

Freaking Game – AssetStore

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<https://drive.google.com/file/d/0B9ilwe5Exi43OGVneGpwRW1HQms/view?usp=sharing>

I. About freaking game.

Freaking game is one game inspired by Freaking Math of Nguyen Luong Bang, in this version, we have 2 mode, Math and Word.

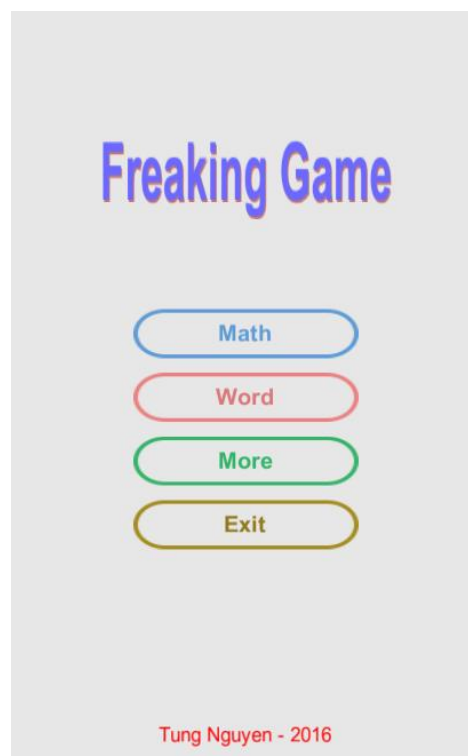


Figure 1.0

- Math mode: it is like Freaking Math.
- Word mode: Not same as Freaking Math, Word mode is given one word or sentence suggests, players will have 2 answers (relate to suggestion and expressed by the image) to choose (figure 1.1), and in 2 seconds. If players do not choose or choose the wrong answer after 2 second, game will over.

