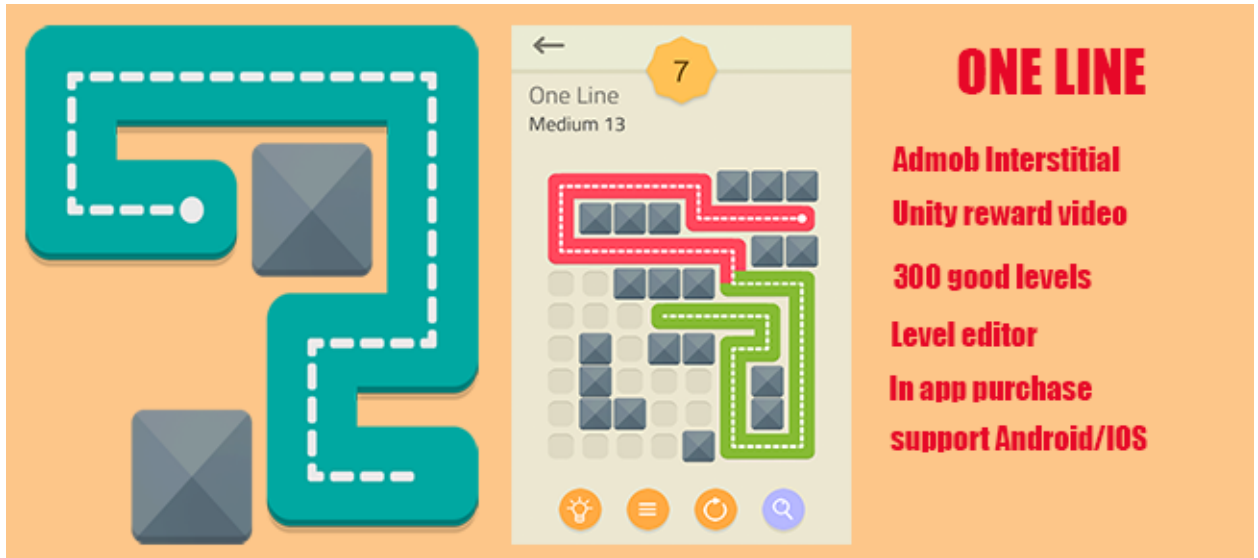


One Line Game Template



Game template description

How to play

Sharpen your mind with a connect-the-block-style one-line brain training puzzle game.

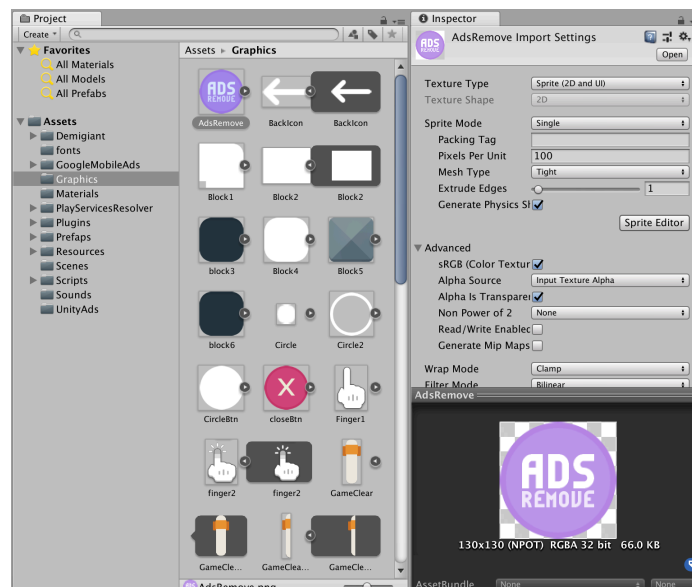
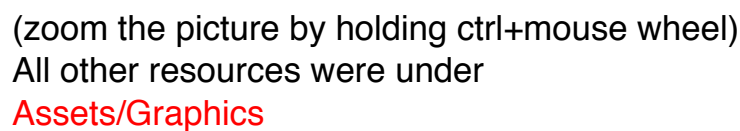
The rules are extremely simple.

