

# Gold Miner

Thank you for purchasing the “**Gold Miner**” game template.



**Gather as much gold and gem as you can from underground!**

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## Version History

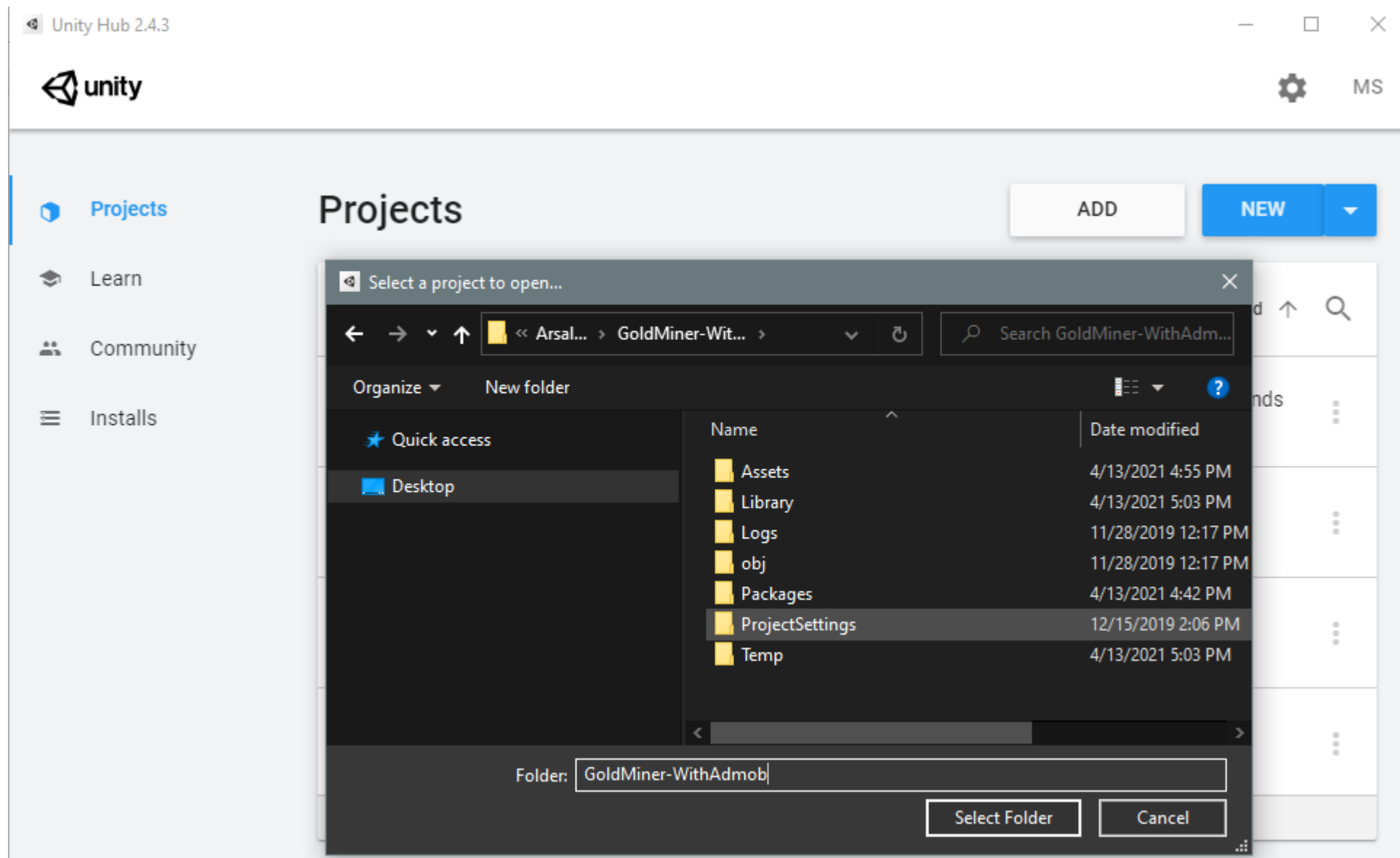
- **Version 1.0**
  - Initial release.

## Requirements

Unity 3D version 2018.4.11 or higher.

