TAP TAP MUSIC GAME TEMPLATE

Made by Unity 2019.x

Support Android & IOS

Admob & Unity Ads

Minimal requirement: Unity 2019.x

Latest android SDK

Tap Tap Music is a complete project template that will help you create a great casual game. You only need change the graphic, advertising ID and publish on **Google Play or App Store** . The project includes many game features like **Admob, Unity Ads.** The project use Unity new version (2019.x) so your game has highest performance and support all mobile device generation

Important informations:

1. To avoid the problems with AppStore and GooglePlay , we strongly recommend to change all graphic in the game . They don't like many the same games in their store

2. You can use this template **ONLY** for **PUBLISHING** your games on mobile stores like GooglePlay, AppStore and etc. **Resale** of source code is **not allowed**, even after reskining

Game engine description

• Easy to play, hard to master

• Design with austere user interface.

• Listen to the most thrilling music and run the ball!

• Ball selector and music selector

• 2D design and easy to reskin

• Admob (Interstital and banner)

• Unity Ads (fill rate 100% for Admob)

• Support control for Android and IOS

• Unity 2019.x

How to reskin

You don't need to change a lot of similar arts in different places into the project. Just change one art in Images folder, and this art will replaced in all places of the project, where it should be located.

1. Open a project
2. Go to Assets → Images
3. For reskin, you should to change all arts in all folders into Images Folder.
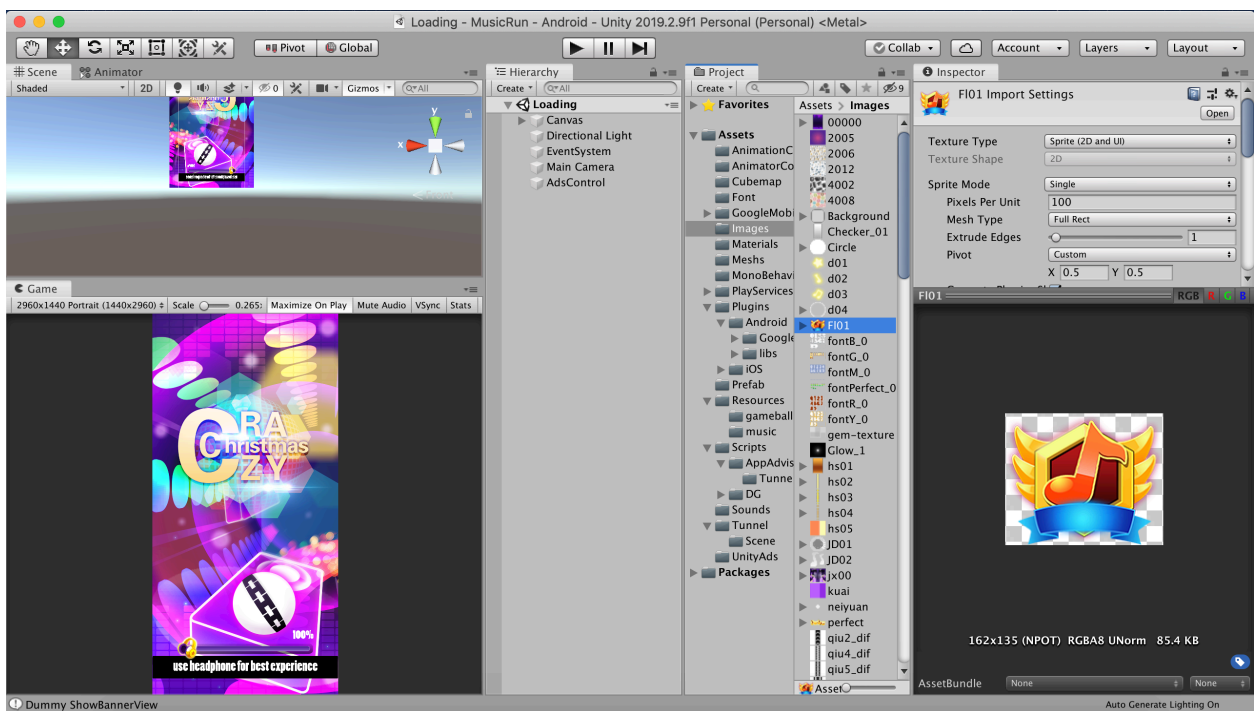

