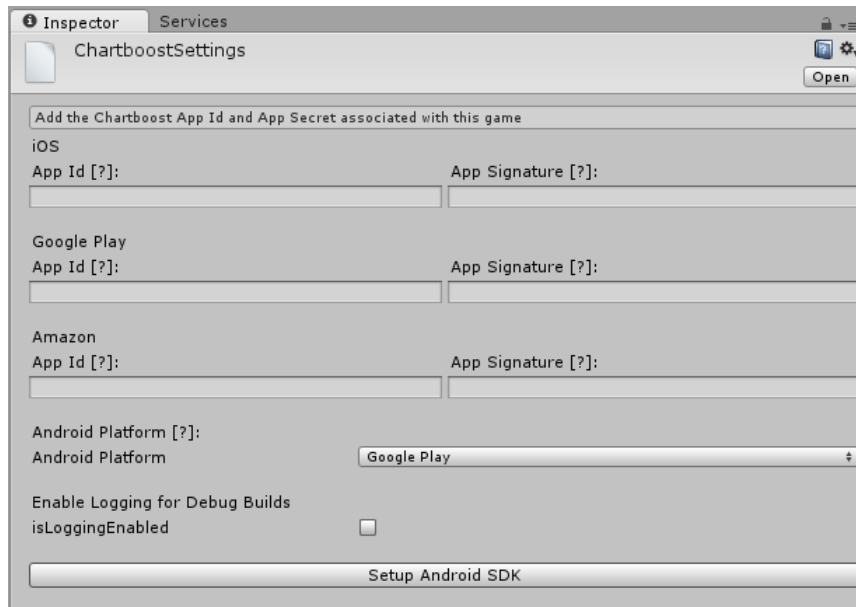
4. Fill the Network Publishing Campaign details and then Turn-on the Campaign, and finally save.
5. Download ChartBoost Package for Unity
<https://answers.chartboost.com/hc/en-us/articles/200780379-Download-Integrate-the-Chartboost-SDK-for-Unity>
6. Import the package in the zipped file to your unity project.
7. Copy App ID & App Signature



8. From your unity project, select ChartBoost -> Edit Settings



9. Paste App ID & App Signature in the ChartBoost Settings



10. Uncomment the lines of code in the following scripts :

➤ **ChartBoost.cs**

- Uncomment **line 3**
- Uncomment the lines of code between **line 13 & line 397**
- Save the script (Ctrl/Cmd + s)

➤ **AdsManager.cs**

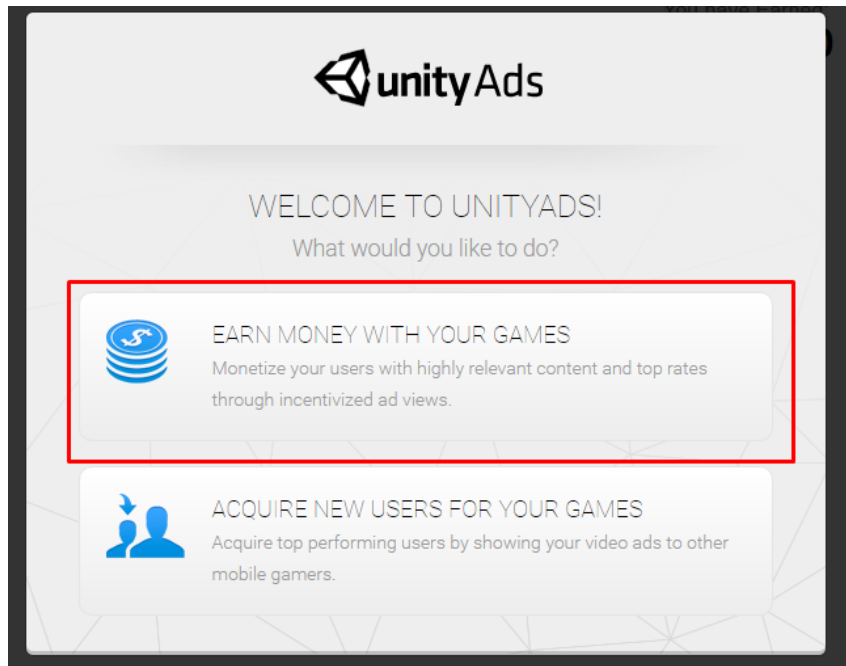
- Uncomment the lines of code between **line 183 & line 191**
- Save the script (Ctrl/Cmd + s)