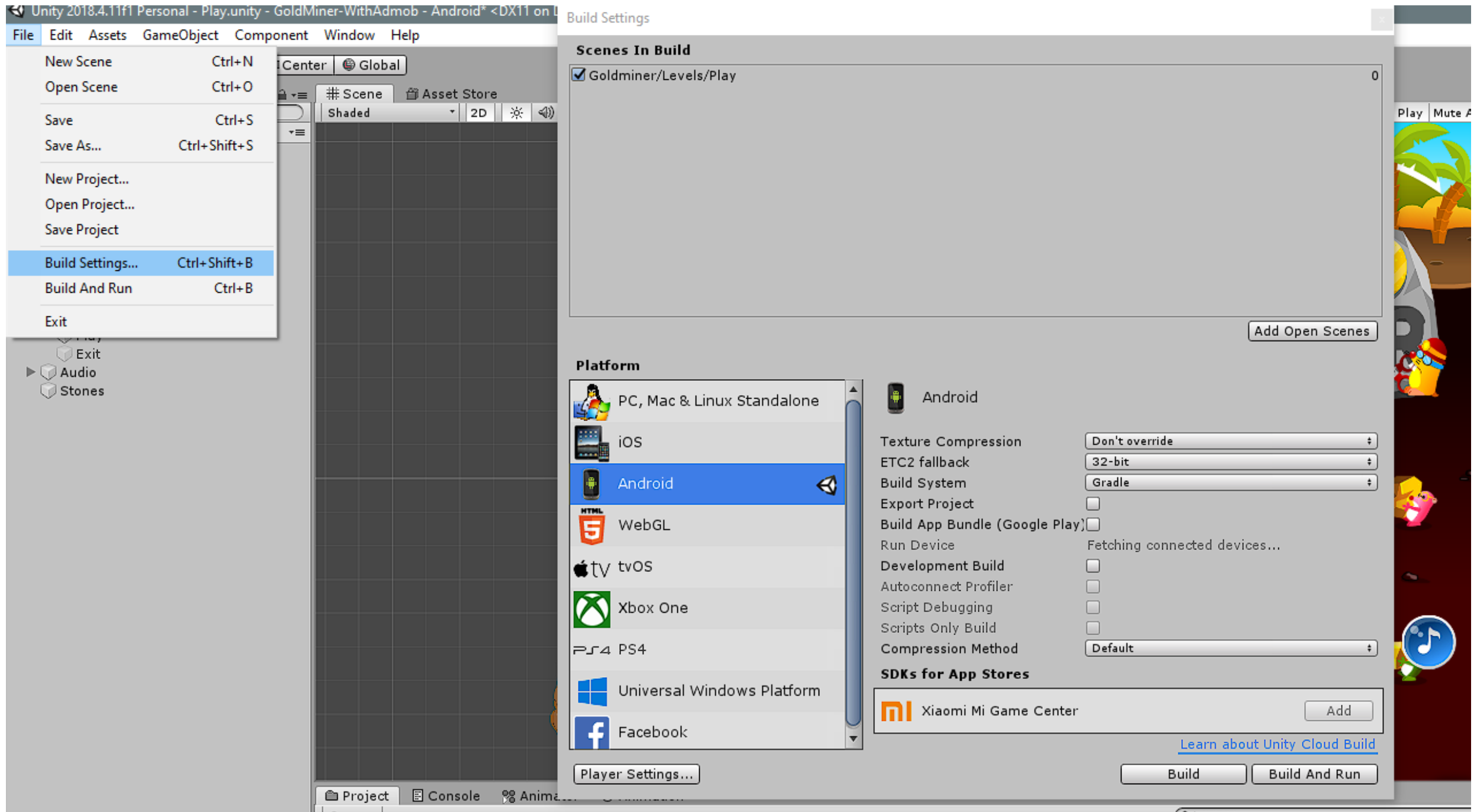
## How to Open the Project

Install [Unity Hub](#) and add the project in Unity Hub like below image. Then click on project name to open the project.



