JELLY SHIFT

DOCUMENTATION

1. Opening the Project
2. Changing Name, Game Icon & Package name
3. Changing Admob ids
4. Building apk to upload

OPENING THE PROJECT

1. Download Unity 2018.1.4 (If you already have don't download !!)
2. Extract the Aliens.io.zip file.
3. Open Unity 2018.1.4 and then open the extracted file.

Caution :- Please don't open this project in any other Unity other than Unity 2018.1.4

# CHANGING NAME, GAME ICON & PACKAGE NAME

1. First open the project in Unity.
2. Then click on File in left hand side top menu.
3. After that click on Player Settings.
4. Now on right hand side a menu appears.
5. Change your Company Name and to change the name of the game, "Change the Product Name".
6. Drag your Icon to Assets folder for changing Game Icon.
7. For Changing icon there's a "Default Icon" field, Drag your image from assets folder to this field.
8. For changing Package Name, on the right hand side menu scroll down and a tab comes "Other Settings".
9. Click on the tab, then under Identification Menu there's a Package Name field, change according to your need.

Caution :- Package Name Example "(com.companyname.appname)"
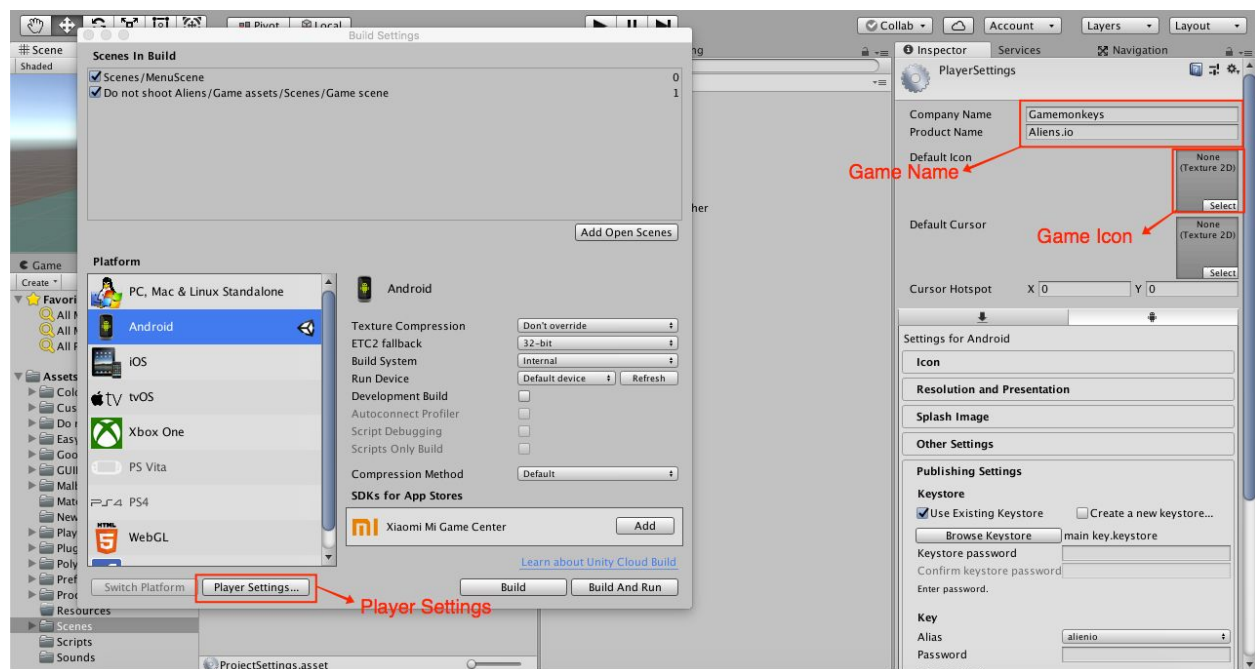
CHANGING ADMOB IDS

1. In Assets Folder, inside Project Window Click on Prefabs folder.
2. Now inside Prefabs Folder, Look for Ad Control and then click it.
3. Now on the right hand side inside Inspector tab look for App Id, Banner Id and Interstitial Id.
4. After that fill the App Id field. Banner Id field and Interstitial Id field.
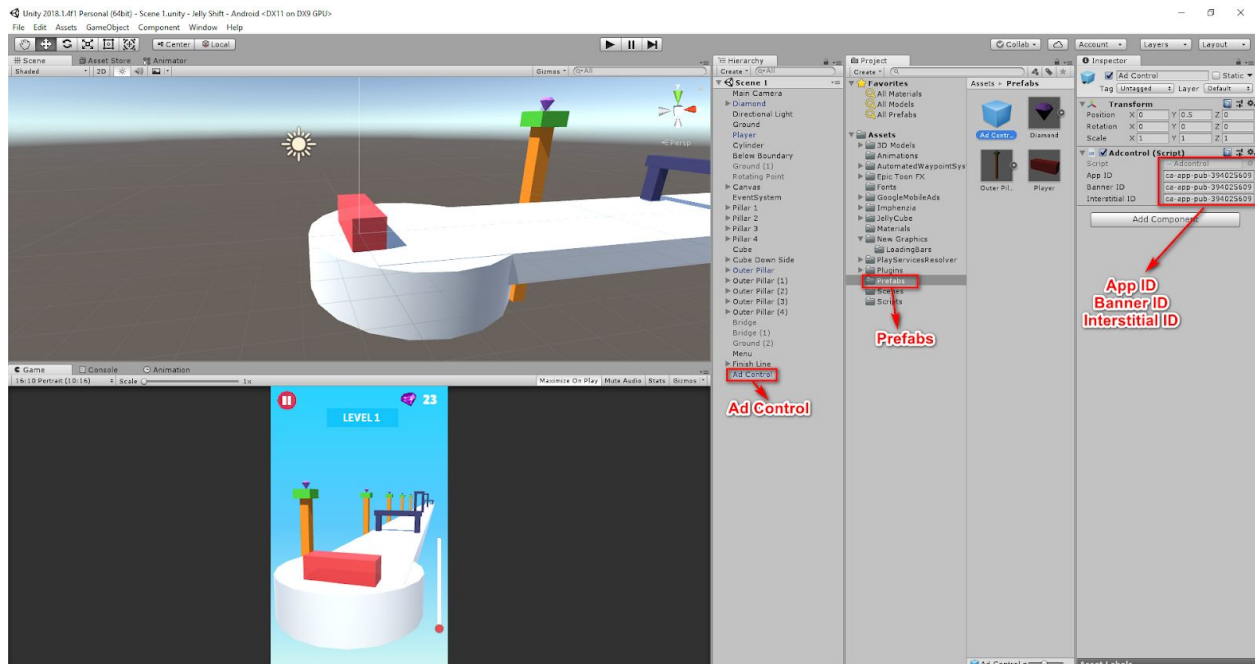
GETTING APP ID & INTERSTITIAL AD ID

1. Go to this link :- https://admob.google.com/home/
2. Signup if you haven't previously signed up.
3. Now, Sign in and Create App.
4. Then check on yes or no in "Have you published your app in Playstore" accordingly.
5. After that create Interstitial Ad id.
6. Now click on Apps and Select the Game and then click on App Settings.
7. There you will get App Id.

BUILDING APK TO UPLOAD

1. Open the project in Unity.
2. **Step 1** – Setup Android SDK and JDK 7.
3. Download & Install Android SDK from
   http://developer.android.com/sdk/installing/index.html?pkg=tools
4.
5. Download & Install JDK 7 from
6. http://www.oracle.com/technetwork/java/javase/downloads/jdk7-downloads-1880260.html
7.
8. **Set Android SDK path in Unity.**
9. Now open Unity project -> Go to Edit Preferences -> External Tools (in panel) -> Android SDK Location (Browse Installed Android SDK Folder)
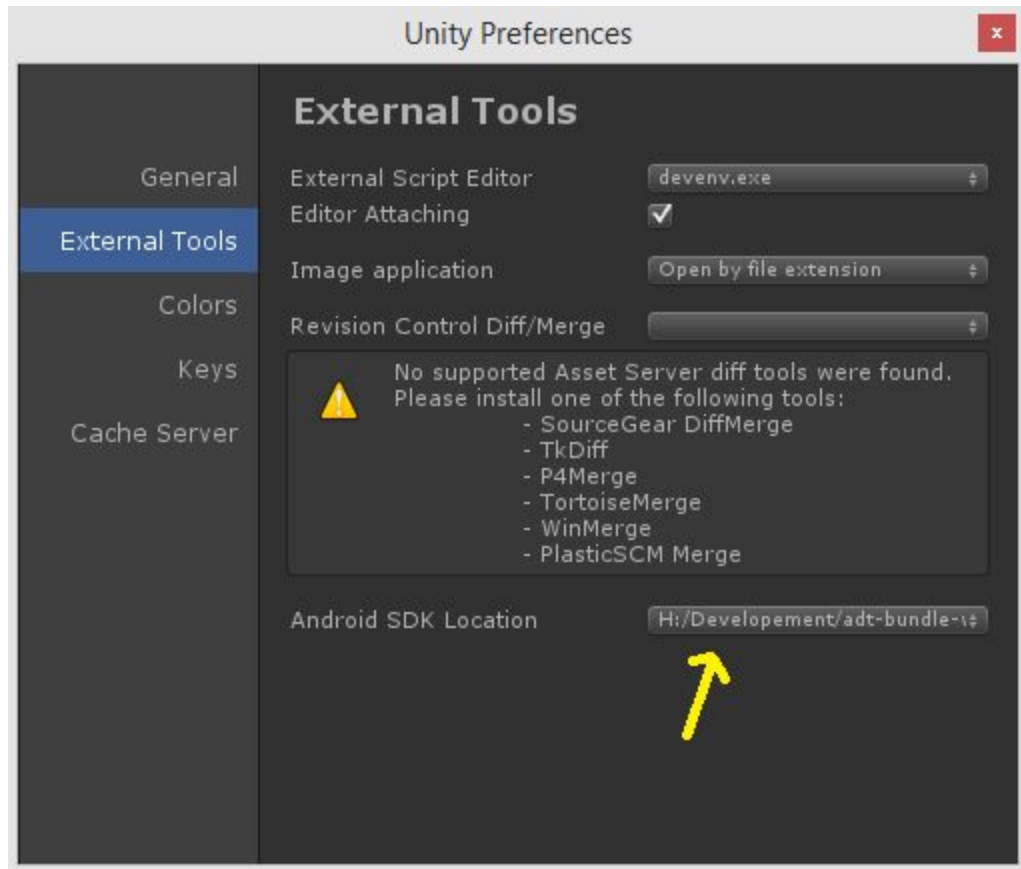
10.
11.   Go to File in the top menu.
12.   Click on Build Settings from drop down menu.
13.   Click on Player Settings from the new opened menu.
14.   Now a new menu opens on right side.
15.   Check for your Company name, Product name & also the icon.
16.   Now scroll down to Other Settings and check for package name.
17.   Tip:- Every time you update the apk in developer console always change the version from Identification under Other Settings.
18.   Now scroll down and click on Publishing Settings.
19.   Under Keystore menu, click on checkbox for Create a new keystore.
20.   Now click on Browse Keystore, and create a keystore.
21.   Fill both the passwords.
22.   Now under Key in Alias submenu, click on Create a new key.
23.   A new menu appears, in alias text field fill it with the game name.
24.   Fill all the required details and click on create key.

25.   Now click on alias under key select your alias and fill the password.
26.   Now in Build Settings, click on Build button.
27.   Done !!