6.3 - Setup Unity Advertisements

1. Login to <https://unity3d.com/services/ads>



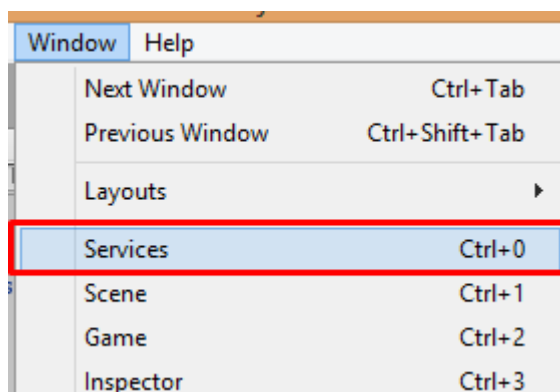
2. Click on Earn Money WITH YOUR GAMES



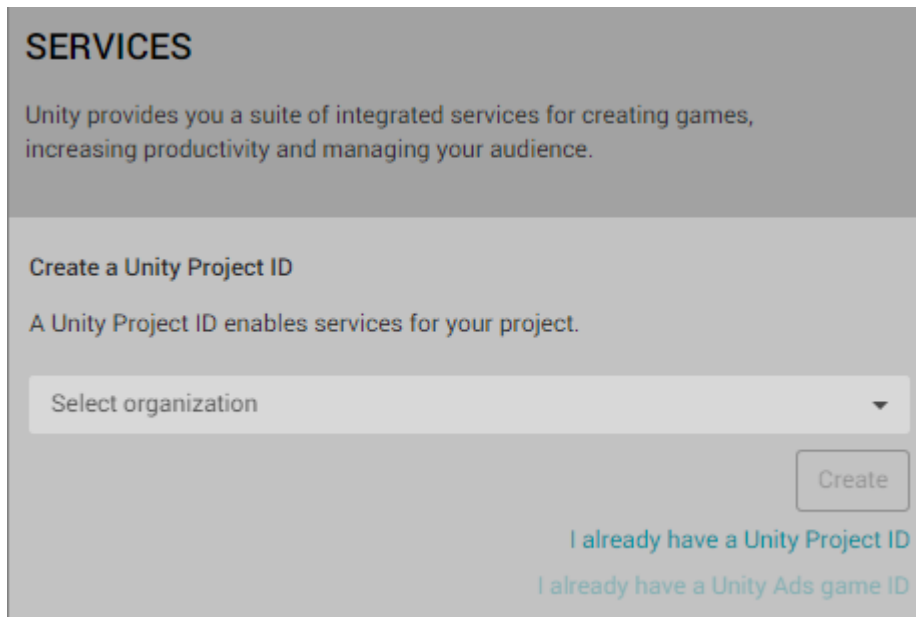
3. Add new project



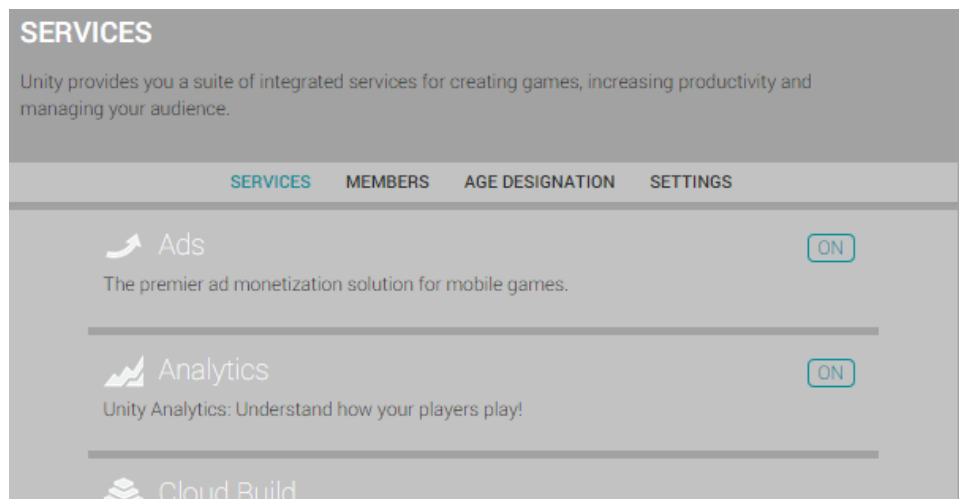
4. Go to your Unity and select Window -> Services