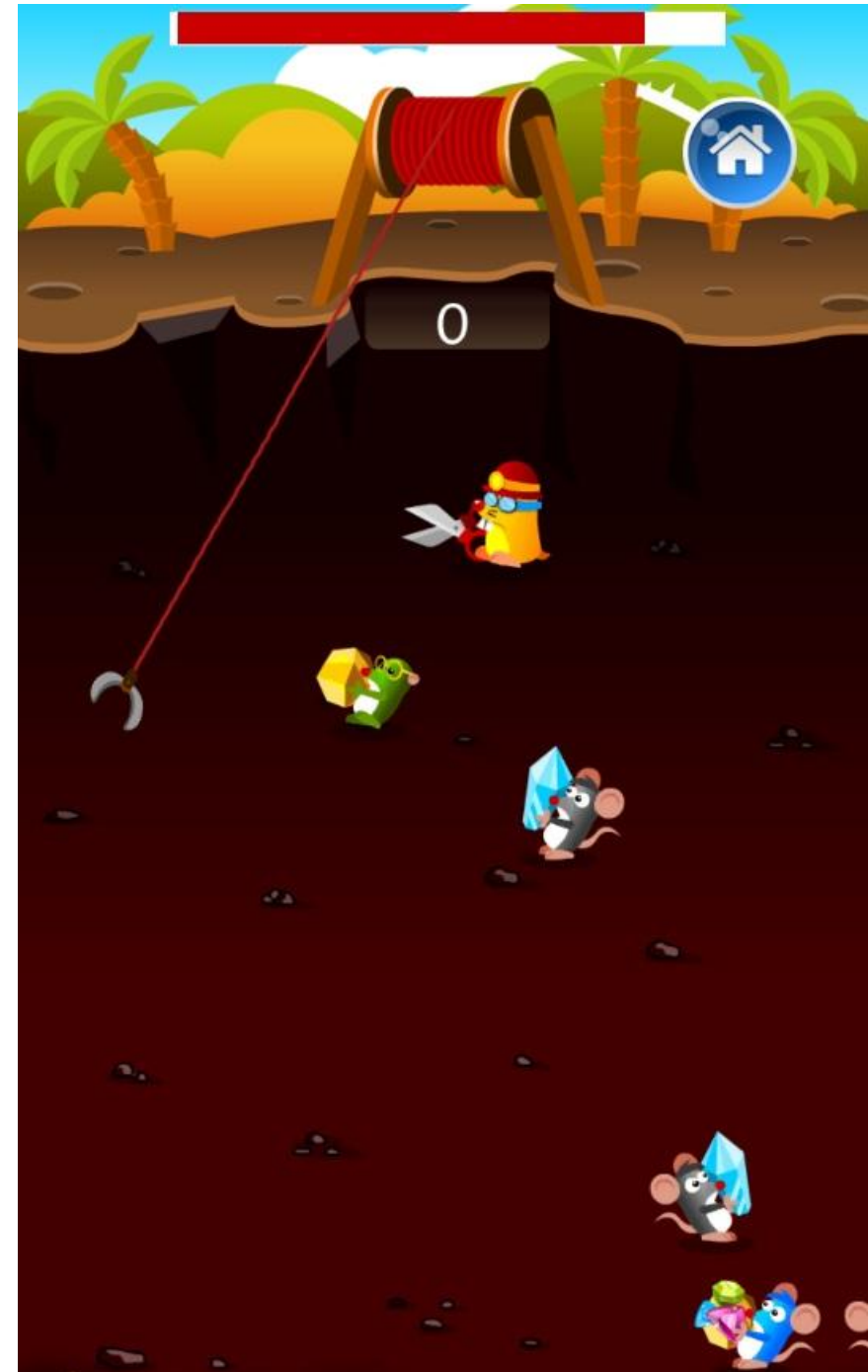
# Build Settings

Make sure you have added these scenes.



## How to Play

In this game, you have to collect the diamonds in a limited time and earn a score.

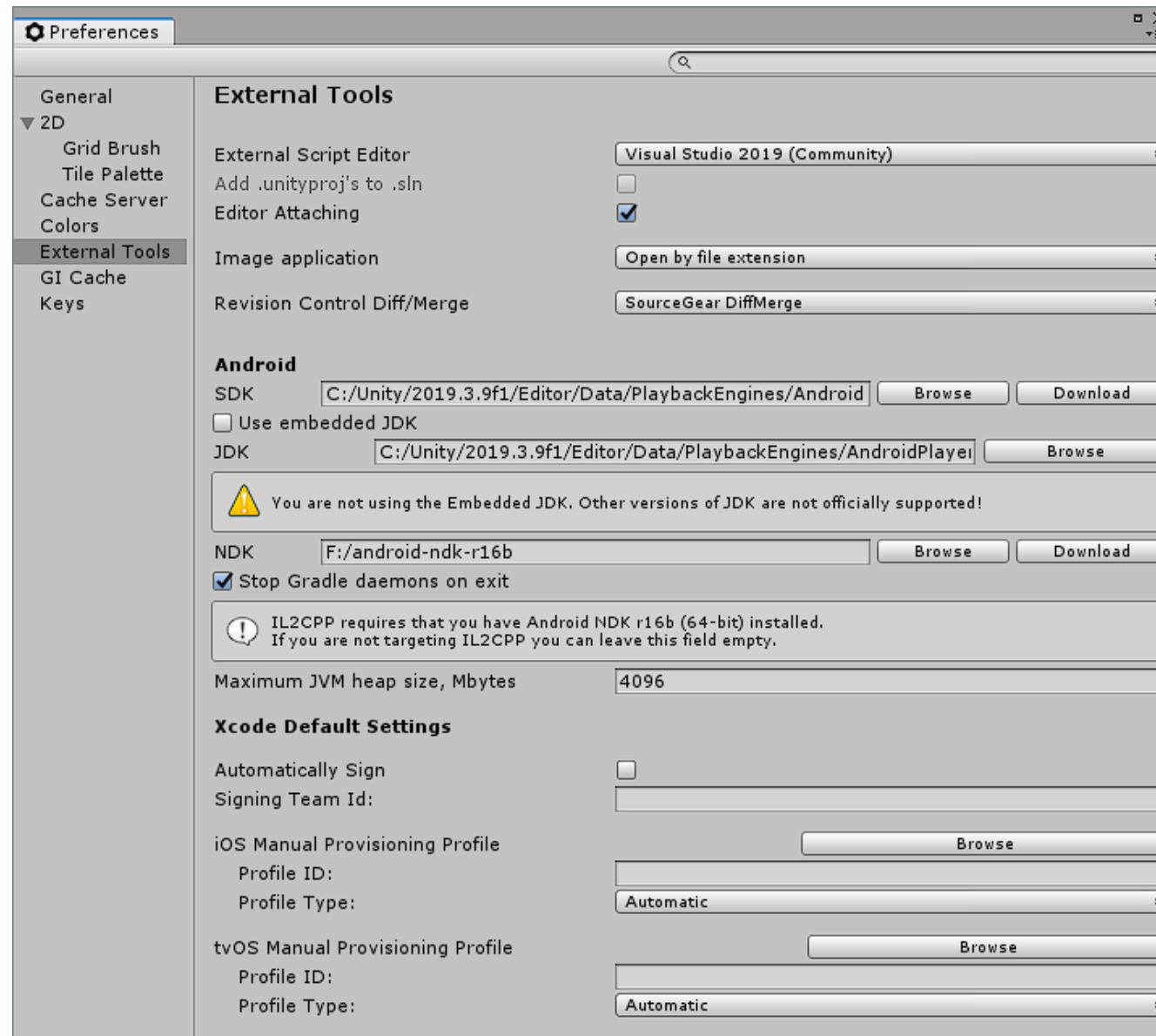


# How to Export

## Prerequisites

### Android and Java SDK

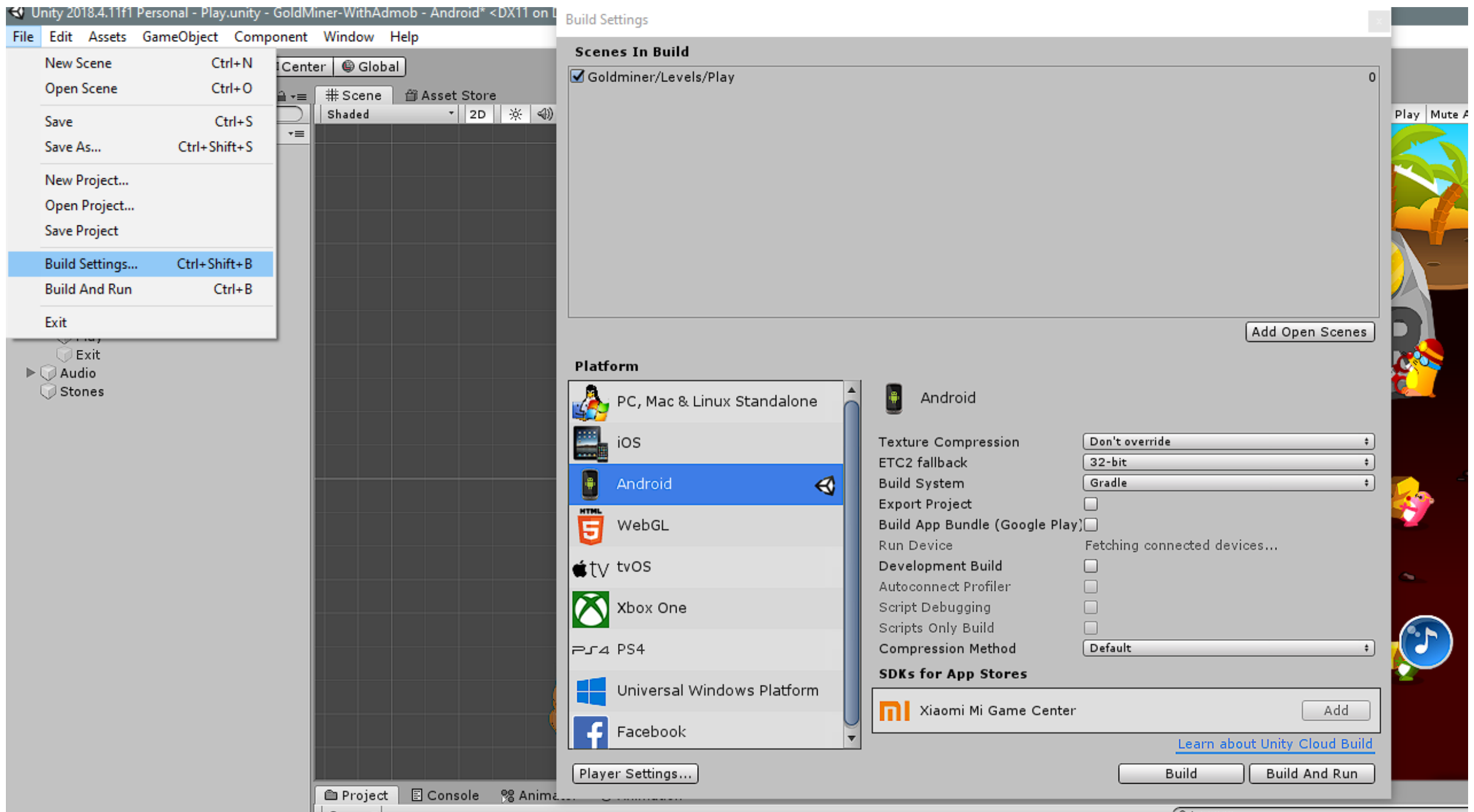
Like the image, click on Preferences from the Edit menu in Unity so that Unity Preferences window is shown and then enter the installation folder address of Android SDK, Java SDK and NDK (ARM64) in their places (you need to have Android SDK and Java SDK installed on your system beforehand).





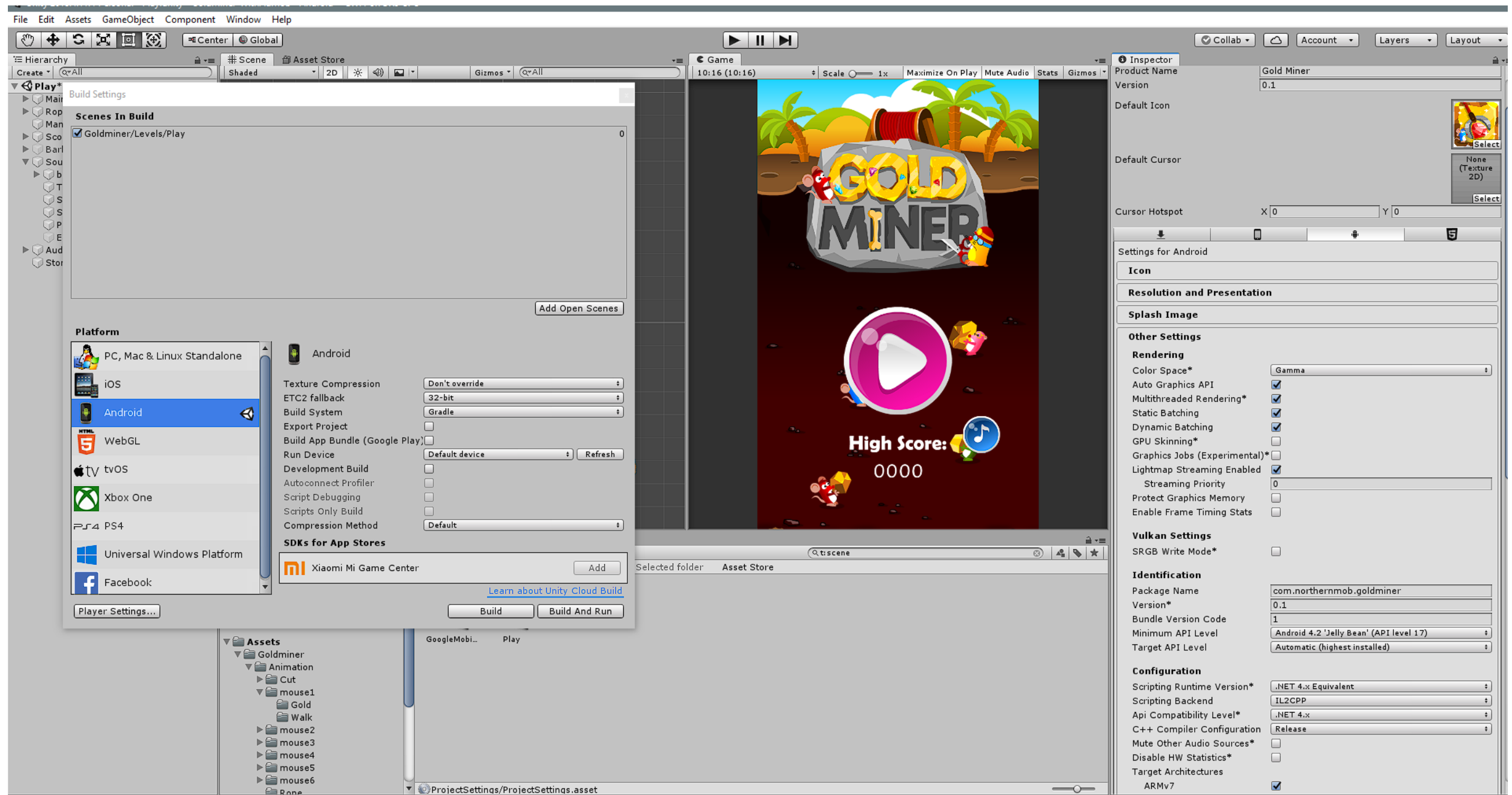
## Export to Android

After the project is opened, click on Build Settings in the File menu like the image below. Then in the newly opened window, click on Android platform and then on Player settings.





Then like the below image, select the desired name for the game and its package name in the Inspector section (if you like).



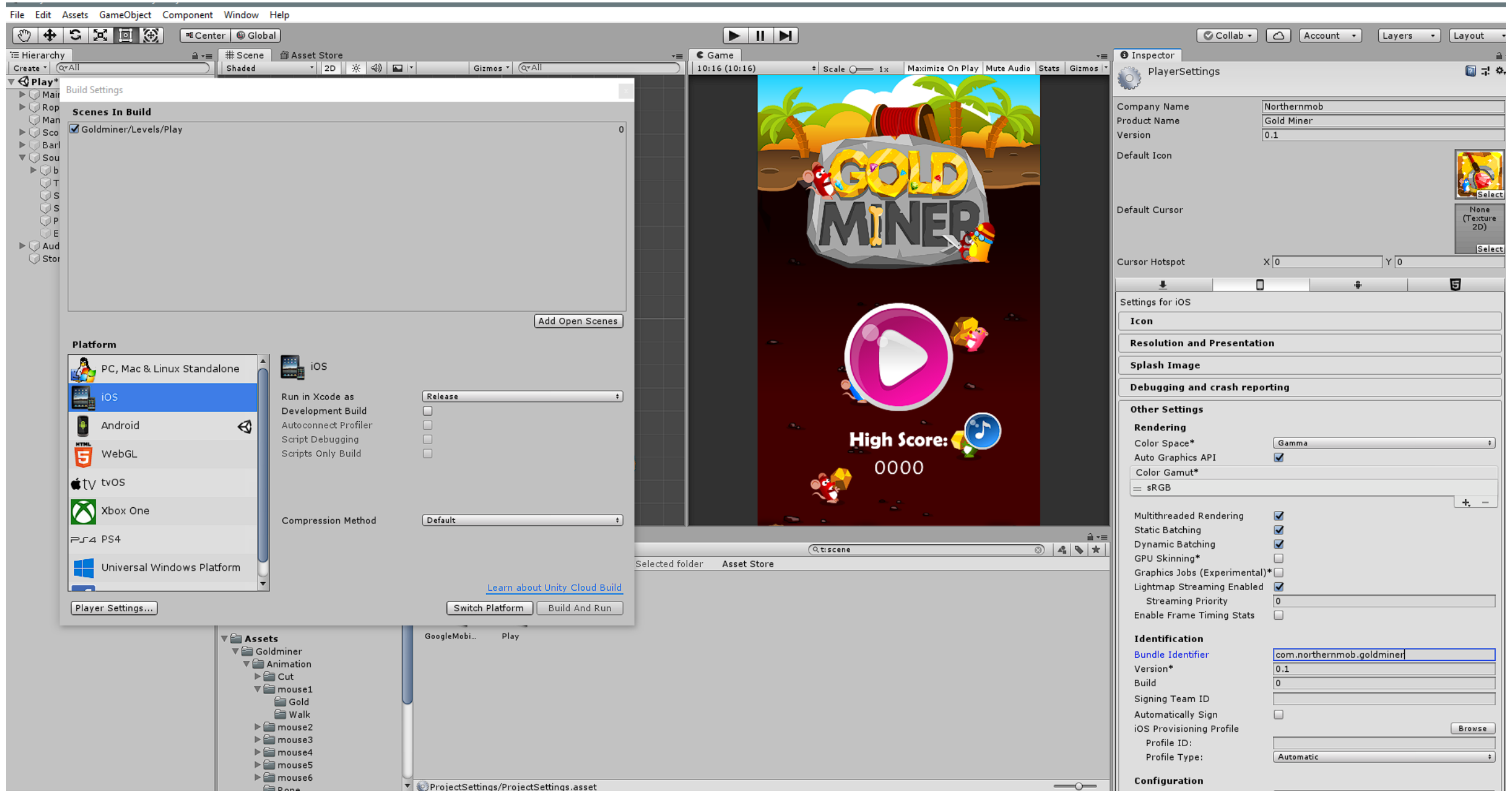
And finally, you have to sign the exported version with your keystore like the image below and then click on the Build button so that Unity starts making the exported version for Android.



Here is a guide from Unity website about making Android version: <https://learn.unity.com/tutorial/how-to-publish-to-android>

## Export for Xcode (iOS)

Click on Build Settings from the File menu to export the project for Xcode and then click on the Build button in the Build Setting window.

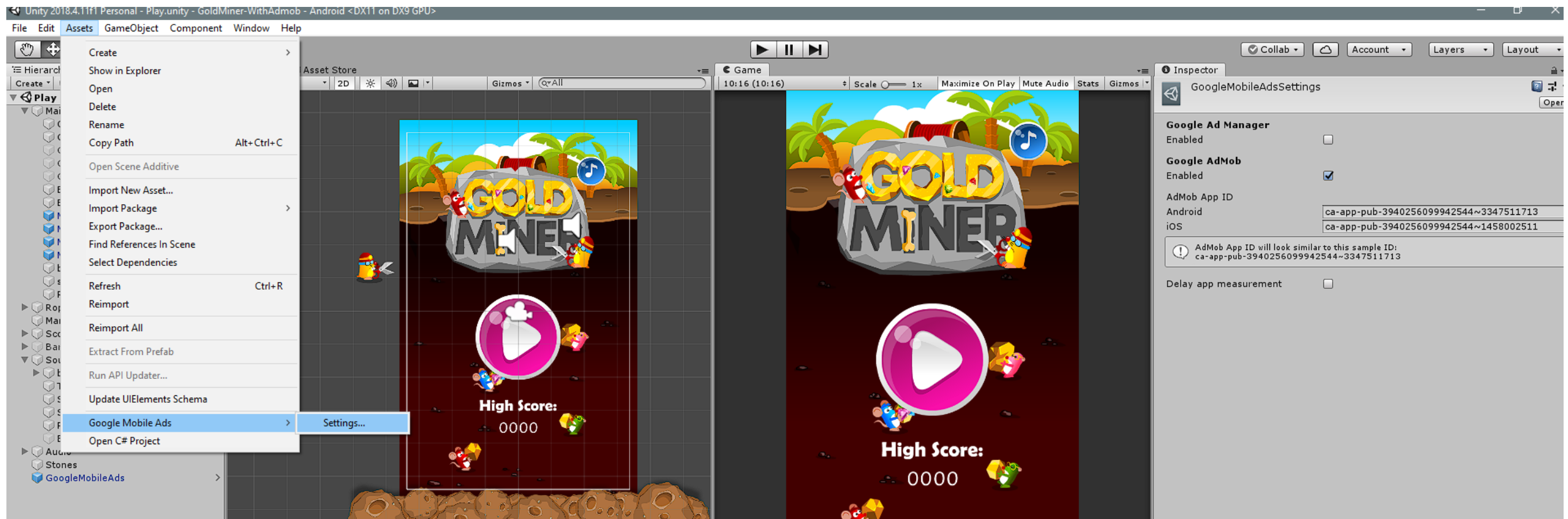


And here is a guide for making Android and iOS version from the Unity website that you can read to get some extra details and information:

<https://learn.unity.com/tutorial/building-for-mobile>

## Admob

Like the below image, click on settings from assets menu so that Google Mobile Ads configurations are shown up and then enter the App IDs that you have created in your admob panel in Android and iOS sections.



Then in the "**Play**" scene, select GoogleMobileAds object and then in inspector, Admob settings are shown. If you want to use banners, you can activate the banner section and enter the corresponding unitid. You can also choose the banner's position and where in the game it is shown. To activate full screen ads, you have to mark interstitial choice and enter the related unit id in it like the below image. If you activate Auto per scene, ads will be shown based on the number entered in the Rate field when scenes are changing and you don't have to load the ads manually.

If you want to use reward ads, then you need to activate the Reward section and enter its unit id.

**Note:** After implementing the changes, make sure to press the Save All button to save your changes.



To show the ads manually, use these codes:

### Showing Banner ads:

```
GoogleMobileAdsScript.USE.ShowBanner();
```

### Removing and not showing banner ads:

```
GoogleMobileAdsScript.USE.HideBanner();
```

### Showing full screen ads:

```
GoogleMobileAdsScript.USE.ShowInterstitial();
```

### Showing reward ads:

```
GoogleMobileAdsScript.USE.ShowRewardAd();
```

### Rewarding the player after reward ads is shown successfully:

For this, you need to edit line 73 of GoogleMobileAdsScript like below:



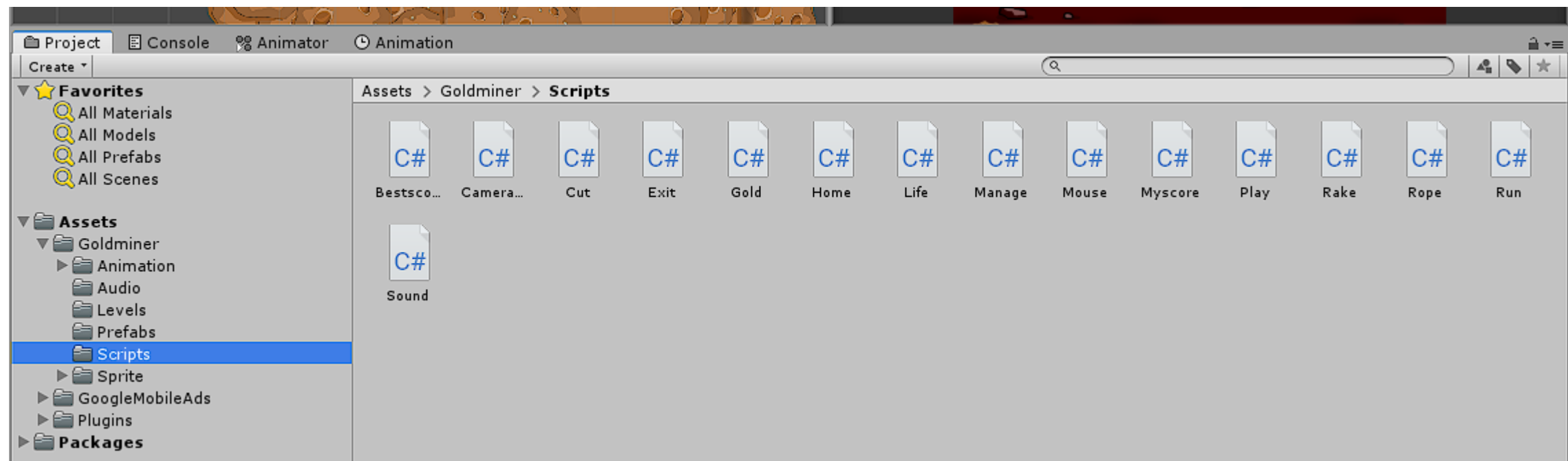
```

71     public void RewardVideo(string type, double amount)
72     {
73         // put ur rewarded video here
74     }
75

```

## Scripts

All scripts are under the Script folder.



Bestscore.cs

This code is a sprite score and shows the best score.

CameraFit.cs

This code controls the game's screen.

Cut.cs

This code controls the enemy and drops the gold or gem from rope.

Exit.cs

This code is for exiting the game.

Gold.cs

This code controls golds and diamonds.

Home.cs

This code is for replaying the game.

Life.cs

This code controls the game's timer.

Manage.cs

This code controls general aspects of the game.

Mouse.cs

This code controls the mice.

Myscore.cs

This code shows the score.

Play.cs

This code is for starting the game.

Rake.cs

This code controls the hook in the game and give commands to pull back the rope.

Rope.cs

This code controls the rope.

Run.cs

This code sends down the rope.

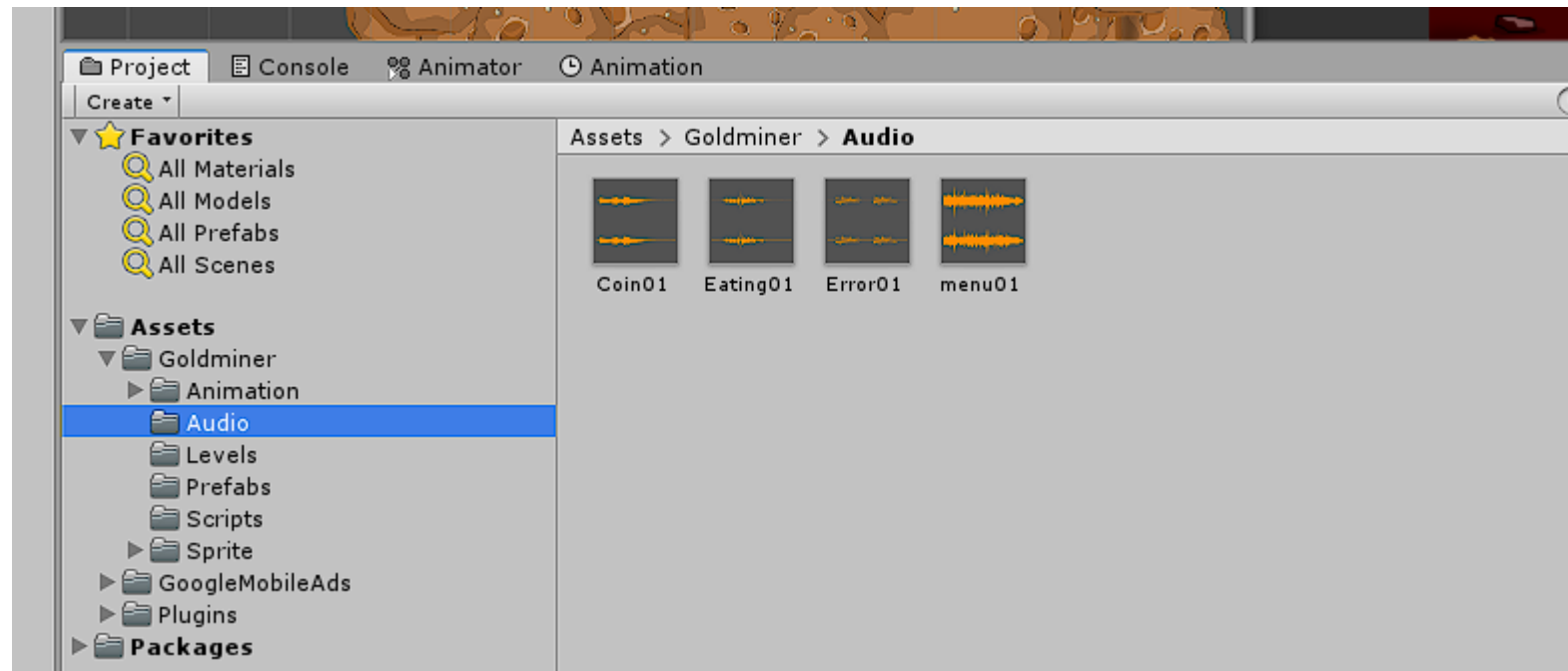


Sound.cs

This code controls the sounds.

## Music and FXs

To change the game sounds and music, you have to replace the sounds in the Audio folder with what you want. But note that you must keep the files names exactly as before.



# Reskin

All of the images that are used in the game are in the Sprite folder. You can replace the default images with the new ones that you want.

**Important note:** For changing the game default images, new images should have the same size and name as default ones.