EXAMPLE, open Images Folder --> Items (folder includes all items and blocks images in the project). Replace your arts in Images--> Items to reskin all images in this Folder. Do the same for all folders inside the Images folder

Remember - your art should be the same size and only in the PNG format like in the project, to correctly display the textures in the project

How to change sound and music

Open Resources folder , you will go to sound and music files in the project folder
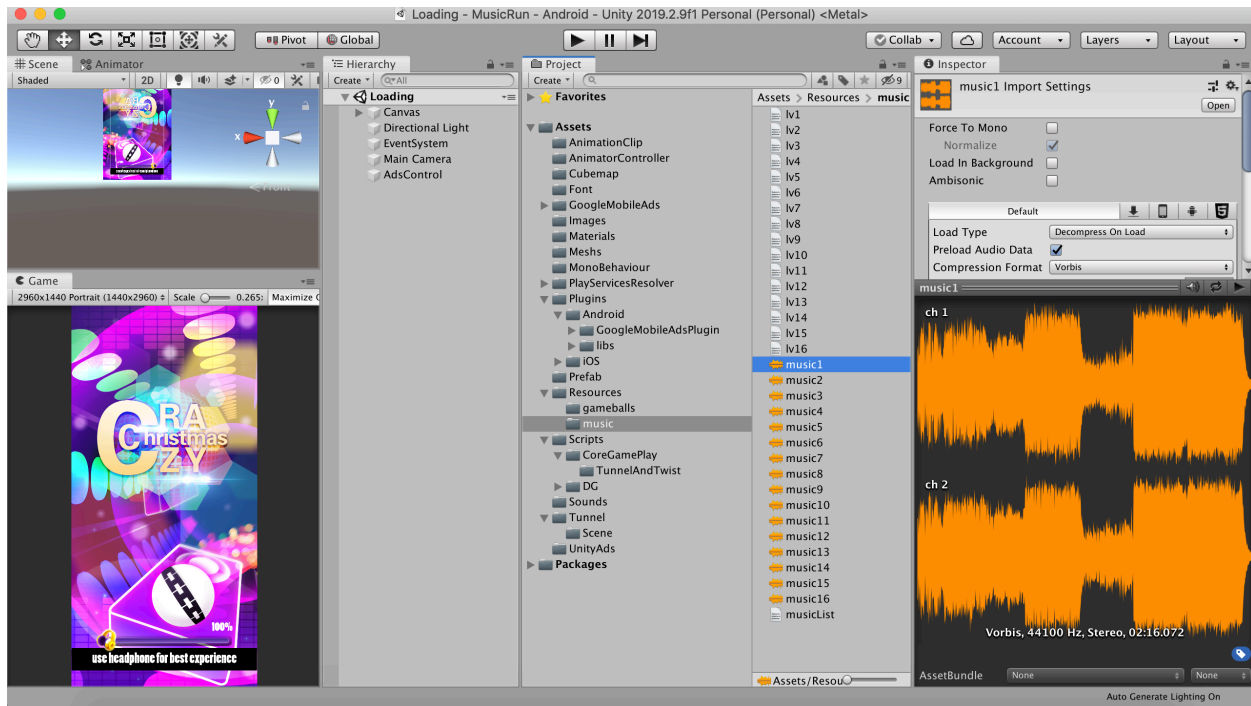
Ads set up

On the project window, you can set up either AdMob or Unity Ads to be used for Banner, Interstitial, and/or Reward ads for both Android and iOS platforms. Selecting Logo **Scene**, choose **AdControl** and replace your key in **Inspector**