5. Login in (if you are not logged in) to your account, and then create new Unity Project ID and Link it to your Organization



6. Turn on the Unity Ads



7. Uncomment the lines of code in the following scripts :

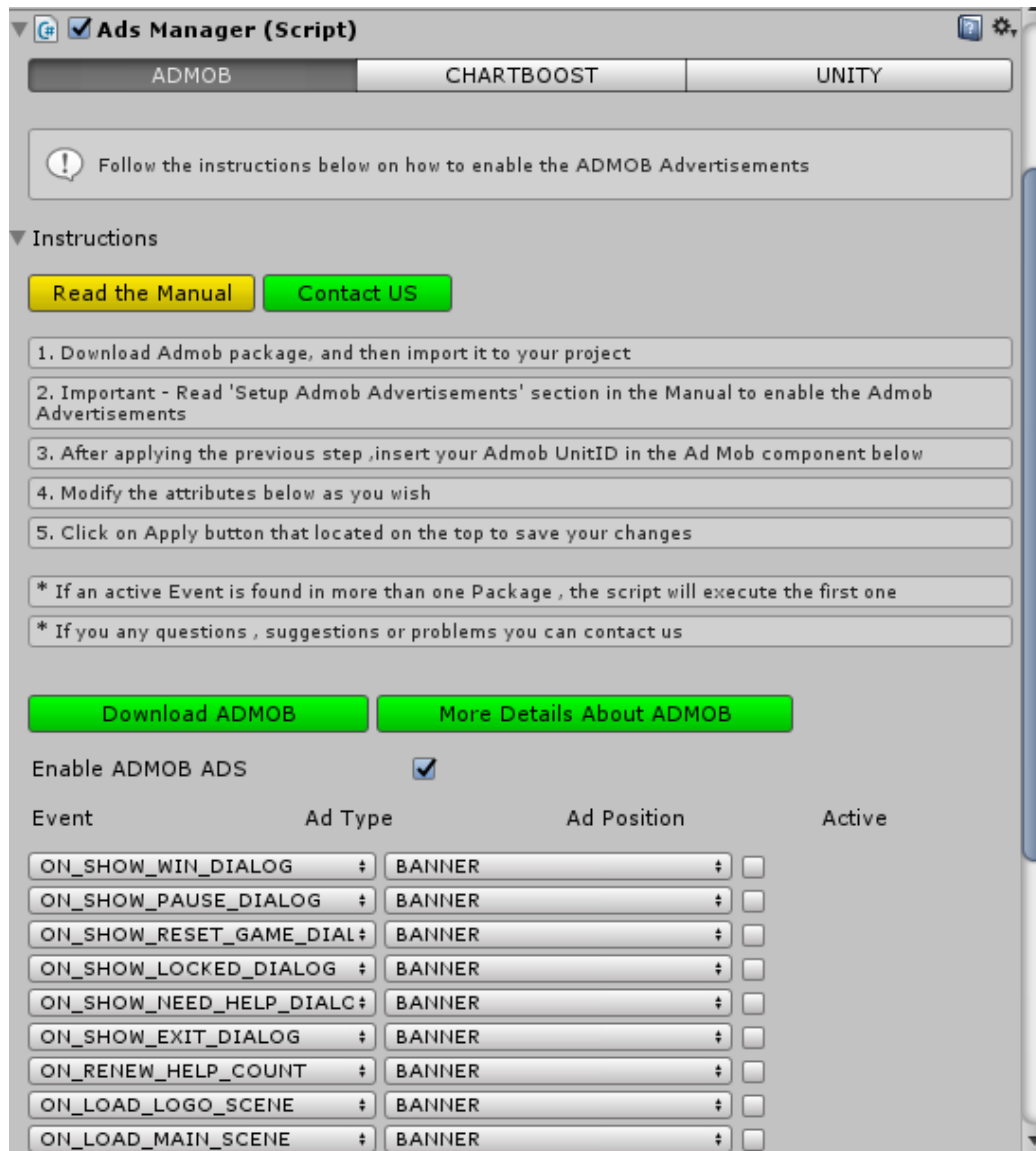
➤ **AdsManager.cs**

- Uncomment **line 2**
- Uncomment the lines of code between **line 199 & line 203**
- Save the script (Ctrl/Cmd + s)