Just fill in all of the blocks using only one line.

Game feature

- Use hints for puzzles that are too hard to solve.
- Hints are also free, of course.
- 4 levels of difficulty.
- 300 level templates
- Easy to reskin with flat design
- Admob interstitial
- Unity Reward video
- In app purchase
- Support Android/IOS
- Using Unity latest version

The only thing you need to know about reskin is the unity sprite or the unity ui image. Find the referring picture sources by just click on the image/spirte component on each game object from editor window.

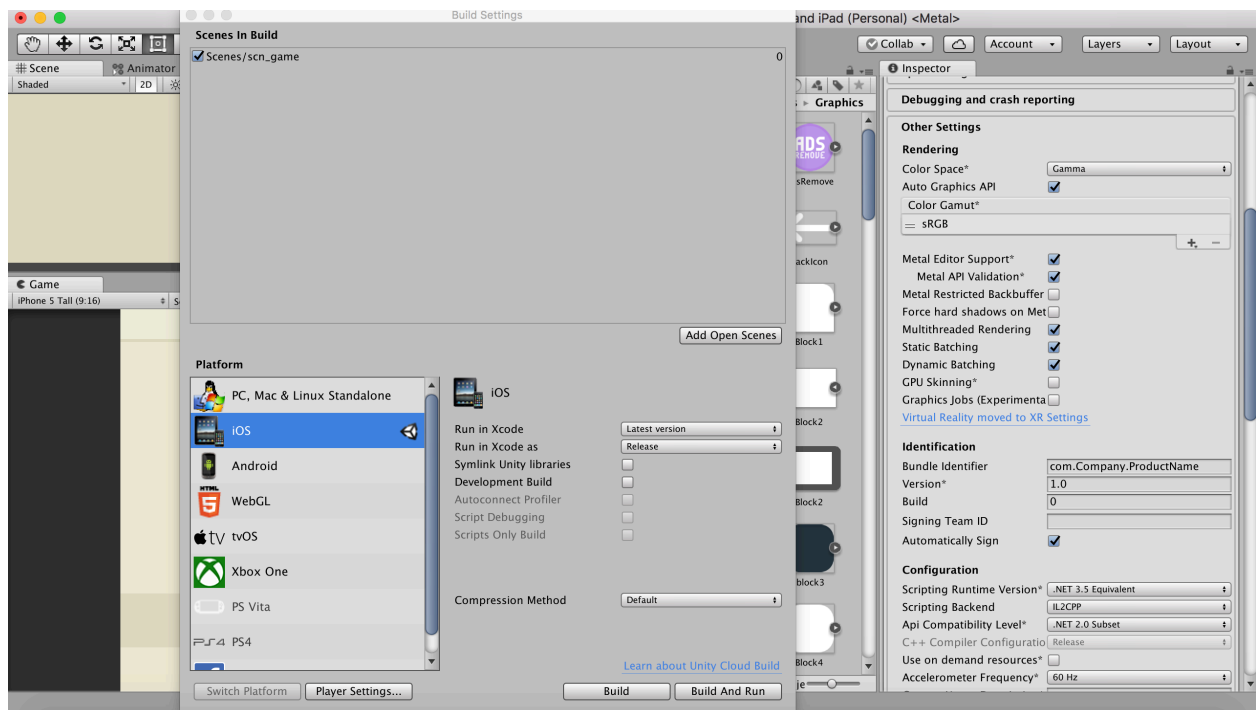


Setup your own bundle ID

Each game must have a different Bundle id. So you must made the id to fit the id you request from apple or google play

File->build setting, open the build setting panel. Find and click player setting button.