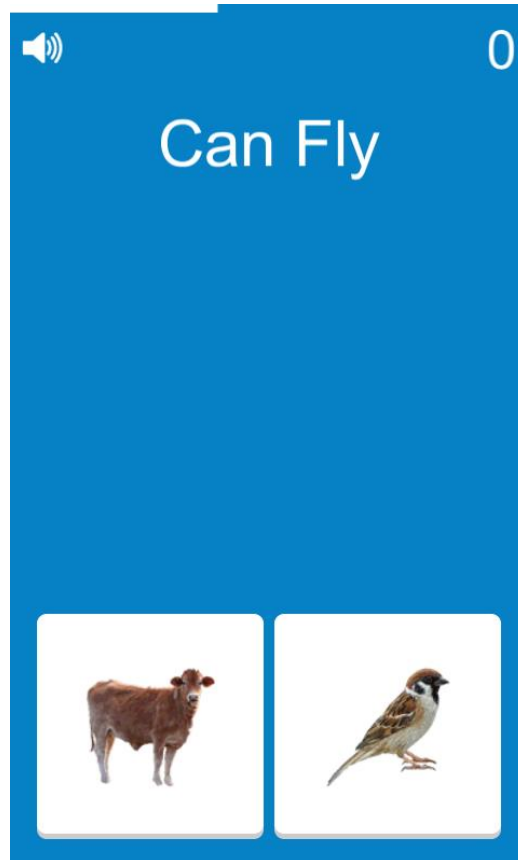


Figure 1.1

II. How to edit game

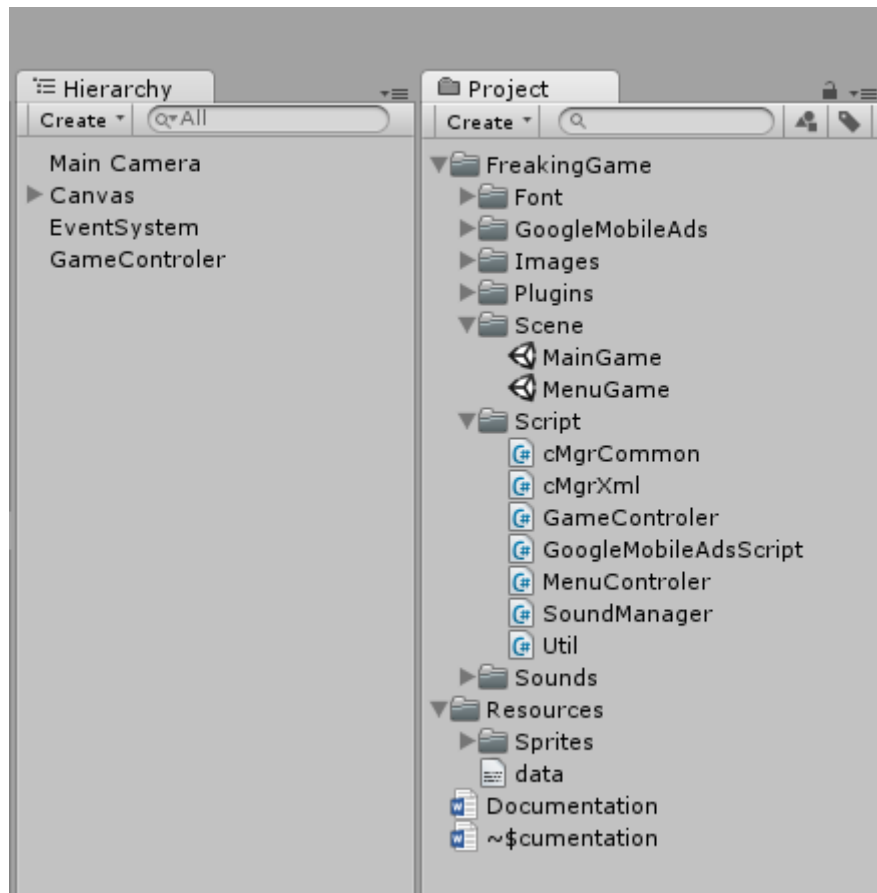


Figure 2. Game structure

1. Data

Images for answers will be placed in the folder **Resources->Sprites**

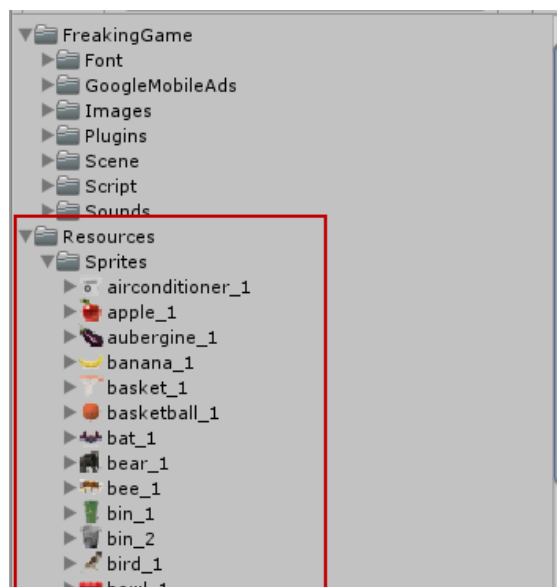


Figure 3. Images in game

The content of questions, the answers will be placed in the file **data.xml** and according **xml** format.

```

1  <?xml version="1.0" encoding="utf-8"?>
2  <Quiz>
3  <QuizEL>
4  <PrimID id="1">
5  <Suggest>Herbivorous</Suggest>
6  <Answer>cow_1</Answer>
7  <ImageLeft>cow_1</ImageLeft>
8  <ImageRight>cat_1</ImageRight>
9  </PrimID>
10 <PrimID id="2">
11 <Suggest>Can Fly</Suggest>
12 <Answer>bird_1</Answer>
13 <ImageLeft>cow_1</ImageLeft>
14 <ImageRight>bird_1</ImageRight>
15 </PrimID>
16 <PrimID id="3">
17 <Suggest>Live In Water</Suggest>
18 <Answer>fish_1</Answer>
19 <ImageLeft>fish_1</ImageLeft>
20 <ImageRight>bird_1</ImageRight>
21 </PrimID>

```

Figure 4. Question structure

Ex: With question 1 (id = "1"), we will have question like below:

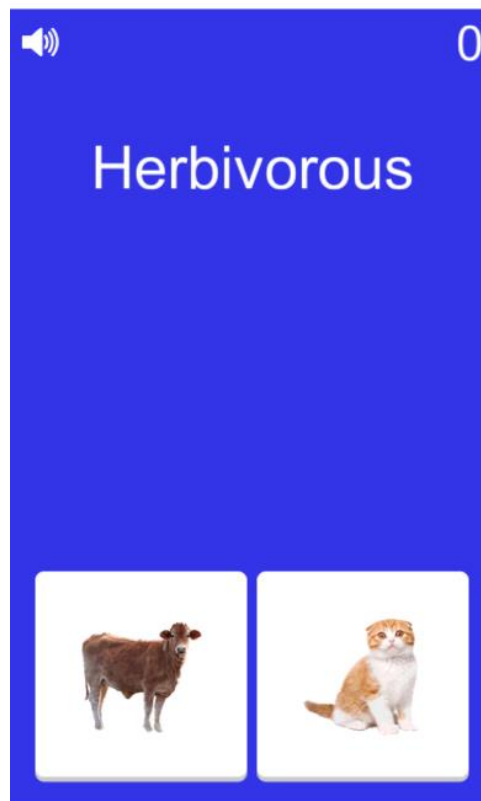


Figure 5. Illustrations for 1 questions

So when you want to add a new question, we just add one node **Primid** in to xml structure.

Note:

- **cow_1, cat_1 or bird_1,....** is the name of the picture is taken in directory **Resources->Sprites**.
- **MaxQuestion** would be declared after conducting add or delete questions, questions must have **PrimID** constantly and not missing.

Ex: MaxQuestion is 50, if you miss question 48, the game will be have bug. So you need to note and test before release.

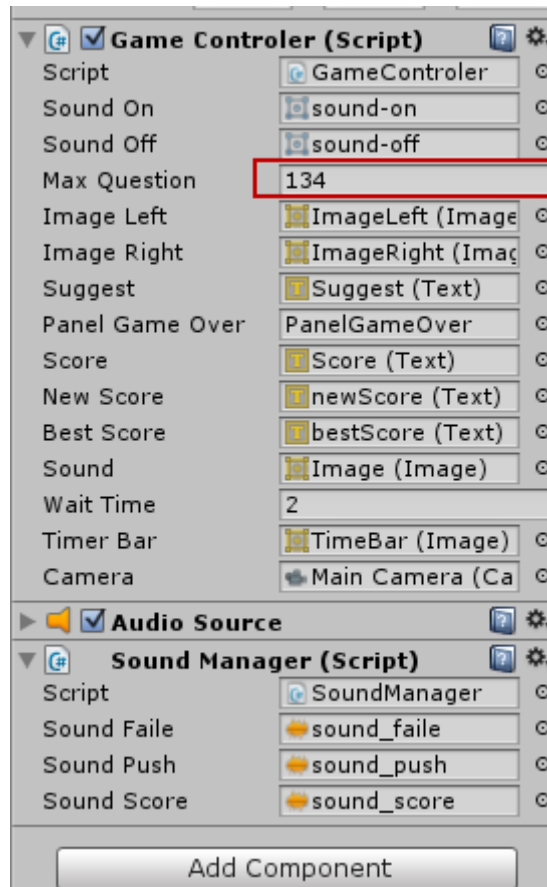


Figure 6. Change MaxQuestion

Note: With Math mode, edit data the same Word mode.

2. Sound

You can replace the current sound by another sound, then drag, drop in sound manager. See below figure:

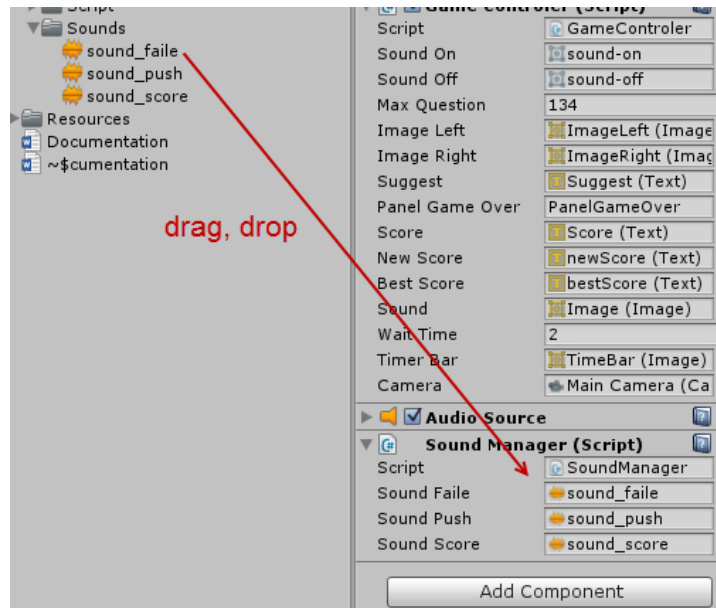


Figure 7. Replace sound

3. Time

You can change the time for one question depending on the difficulty level of the game. See below:

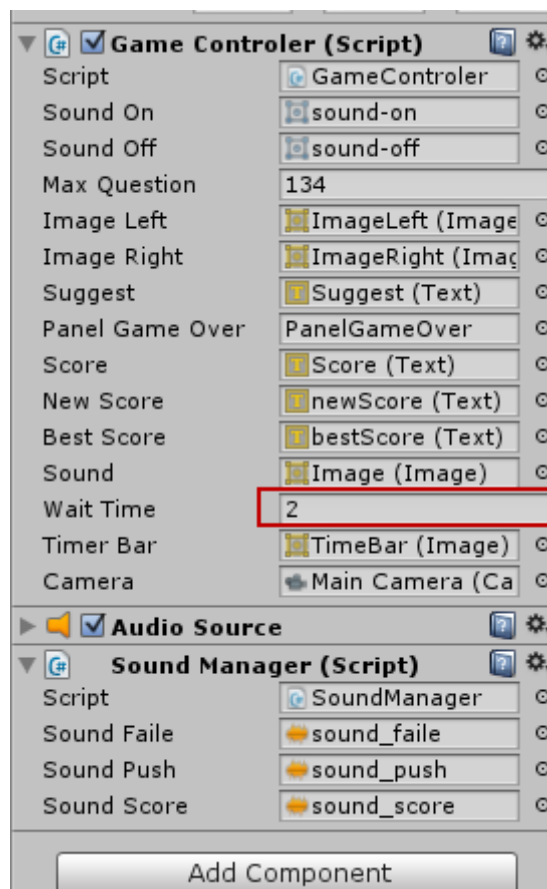


Figure 8. Change time

III. Ads Integration

Freaking Game is using Admob Ads, you need get Admob ID and replace on file **GoogleMobileAdsScript.cs**

Ads will include Banner and Interstitial, and only appears when the game is over.



```
using UnityEngine;
using GoogleMobileAds;
using GoogleMobileAds.Api;

// Example script showing how to invoke the Google Mobile Ads Unity plugin.
8 references
public class GoogleMobileAdsScript : MonoBehaviour
{
    static public BannerView bannerView;
    static public InterstitialAd inter;

    0 references | maintainability 94
    void Start()
    {
        RequestAdsBanner();
    }

    1 reference | maintainability 61
    public void RequestAdsBanner()
    {
        if (Util.isConnected() == true) {
            if (cMgrCommon.isAds == false)
            {
                bannerView = new BannerView("ca-pub-1234567890", AdSize.SmartBanner, AdPosition.Top);
                inter = new InterstitialAd("ca-pub-1234567890");

                // Create an empty ad request.
                AdRequest request = new AdRequest.Builder().Build();
            }
        }
    }
}
```

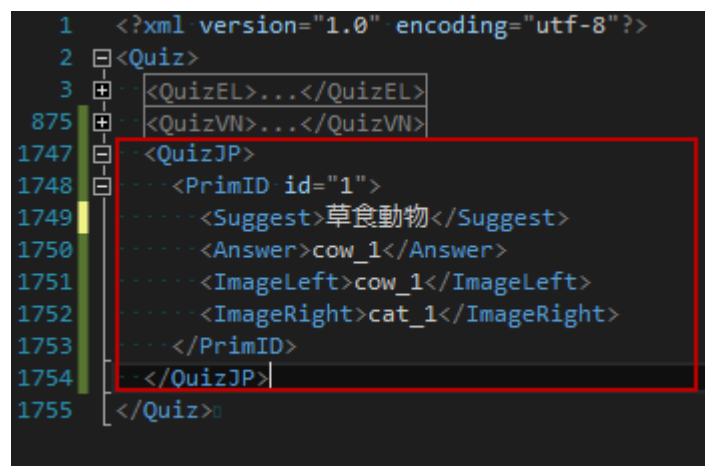
A red arrow points to the AdMob ID field in the code, with the text "put id ads here" written next to it.

Figure 9. Change Ads

IV. Language(Word mode Only)

In this version, Freaking Game support 2 language, English and Vietnamese, language detected by device language (language is using on device), questions will be loaded based on the language.

Question structure as below, if you want to add JP language, you need to add 1 node like bellow:



```
1 <?xml version="1.0" encoding="utf-8"?>
2 <Quiz>
3   <QuizEL>...</QuizEL>
875 <QuizVN>...</QuizVN>
1747 <QuizJP>
1748   <PrimID id="1">
1749     <Suggest>草食動物</Suggest>
1750     <Answer>cow_1</Answer>
1751     <ImageLeft>cow_1</ImageLeft>
1752     <ImageRight>cat_1</ImageRight>
1753   </PrimID>
1754 </QuizJP>
1755 </Quiz>
```

The XML code for the Japanese quiz question is highlighted with a red box.

Figure 10. Add language

And modify code in file **GameController.cs**, **Start()** function

```

void Start()
{
    var language = Application.systemLanguage;
    switch (language)
    {
        case SystemLanguage.English:
            lang = "QuizEL";
            break;

        case SystemLanguage.Vietnamese:
            lang = "QuizVN";
            break;

        case SystemLanguage.Japanese:
            lang = "QuizJP";
            break;

        default:
            lang = "QuizEL";
            break;
    }

    init();
}

```

Figure 11. Add language

V. Rate

Put your game link in store to **urlGameAndroid** and **urlGameIphone** in **cMgrCommon.cs** file.

```

public class cMgrCommon
{
    static public string Suggest = "";
    static public string Answer = "";
    static public string ImageLeft = "";
    static public string ImageRight = "";

    static public int score;
    static public int bestScore;

    static public string BEST_SCORE = "BEST_SCORE";

    static public string urlGameAndroid = "YOUR_LINK";
    static public string urlGameIphone = "YOUR_LINK";

    internal static bool isAds = false;
}

```

If you need help, can contact via email acareddit@gmail.com to be able to support.

Thanks!