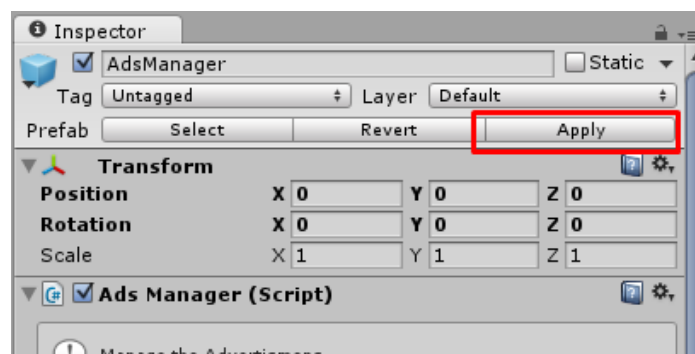
7.0 - Advertisements Manager

To manage the advertisements of each Package (*Admob, ChartBoost, Unity ADS*), open the Main scene then select the **AdsManager GameObject** and manage the ads using **AdsManager component**

(Note: Read [Setup ADS Packages](#) section before, to enable the Ads Manager)

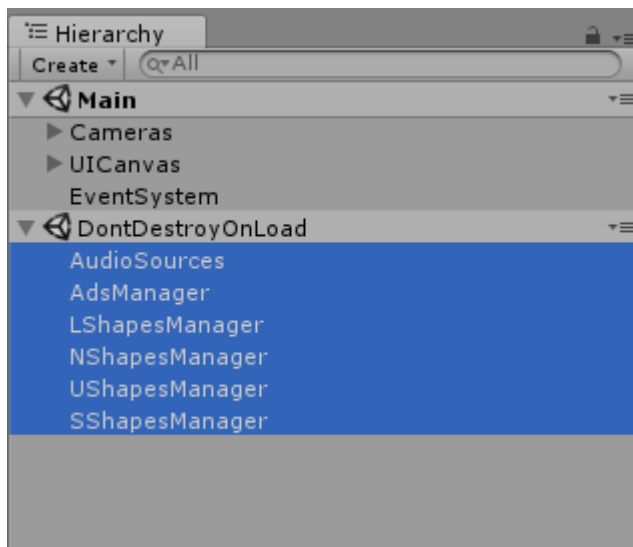
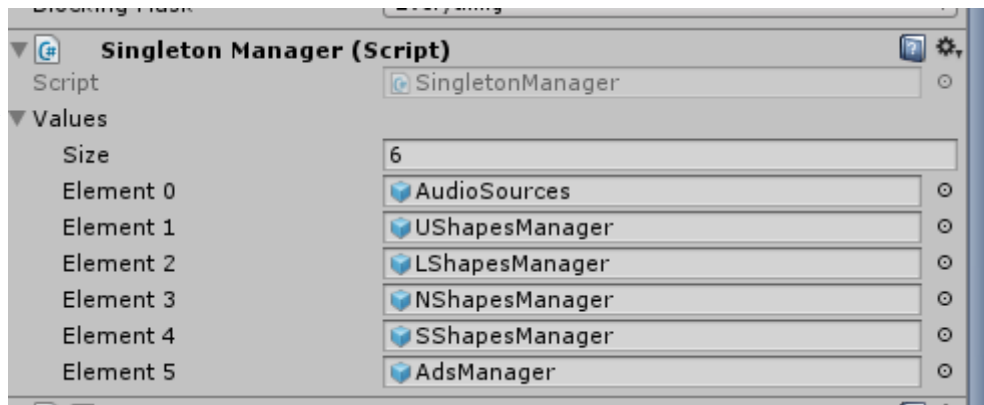


Click on **Apply** button to save your changes.



8.0 - Singleton Manager

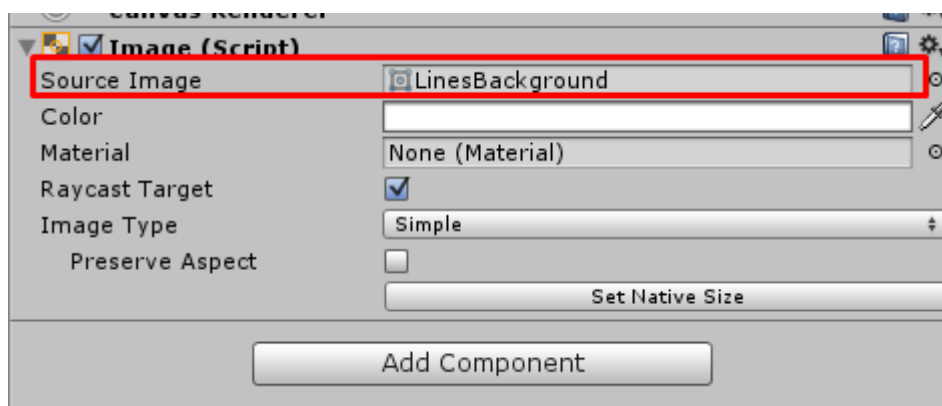
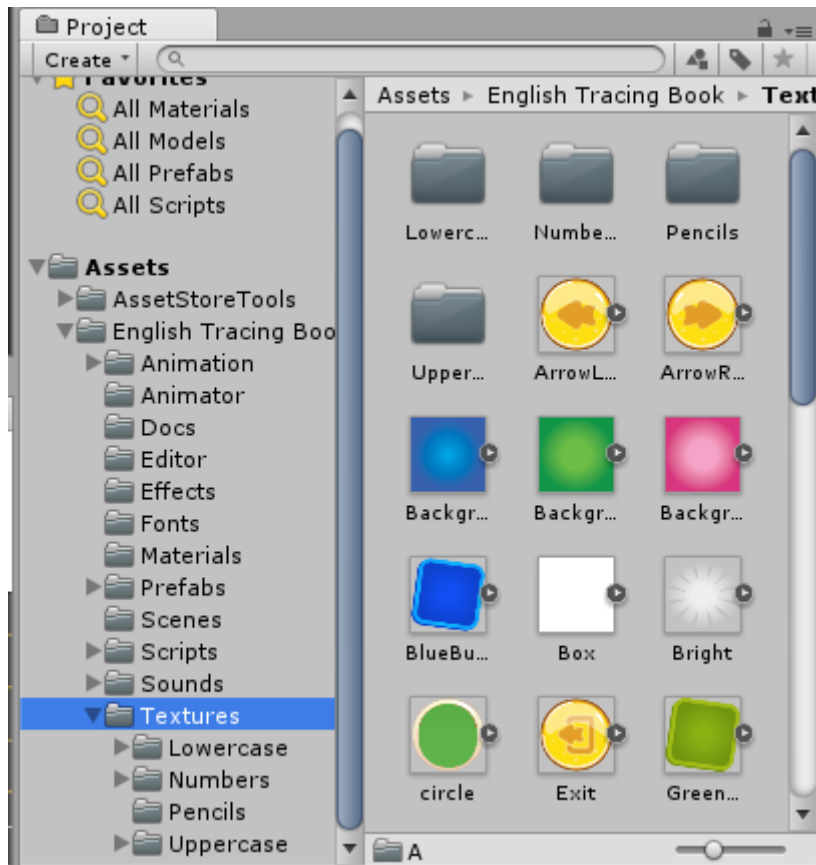
Each scene contains Singleton Manager component attached on UICanvas GameObject to instantiate each GameObject in the **Values** array as a Singleton (One Instance) between the Scenes.