Open the AndroidManifest located in the folder Plugins/Android/GoogleMobileAdsPlugin and add the following lines in the **application** element, replace ADMOB_APP_ID with your App Id:
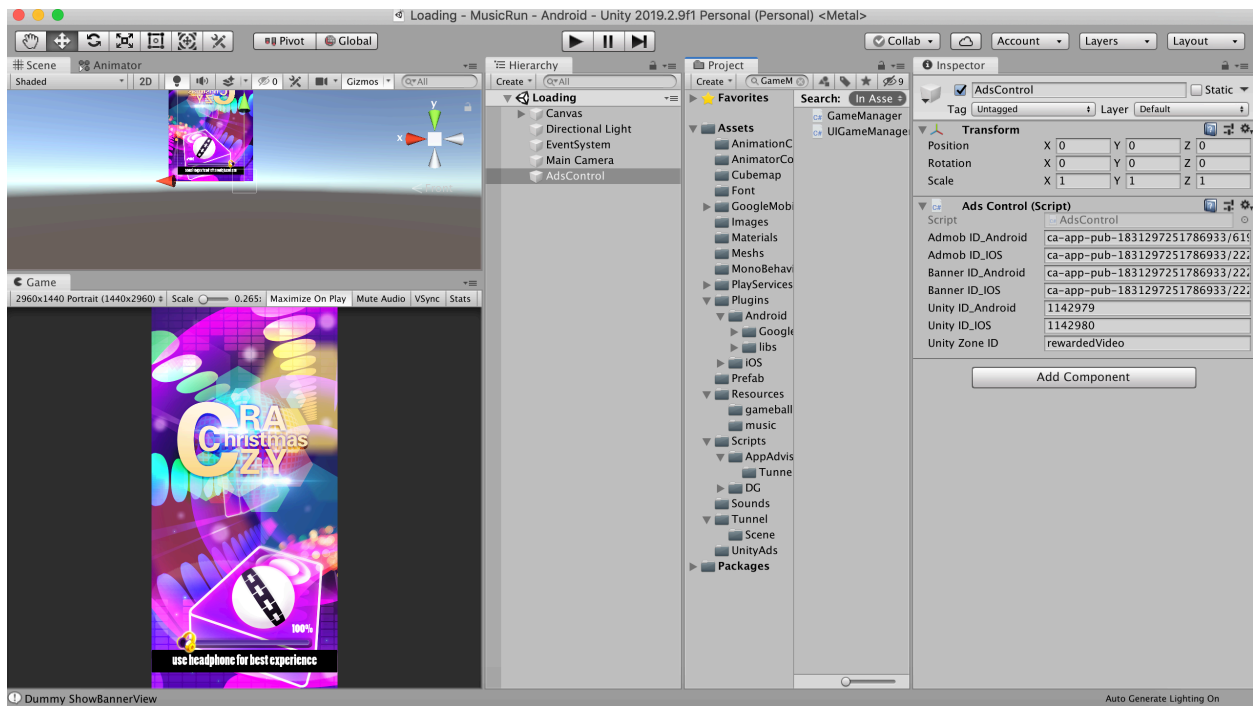
```
<meta-data
android:name="com.google.android.gms.ads.APPLICATION_ID"
android:value="ADMOB_APP_ID"/>
```

Your AndroidManifest should look something like this:

```
 7  <manifest xmlns:android="http://schemas.android.com/apk/res/android"
 8      package="com.google.unity.ads"
 9      android:versionName="1.0"
10      android:versionCode="1">
11    <uses-sdk android:minSdkVersion="14"
12        android:targetSdkVersion="19" />
13    <application>
14      <meta-data
15          android:name="com.google.android.gms.ads.APPLICATION_ID"
16          android:value="ca-app-pub-3644762853449491~2999379837"/>
17    </application>
18  </manifest>
```

Make sure the play services resolver that comes with the GoogleMobileAds plugin has executed by selecting the menu item **Assets -> Play Services Resolver -> Android Resolver -> Resolve**.

Thats it! AdMob ads or Unity Ads should appear in the game.