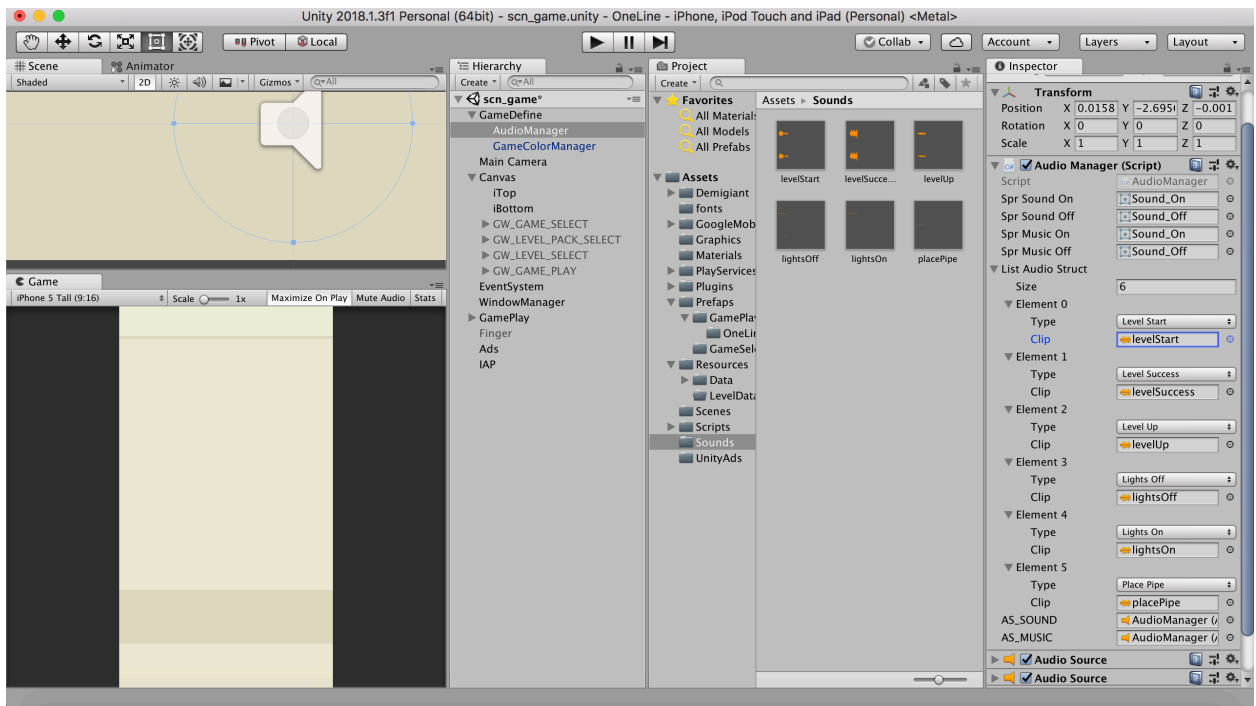
On right inspector panel, touch other settings panels. Change buddle id in bundle identifier section.



Audio Manager

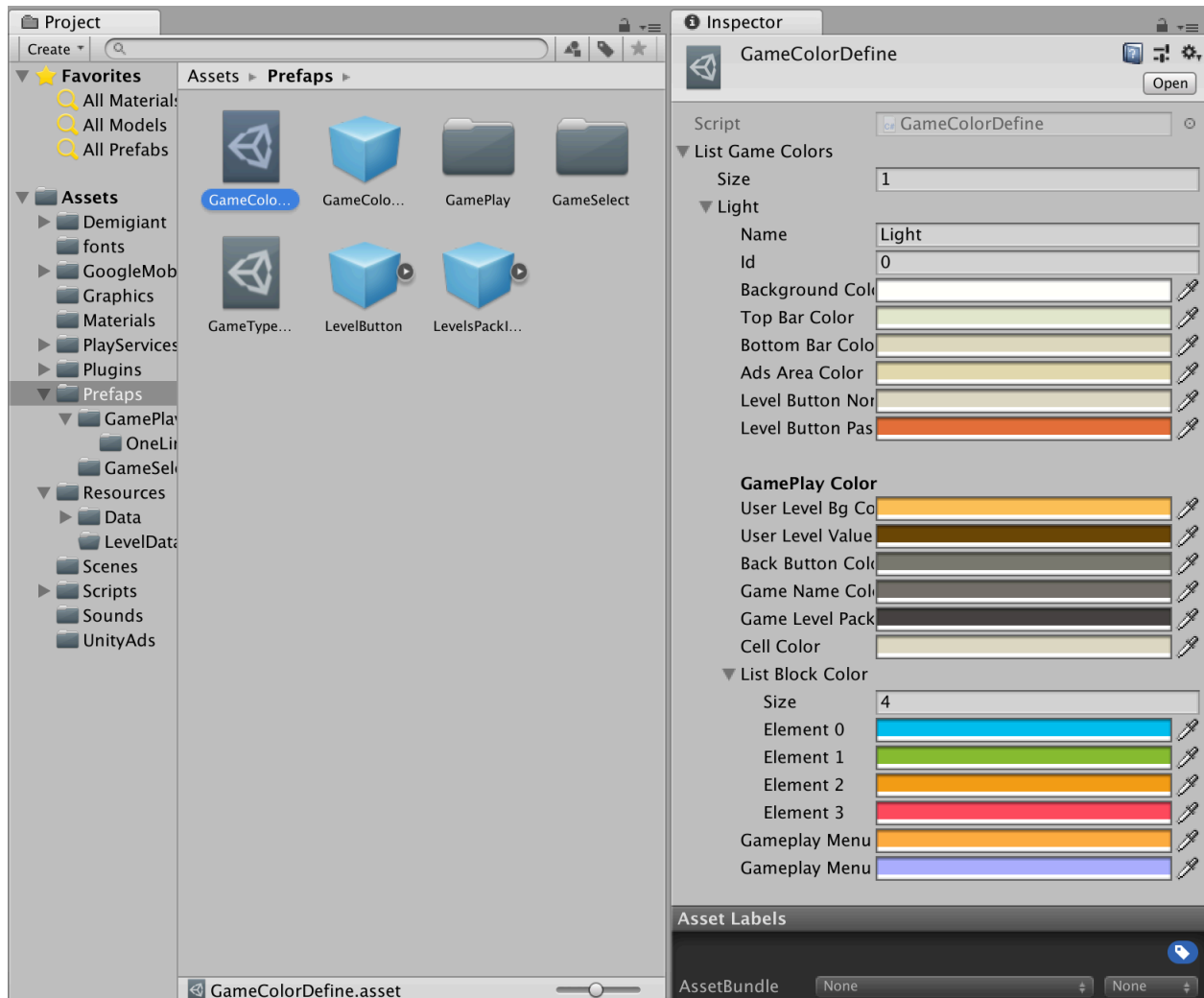
Remember to put your music and sound effect file into **Assets/Sound** source folder. And for a background music you must start its name with text bmg_...

Open scn_game scene and find AudioManager, this file will manage the music and audio in the game



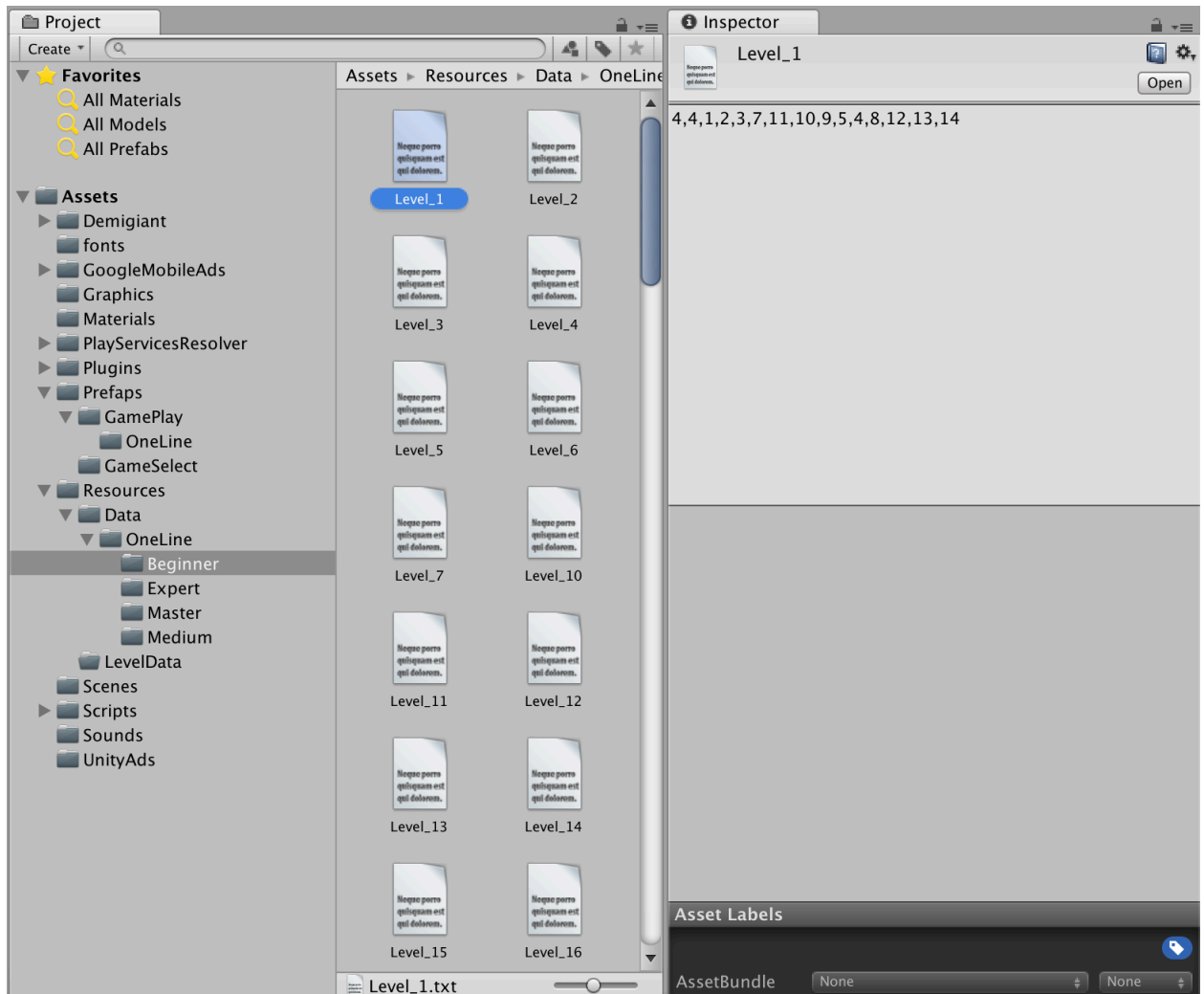
Game Color Config

Choose color for User interface in Game Color Defenie, it is located in Prefabs folder

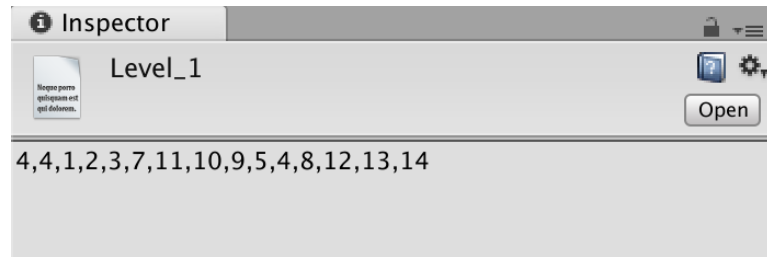


Change and edit levels

Open Resources/Data to check level file like Level_...xml files

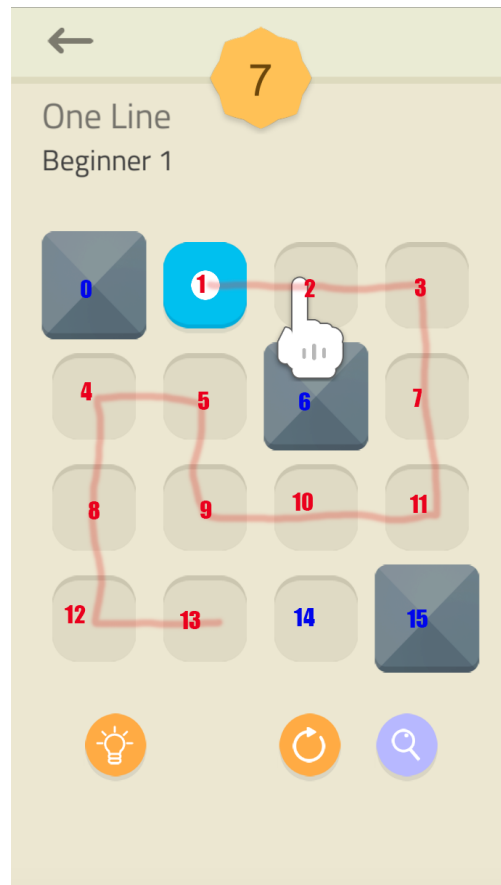


Level text template



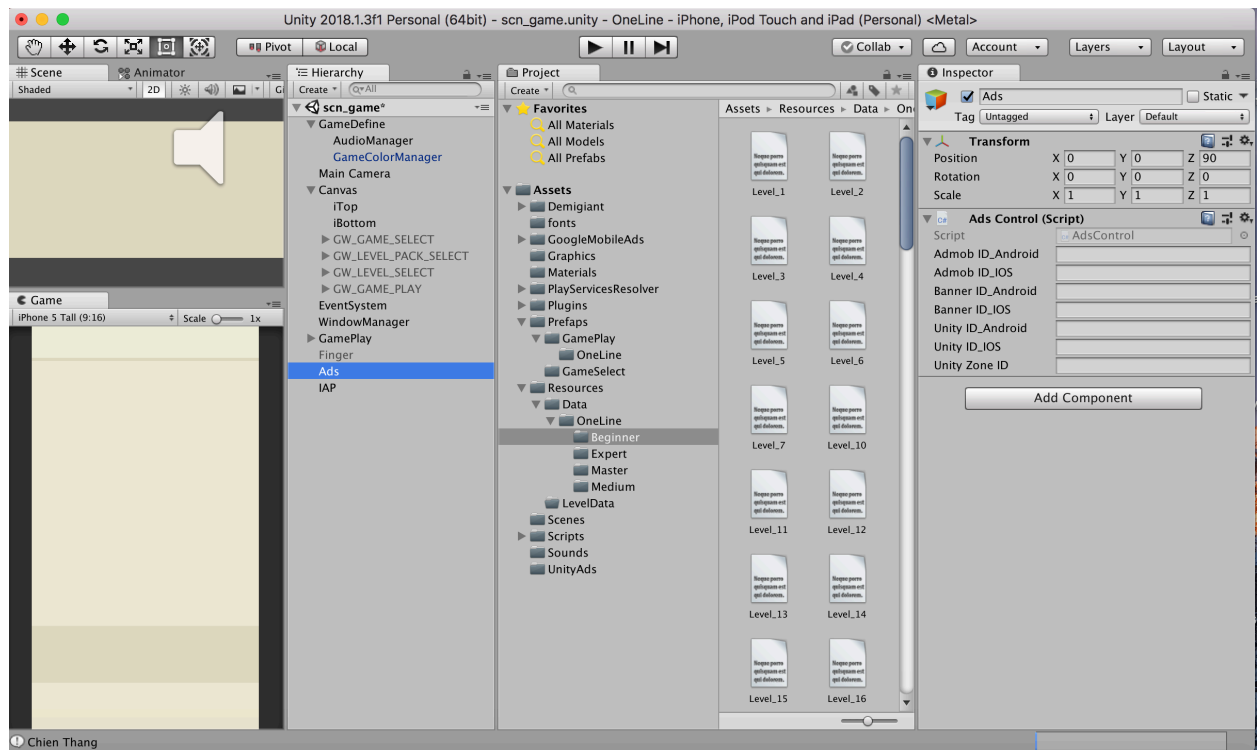
4,4 : size of board (4*4)

1,2,3,7,11,10,9,5,4,8,12,13,14: target line



Ads Manager

To change admob, Unity ID.Find Ads Object in sc_play scene, change parameter in Inspector



In App purchase Manager

To set up IAP product id, Find IAP game object in sc_play scene, change parameter in Inspector