9.0 - How to Reskin

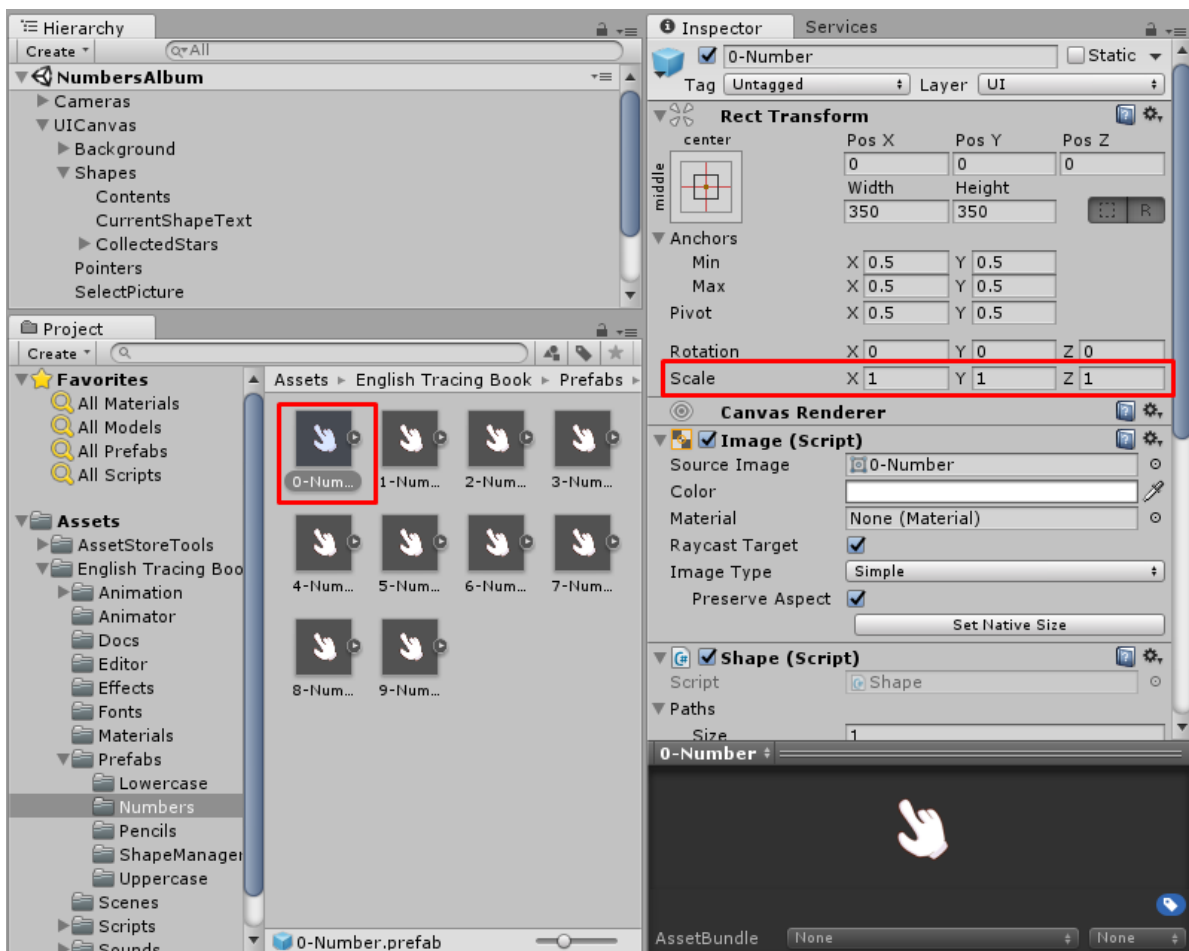
We recommend to reskin your Package to make your app unique in the stores.

After you design new images replace them (the same name) in **Textures** folder to reskin your App. If you have missing references change the sprite or Source Image from SpriteRenderer or Image component in the GameObject.



10.0 - Resize the Letter/Number

To scale the Letter/Number in Game scene, change the scale from its prefab in the **prefabs** folder as following figure below :



11.0 - Add Multiple Letter/Numbers

To create a sentence in the Sentence Scene follow the instructions in **Add Multiple Letters-Numbers.pdf** in the Docs folder

12.0 - Win / Rest Shape Dialogs



- Show Dialog

To show the Reset or Win Dialog, you need to call the `Show()` method

Example:

- `GameObject.Find ("ResetConfirmDialog").GetComponent<Dialog> ().Show ();`
- `GameObject.Find ("WinDialog").GetComponent<WinDialog> ().Show ();`

- Hide Dialog

To hide the Reset or Win Dialog, you need to call the `Hide()` method

Example:

- `GameObject.Find ("ResetConfirmDialog").GetComponent<Dialog> ().hide ();`
- `GameObject.Find ("WinDialog").GetComponent<WinDialog> ().hide ();`

13.0 - More Details

- **[Important]** Do not forget to uncomment the lines of code in `Admob.cs`, `ChartBoostAd.cs`, `AdsManager.cs`, `AdsManagerEditor.cs` after you import GoogleMobileAds and ChartBoost packages , otherwise Ads Manager will not work.
- Use the first AudioSource component in AudioSources GameObject in the Main Scene for the Music, and then click on **Apply** button to save your changes.
- Use the second AudioSource component in AudioSources GameObject for the Sound Effects.
- Download Music from <http://www.pond5.com/stock-music/49024359/bright-paint.html>

If you have any questions, suggestions, comments, feature requests or bug detected, you can contact us and we would be happy to listen from you.

For more details, do not hesitate to contact us

Useful Links

<http://indiestd.com/questions-and-answers>

<http://indiestd.com/contact-us>

Good Luck ☺