# **THANK YOU FOR PURCHASING OUR ITEM , YOU REALLY HELP US TO IMPROVE AND DEVELOP NEW GAME SOURCE CODE . THANK YOU FOR YOUR SUPPORT , YOU ARE REALLY AWESOME . THANK YOU SO MUCH .**



**GAME TITLE : PUZZLE KIDS GAME**

**GAME VERSION : 1.0.0**

**GAME PUBLISHED : Saturday , 4 NOVEMBER 2018**

**GAME LAST UPDATE : Saturday , 4 NOVEMBER 2018**

**GAME ENGINE CREATOR : UNITY 2018.1.6F**

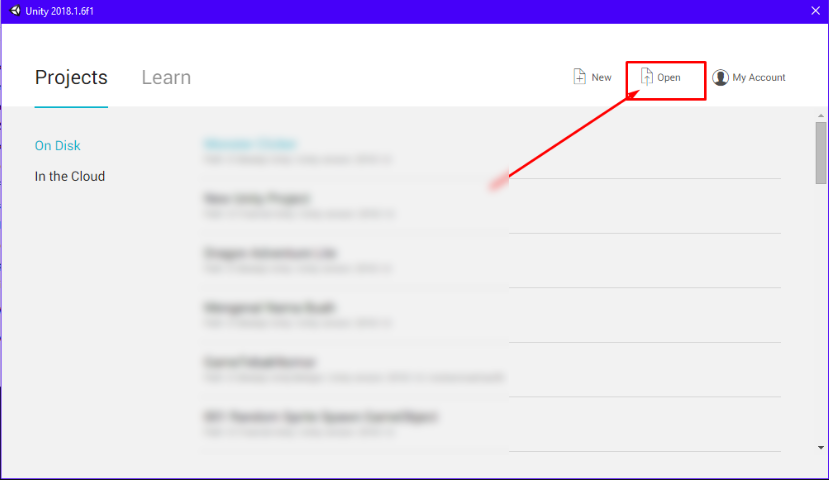
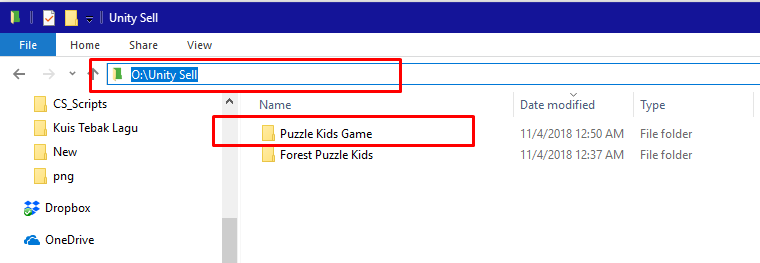
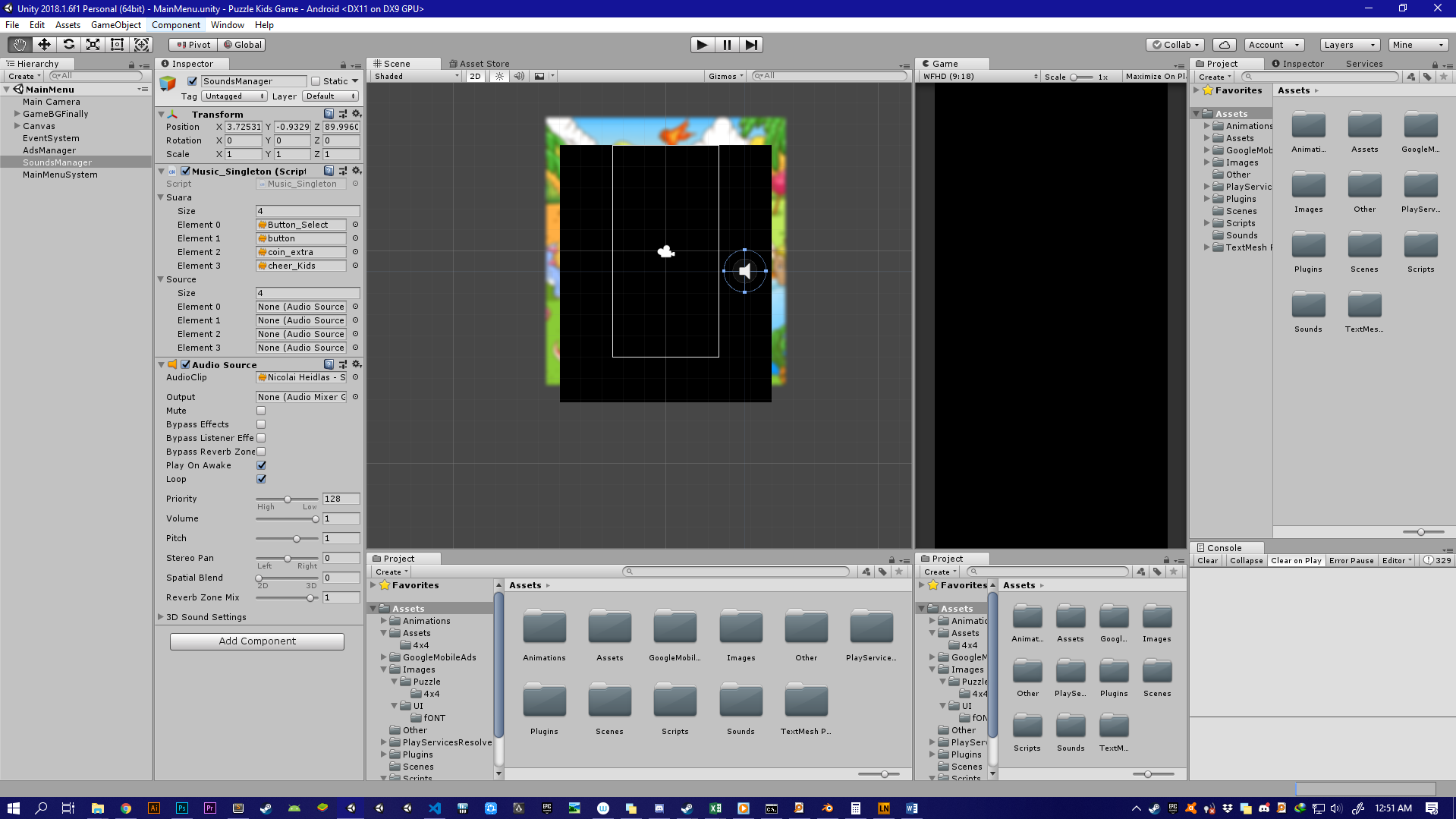
**GAME DEVELOPER : MOBILEGTS**

**ADS ON THIS SOURCE CODE : ADMOB BANNER + ADMOB INTERSTISIAL**

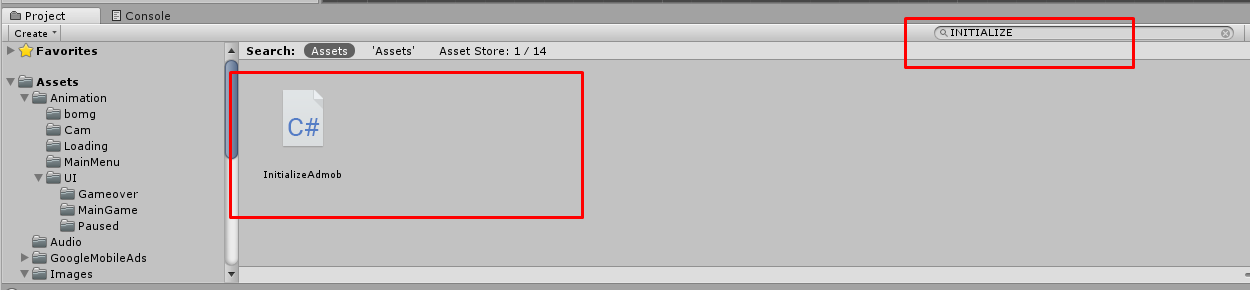
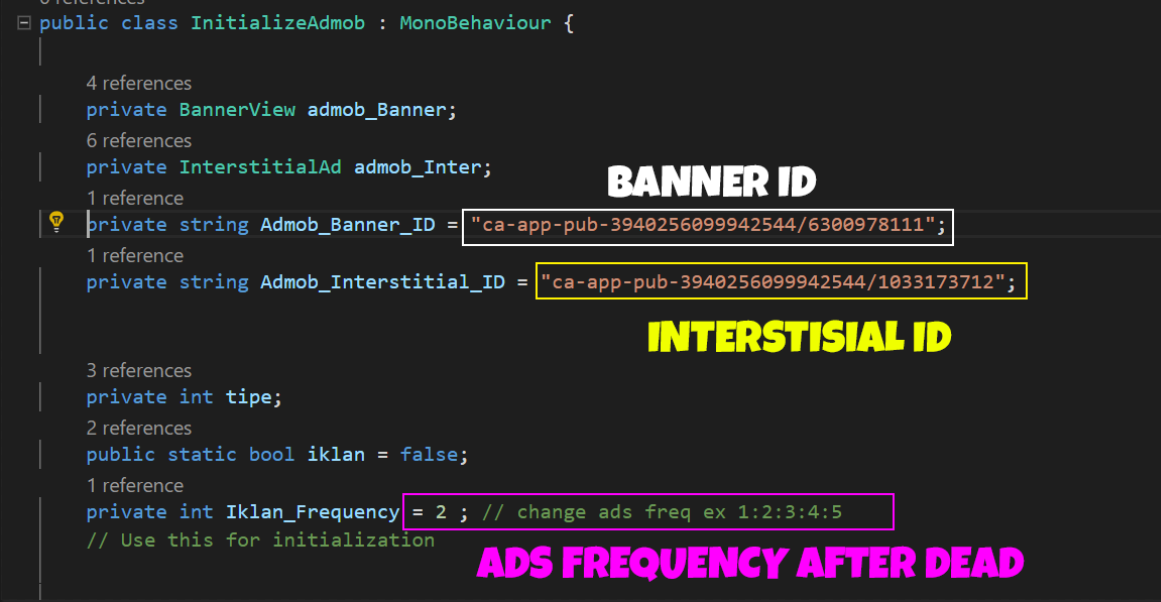
Version log :

1.0.0 - Initial Game Project

# OPEN PROJECT ON UNITY

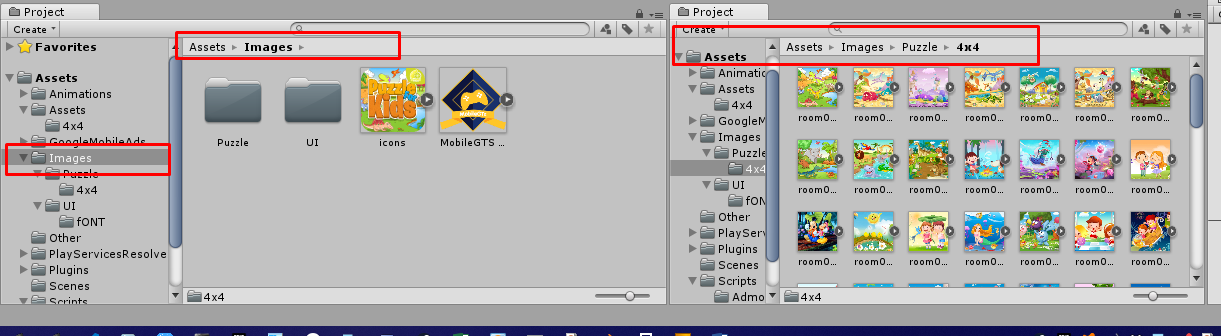
1. Open your Unity and Select “OPEN”  
   
2. Then Locate your Project File ( After Extract From Downloadable ZIP File ) NOTE : Extract to Short Path ex : **d:\File\GameProject\** this avoid you from error later  
   
3. Then your Project Already Opened :   
   

# SETTING ADMOB BANNER AND INTERSTISIAL

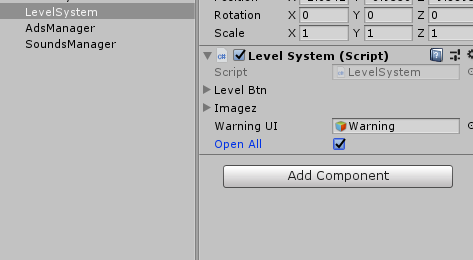
1. Go To Project Manager on Bottom Side , Type “Initialize” and open on IDE Editor , you can use MonoDevelop or Visual Code Editor or other text editor  
     
     
     
   Banner ID : change with your Ca-App-pub ID Banner  
   Interstisial ID : Change with your Ca-App-pub ID Interstisial  
   Ads Freq : Freq Ads will Show up After game over , you can change with 1 for every each game over ads will show up

# RESKIN GAME IMAGE ASSETS

There are some images need to be replaced or reskinned , its basic knowledge for everyone who bought Source code , you need knowledge about using Photo or Image editor like photoshop , Gimp , and other Image editor .

1. You can check on Project Manager , Go to Images , and you will see images and folder separated there :   
   
2. You can also right click on one of them and Show on Explorer : on windows path you can chek on   
   **“\Assets\Images”**
3. You Can Replace all with your Images . included ICON , Game Title and BG

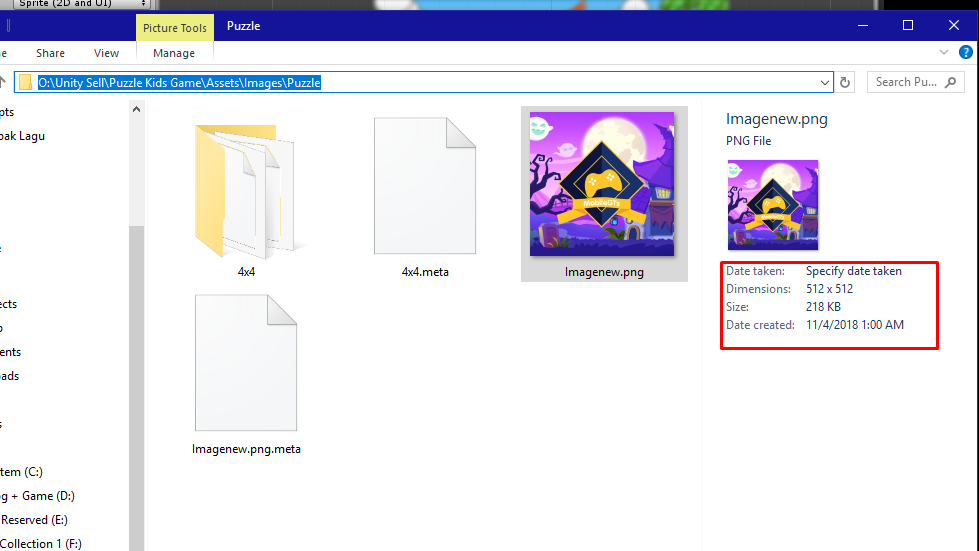
# OPEN ALL LEVEL TO TEST THE LEVEL

1. Go to SelectLevel
2. On Game Hierarchy Choose LevelSystem and Active Open All on inspector  
   

# ADD MORE LEVEL ADD NEW IMAGES

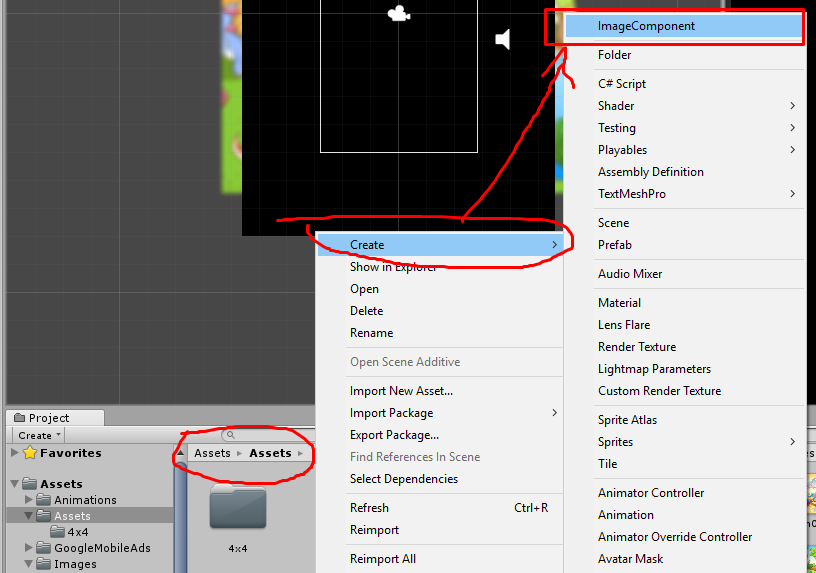
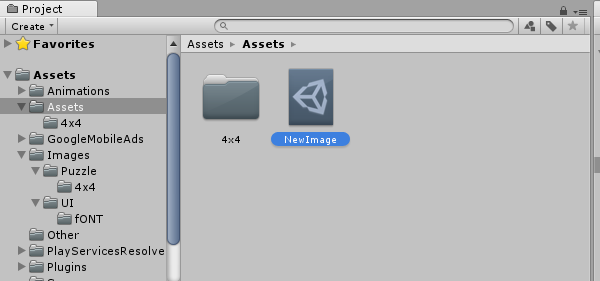
## Add New Image (512px x 512px or 1:1 image size PNG/JPG)

Note : You Need add 512x512 images for new images , you can make new image using Photoshop / or other Image editor



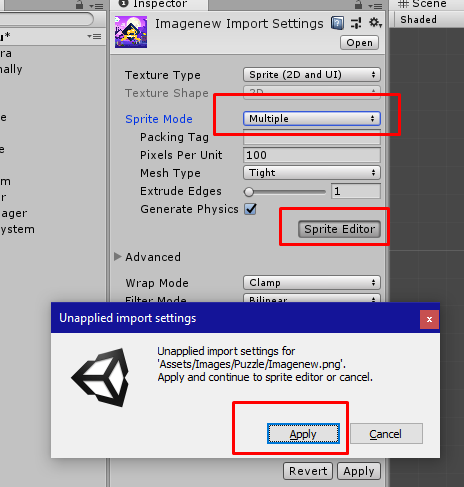
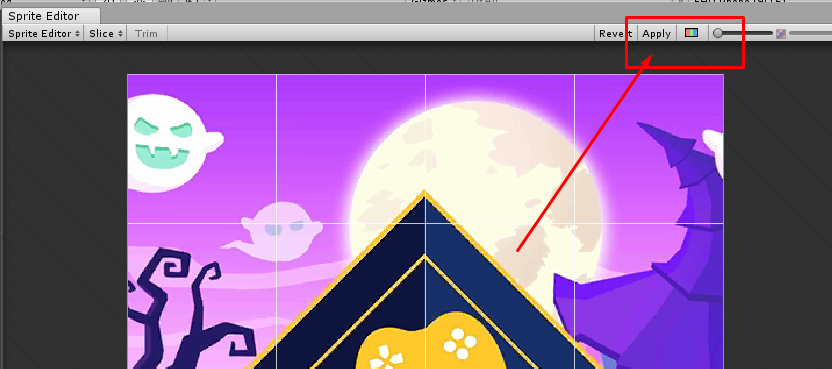
## Add New ImageComponent

ImageComponet is Asset for Grouping Slicing Image from our New Images , this game based on every Slicing image on every each single picture we imported .

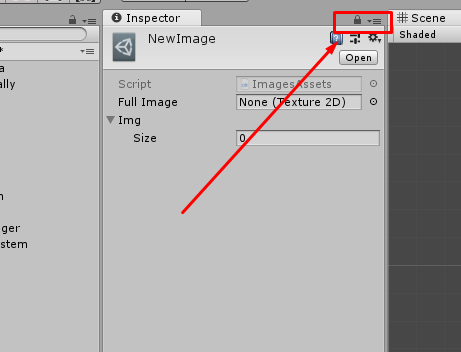
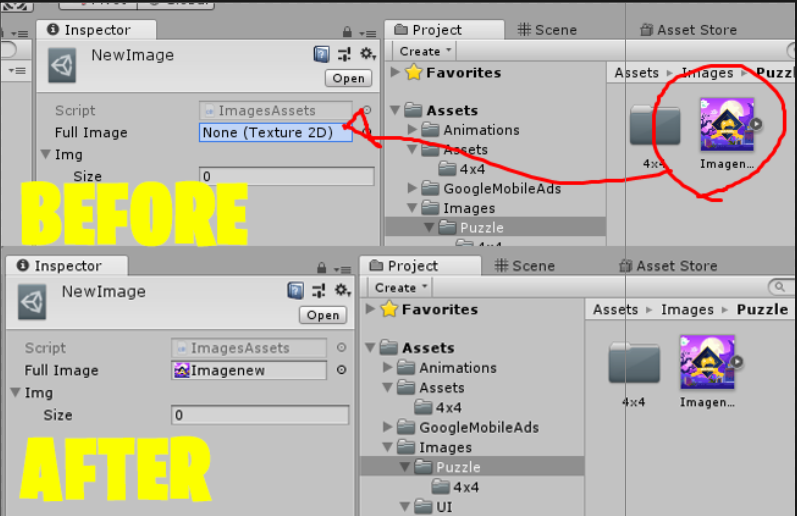
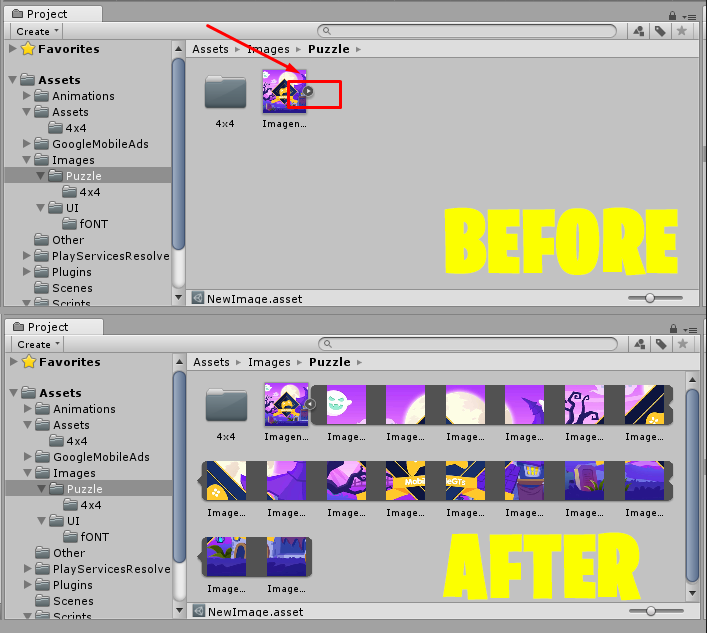
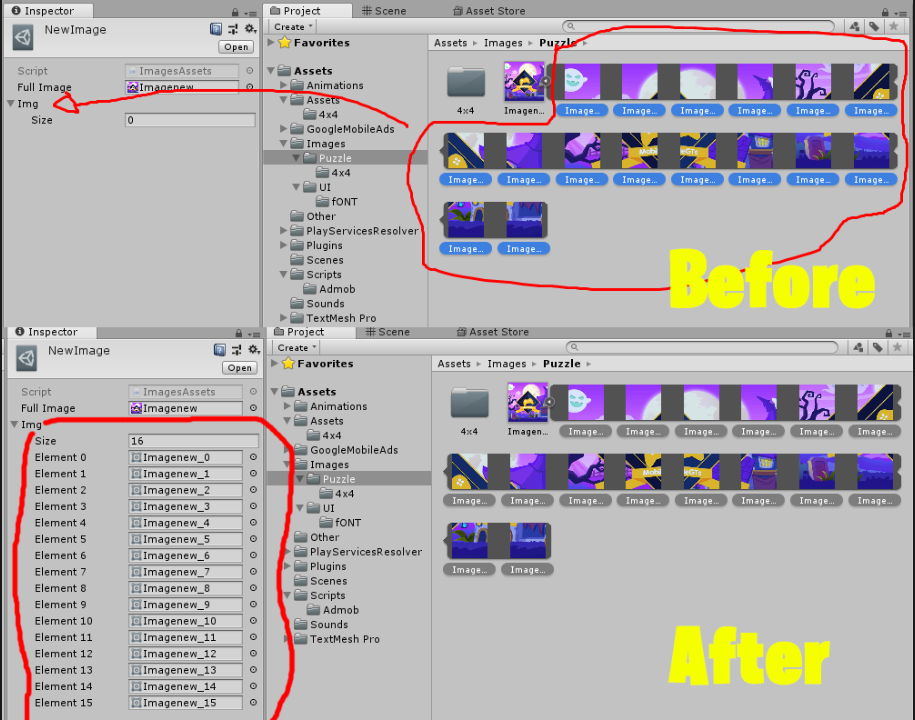
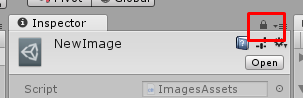
1. You can go to some Folder , I recommend you go **to Assets> then Right Click > Create > ImageComponent**  
   
2. Then ImageComponent Created , you can rename as you want  
   

## 3. Slicing ImageNew Picture to 9 Slicing Images

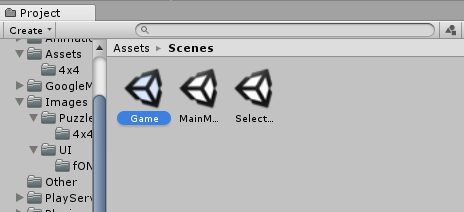
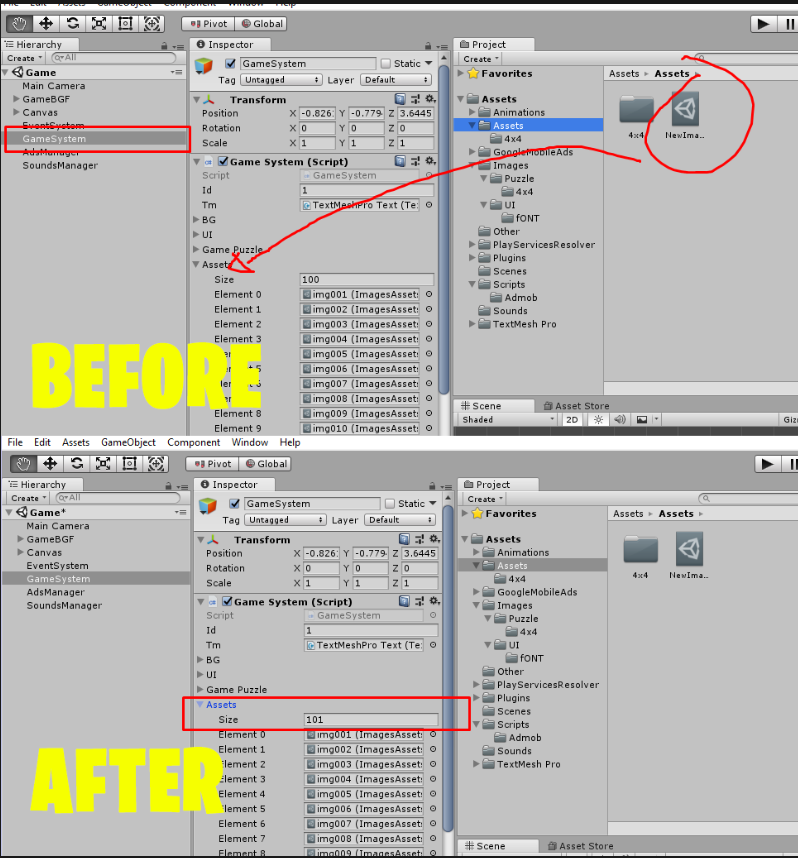
We need to slicing our image to 9 slicing images , this is really needed before using this picture or new picture to this game

1. Select our new image , then check our Inspector , Change Sprite Mode then you can click , Sprite Editor to click Apply Button  
   
2. Then sprite editor opened , you can go to left side , click on slice : choose Grid by Cell Size , then tipe x : 128 and y : 128 , then click Apply  
     
   **NOTE : Make Sure you set it X : 128 and Y: 128**
3. After that go to right side , click on apply button , if you got warning notice just Apply it  
   

## Adding Slicing Images to our ImageComponent

1. Click on our New ImageComponent , check on inspector and Lock the inspector by click on Lock icon on right side  
   
2. Then back to our ImageNew
3. Drag Our ImageNew To ***Full Image*** on Inspector :  
   
4. Then back to Our ImageNew , open our image new by click right arrow on imagenew like this pic :   
   
5. After that select all of slicing images then drag it into inspector Img   
   
6. Finished . Then you can unlock our inspector by clicking on right side lock icon   
   

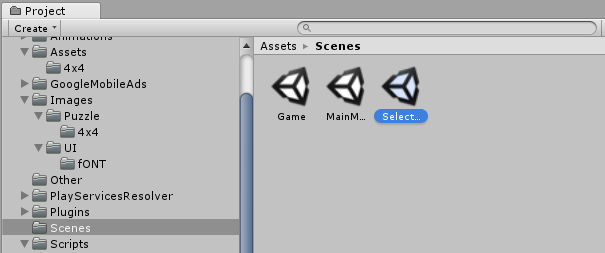
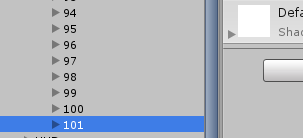
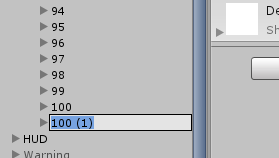
## Adding ImageComponent (Level) on Game Scene

1. Go To our Game Scene by go to Scene > Game  
   
2. On Game Hirarchy , Select GameSystem > Check on Inspector , Open Assets Tab , then drag our New ImageComponent to Assets like this pic below   
   
3. Done Forget to save this level by CTRL+S

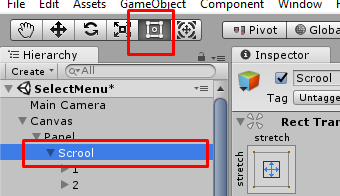
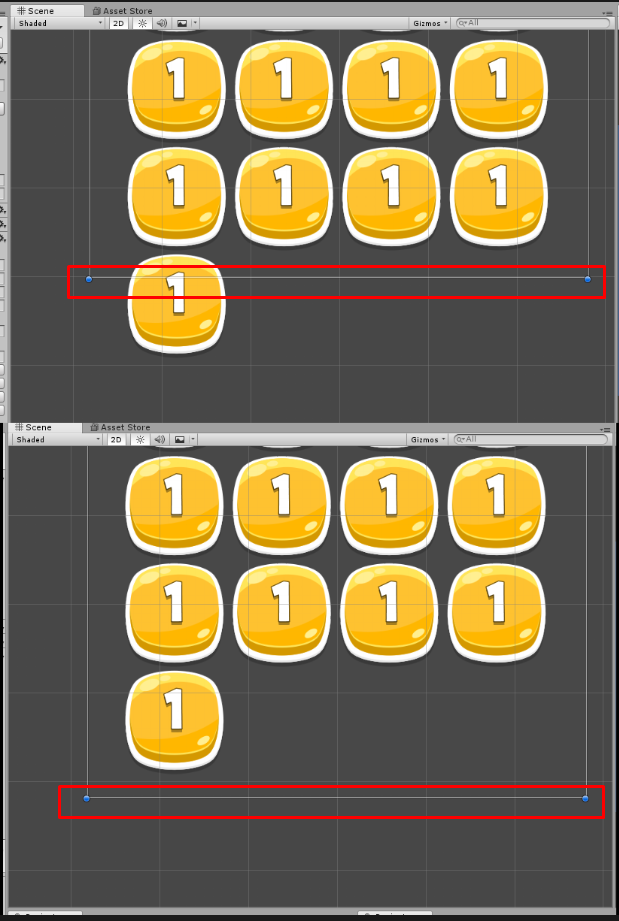
## Adding New Level Button on Level Select

Adding Level has 3 Step 1st adding our New Button , then 2nd arrange scrolling size , 3rd adding button to LevelSystem load button , please follow correctly before 1 by 1

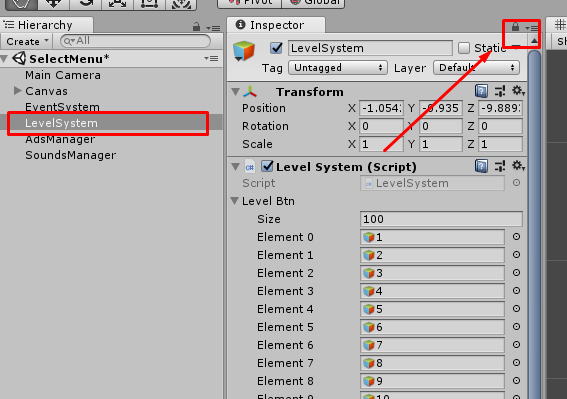
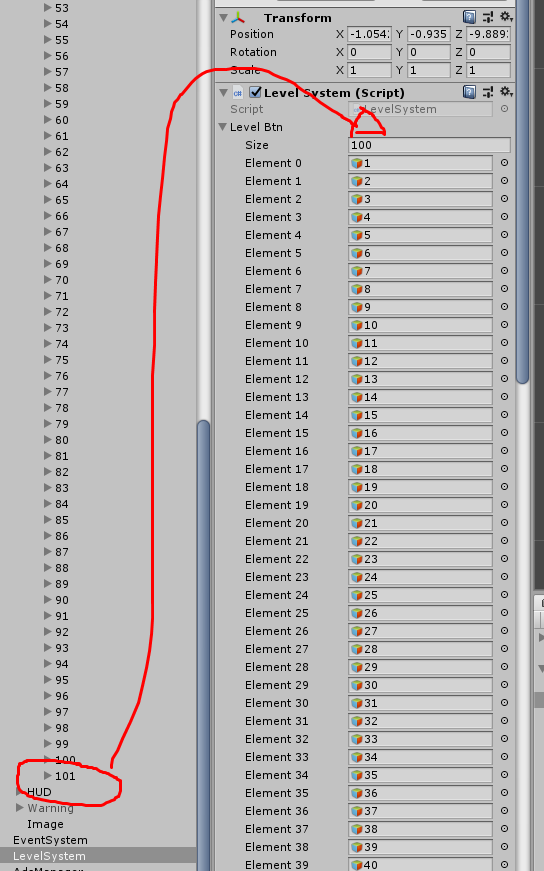
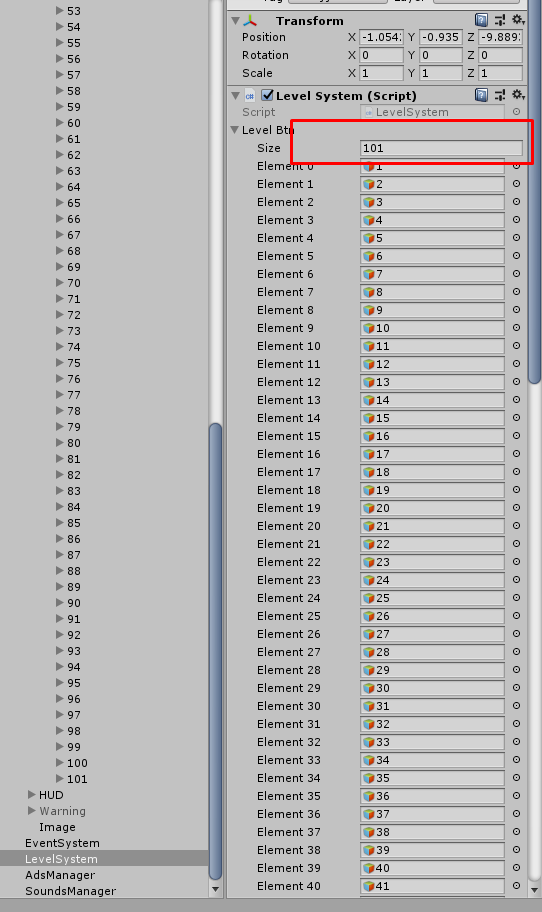
### Adding New Button on SelectLevel Scene

1. Go To SelectLevel Scene , Scene > SelectLevel  
   
2. On Game Hierarchy (Left Side ) you can open Canvas > Panel >Scrool   
   
3. Then move to bottom Level number , to add new button just copy Bottom level by using CTRL+D and rename it to our new level number , example 101 for this level :   
   

### Resize Scrolling Size Area

1. On Game Hierachy , Click on Scrool . Make sure you have using Rect Tool like this pic below   
   
2. Go to Game Scene , Drag Bottom Rect Size to bottom our new button location , like this pic  
   

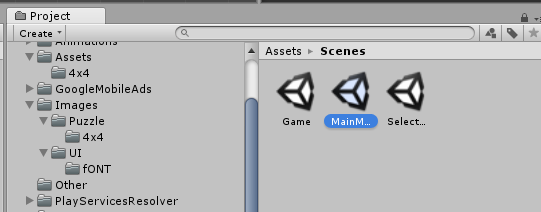
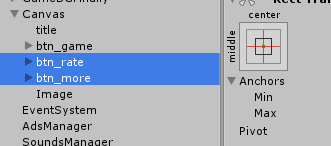
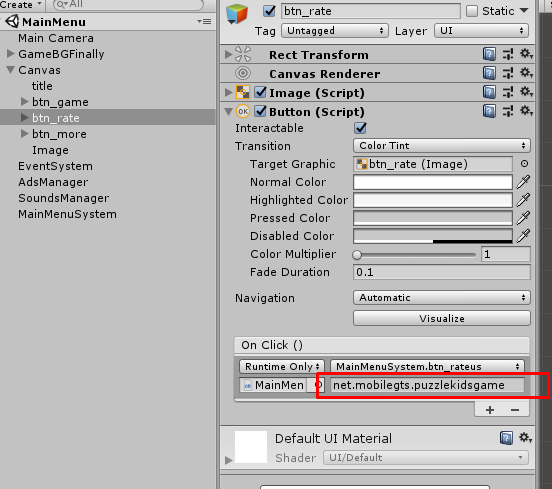
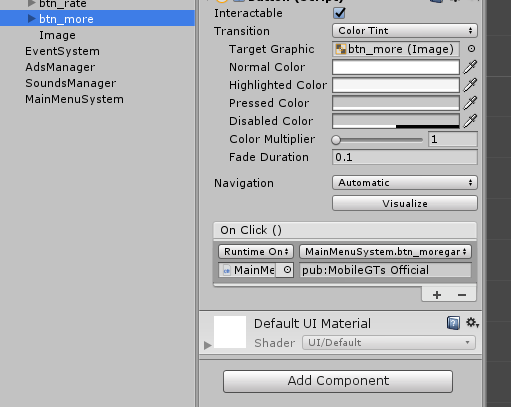
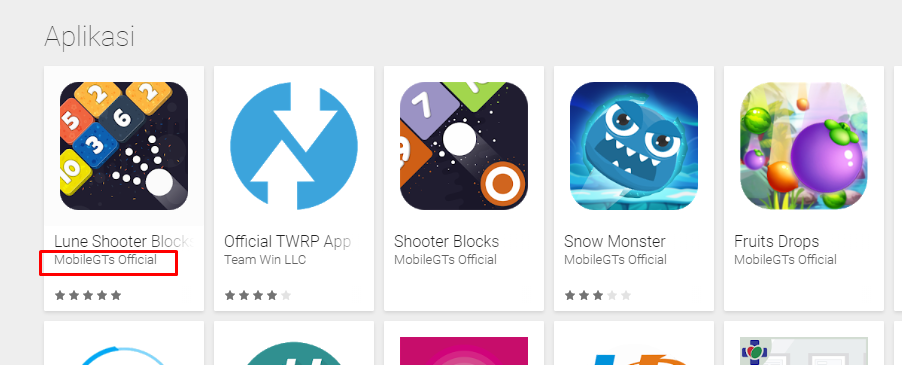
### Adding New Button to Level System Load

1. On game Hierary , select LevelSystem , don’t forget to locking this on inspector  
   
2. Open Canvas > Panel > Scrool   
   Drag Our New Button 101 Level to Level Btn on inspector  
    
3. Then finished , now your you have success add new level on this game

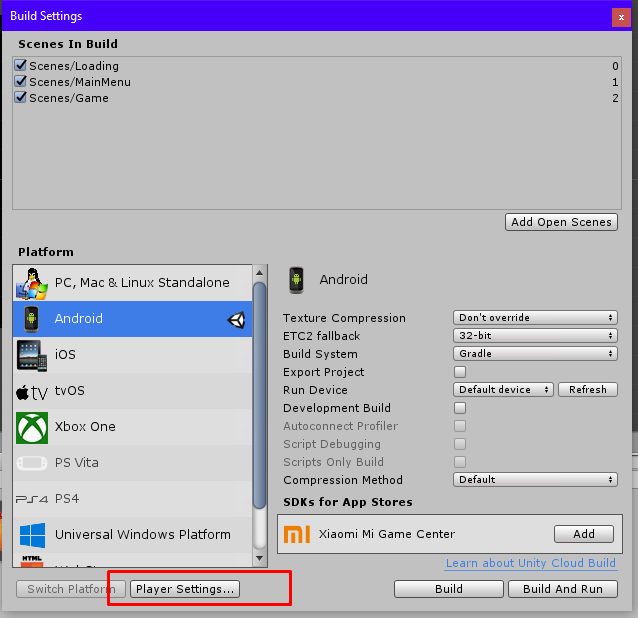
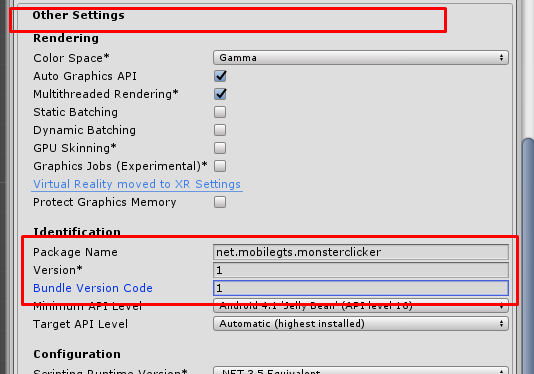
# RELAYOUT GAME UI ON EACH GAMESCENE

All of UI on this game is based on Animator system , so you need advance knowledge about Animator System . there are many reference to use and edit animator system : you can also search about Animator / animation UI on Youtube .

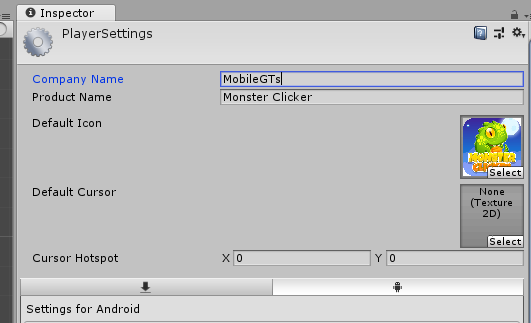
# CHANGE RATE US BUTTON AND MORE GAME BUTTON

1. Go To MainMenu Secene  
   
2. