

Jigsaw Documentation

(v1.0)

1. Overview

Jigsaw Puzzles is a jigsaw game with over 2000 beautiful pictures in a wide variety of categories. This premium quality app is the perfect choice for lovers of jigsaw puzzles.

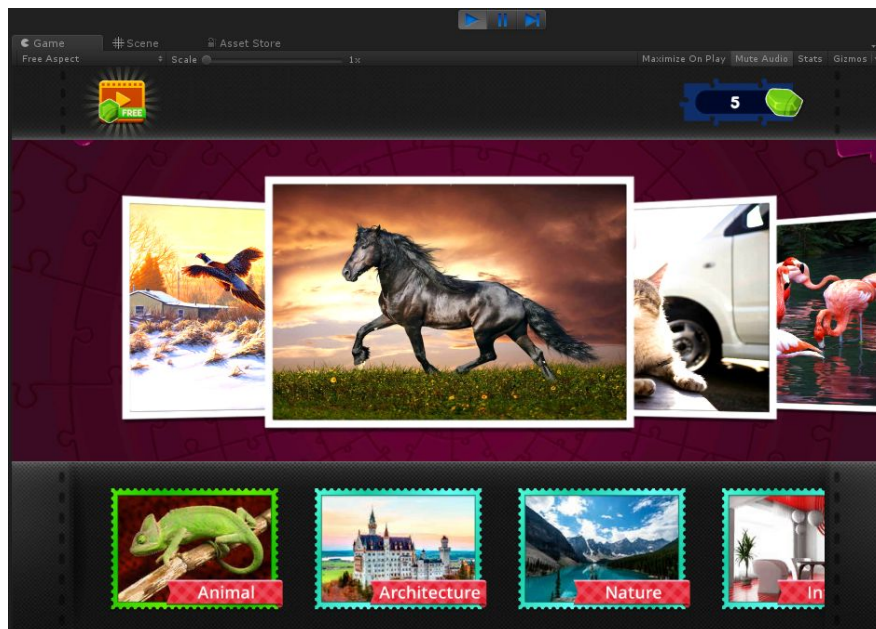
- Over 2000 beautiful, HD photographs, in more than 200 different packs!
- New puzzle packs added regularly!
- 4 difficulty settings: Up to 280 pieces!
- Every puzzle is unique: Different piece shapes every time!
- Saves all puzzles in progress, so you can work on several at the same time.
- 1080p HD Graphics.
- Share your winning screenshot to many social networks.
- Easy to reskin, add more packs.
- Free to use the packs stored in our server, or you can use your own server.
- Free tool to check if all images in the server is still live or not, or if they have the correct image size.
- In-app purchase to buy rubies.
- Admob integrated (banner, interstitial, rewarded video).
- Support multiple screen sizes.

2. Requirement

- Unity 2017.3.0 or higher
- The template works best with the version used by our developers (Unity 2017.3.0). So if there are any issues with your newer version, please let us know. If we can't solve them, you are required to use the same Unity version with us.

4. Import project and Play

- Open Unity 2017.3.0 or higher, click "Open project" → Choose "Jigsaw" folder → Wait until the import process complete.
- Double click on Home scene in Assets/_Scenes folder → click Play button.

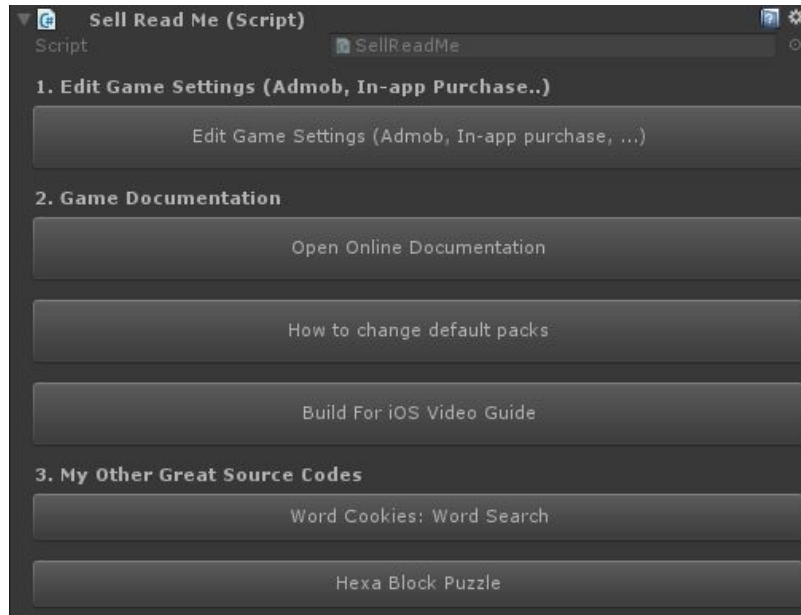


5. Read me (IMPORTANT)

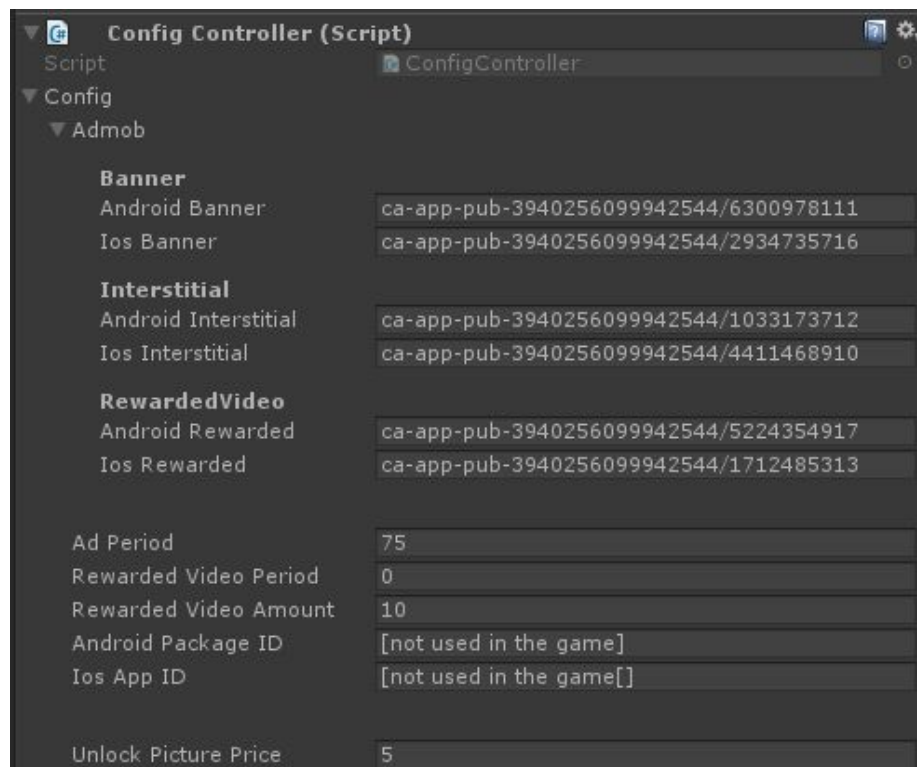
You are required to achieve this before doing anything else. This is where you can:

- Edit game settings (Admob, In-app purchase, ...)
- Open online documentation (useful to get the latest information such as bug fixes, ..)
- See our other fantastic templates.

To see the README, please double click on Main scene in Assets/_Scenes folder → Select Read_Meeee object in Hierarchy tab → look at the Inspector at the right side.

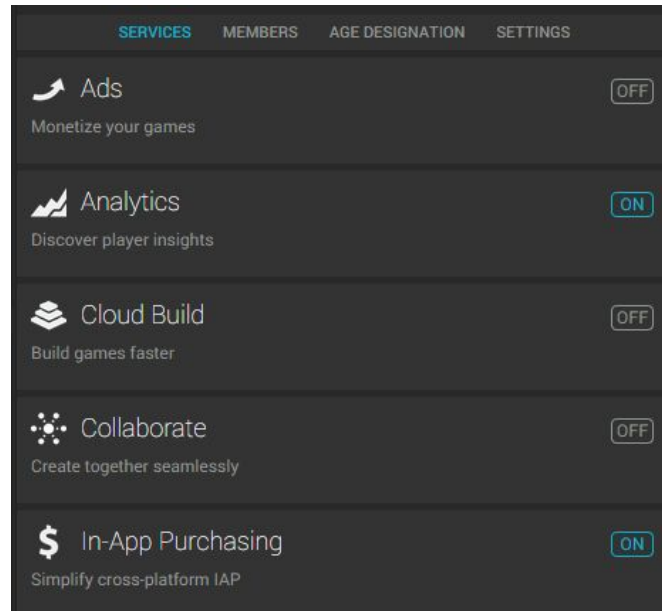


Click on “Edit Game Settings” button to change Admob id, package name id, in-app id ...

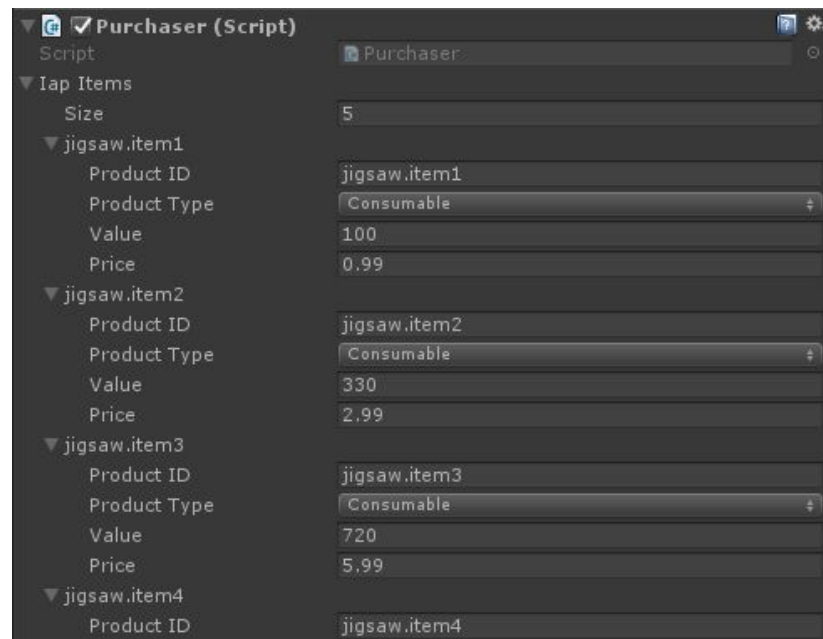


6. Set up in-app purchase

- Open Window → Services in Unity
- Click on “New link” → select organization → click “Create”
- Click In-App Purchasing → Click “Continue”



- Click on “Edit Game Setting” (in Read me) to see the Purchaser settings:



- When you register in-app products on stores (Google Play, iTunes), make sure that the product ids are identical in both places (the stores and Unity).

7. How to change default packs

Currently we have 4 packs (5 images each pack)

Please choose:

→ If you just want to replace the images

This is simple. All you need is to replace all images in the folder Assets/GameData

How to replace:

- Prepare your own images with the same sizes and same names with our images (banners, icons, images)
- Copy and paste (in Explorer (Windows) or Finder (Mac)) , and choose Replace (Override).

→ You want to add more packs

This is more complicated but still easy. Please check out this video guide.

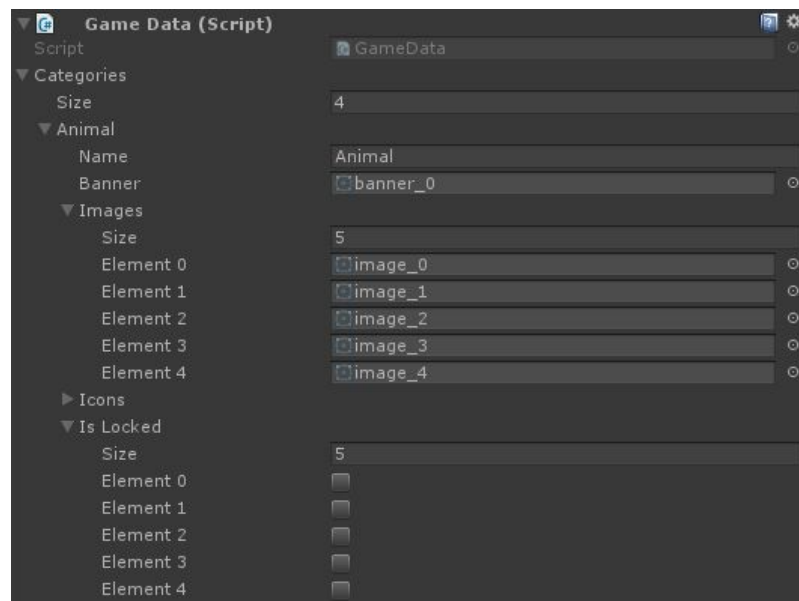
<https://www.youtube.com/watch?v=6JwveBNGc-A>

Photo sizes

- Banner size: 194 x 140
- Icon size: 840 x 605
- Image size: 2000 x 1440

How to change pack names

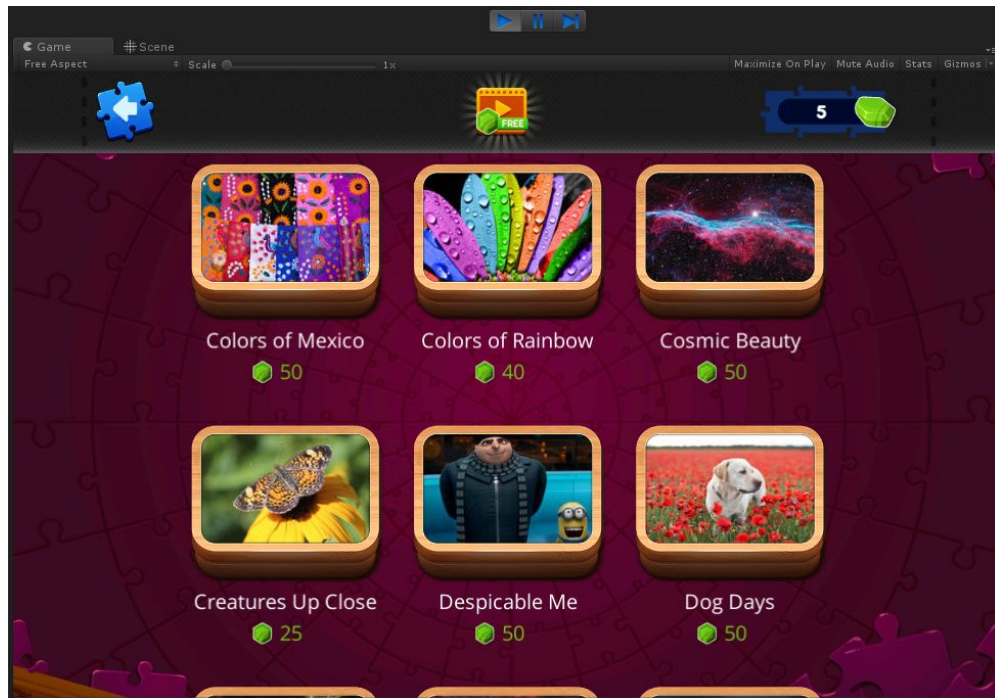
- Double click on Home scene in Assets/_Scene folder to open it.
- Select object GameData and look at the Inspector at the right side.
- Expand Categories and change the name in each category.



How to lock a picture and unlock it with rubies

By default, all images are unlocked and free to play. But if you want to lock a specific picture, you can tick on the checkbox Element x (see the above screenshot).

8. How to customize shop packs



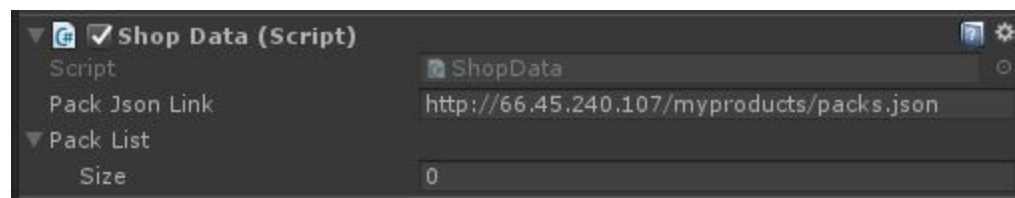
Currently we have 200+ packs in the shop. Here is how it works:

- The game downloads packs.json on start. This json file contains information of each pack such as name, price, link of pictures (icons, banners, images)
- All images are also stored in our fast server and it is everlasting. So don't be afraid that those data can be removed one day.

Basically, you don't need to do anything. But if you still want to customize it, here goes:

→ If you only want to change the pack names, prices:

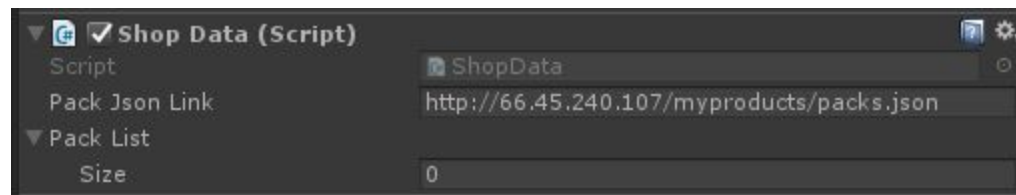
- Please download the pack.json here (right click and save as ..)
<http://66.45.240.107/myproducts/packs.json>
- Use my JsonMaker tool (see below) to load pack.json and then edit the information you want (names, prices), then save it as another json file (let call it packs_2.json)
- Now you need to upload the packs_2.json to somewhere (free hosting, your own server), and get the link.
- Double click on Home scene in Assets/_Scenes folder → select ShopData object in Hierarchy and look at the Inspector at the right side → Paste your pack json link here:



- Play the game → Open shop to see your result.

→ If you want to add more packs:

- You need to think about where you will host your additional data (images, pack.json file). We won't add them to our server. Remember that free hostings are slow and some free image hostings reduce image sizes automatically (won't work in the game any more), and they won't keep your files a long time. So consider to use your own server or paid server.
- Use my tool to generate banners, icons from your images (see how below) → upload them all to your host and get the links (icon links, banner links, images links).
- Download the packs.json here (right click and save as ..)
<http://66.45.240.107/myproducts/packs.json>
- Use my JsonMaker tool (see below) to load packs.json file and then add your additional packs, then save it as another json file (let call it packs_2.json)
- Now you need to upload the packs_2.json to your host, and get the link.
- Double click on Home scene in Assets/_Scenes folder → select ShopData object in Hierarchy and look at the Inspector at the right side → Paste your pack json link here:

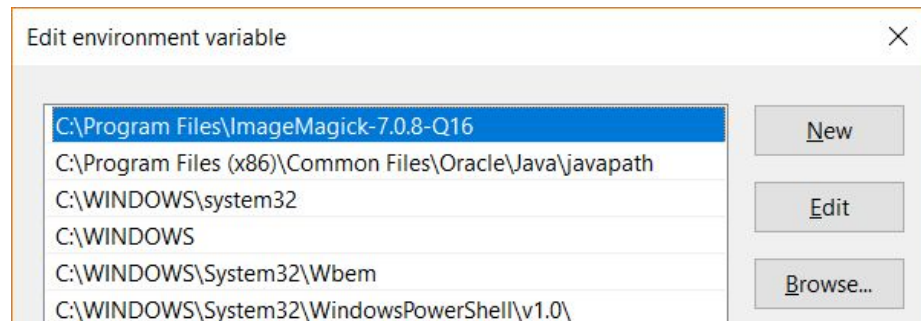


- Play the game → Open shop to see your result.

→ If you want to use your own server for everything. You just need to see how to use my JsonMaker tool (see below), you will know what to do.

- How to generate banners, icons from your images (support Windows only)

- Without my tool, you need to scale your images one by one to get your icons and banners. It takes a long time.
- To use my tool (.bat file), you need to install ImageMagick (used for scaling images) from here: <https://www.imagemagick.org/script/download.php>
- You might need to add the software path to your environment to use it in the command line



- Download the .bat file from here:
<https://drive.google.com/open?id=1YoPkDHhcSIzfQDaIMQTaqaGvYliD2FGf>
- See to how to use the .bat tool in my video guide:
<https://www.youtube.com/watch?v=Q3eSpHAVpQ4>

- How to use JsonMaker
 - Double click on JsonMaker scene in Assets/_Scenes/Optional folder to open it → Play the scene
 - See this video guide: <https://www.youtube.com/watch?v=fOC9YJXSFAA>
 - Set pack price to 0 if you want it FREE
- How to check whether your shop customization works perfectly.
When you host your images in your server (especially free hosting), it is useful to check if they are still live (not dead) regularly. You won't want your users buy the pack and can't download the images. Here are the steps:
 - Double click on CheckServer scene in Assets/_Scenes/Optional folder → Play the scene
 - Enter your pack json link (if it is uploaded) or click on "Load json file" button to load the pack json file.
 - Click Check button
 - When there is a problem with your images (dead, or incorrect image size), see Window → Console for more details
 - Fix your problem.
 - Play the scene again, but this time enter the pack index of your last check to run the check from there (no need to check from the beginning).

9. What are the icon, banner, image sizes ?

- Banner size: 194 x 140
- Icon size: 840 x 605
- Image size: 2000 x 1440

10. How to build for iOS.

https://www.youtube.com/watch?v=f0TfqG9_Xbc

Google Mobile Ads SDK for iOS:

<https://developers.google.com/admob/ios/download>

Above is video guide for "Unroll Ball" game, but it applies to all our games. If you encounter any problems related to building game, please contact us.

Notes:

- In Xcode, please go to tab Build Phases and expand "Link binary with libraries" and remove the file **-IPods-Unity-iPhone.a** if it exists.
- If you get the error "**Module GoogleMobileAds not found**", please follow this guide to fix it: <https://youtu.be/b573NVSS0X0>
- Remember to set "**Enable Modules**" to Yes and "**Enable Bitcode**" to No in Xcode Build Settings tab.
- If your iOS device doesn't show Rewarded Video ad, please make sure that **Limit Ad Tracking** is turned off (in Settings → Privacy → Advertising in your iOS device)

11. How to build for Android

Building for Android sometimes get errors because of your environment. If you encounter any errors, please make sure that your building environment is set up correctly by creating new empty project and then build. If it failed to build, then you have to find a way to fix it.

If you are succeed to build an empty project and still encounter error when building my project, then:

- Use the same Unity version with us (Unity 2017.3.x)
- Feel free to contact us

12. Why does rewarded video ad keep saying “Ad is not available at the moment” ??

If your game is not published, only banner and interstitial ad work. Admob check your package name and if it is not live in the store, you rewarded video ad will not work.

So here are 2 ways to see the rewarded video work:

- Publish your game, or
- Temporarily change your package name to a certain live package name (for example: com.king.candycrushsaga). It will work for sure.
- Sometime you need to wait a few hours or a few days after publishing to see the rewarded video works. (We don't know why Admob does this)

13. How to reskin the game

All images are stored in Assets/_Sprites folder. The easiest way is to replace our images with yours (except for the images in _Sprites/PieceMask folder)

How to replace:

- Prepare your own images with the same sizes and same names with our images
- Copy and paste (in Explorer (Windows) or Finder (Mac)) , and choose Replace (Override).

If your images can't be the same size (advanced reskinning), you are required to know basic Unity. Please don't contact us for this (even you want to pay us to do it).

13. Contact us

If you have any questions, do not hesitate to contact me via

Skype: phuongdong0702 (use this if you want to get the fastest response)

Email: phuongdong0702@gmail.com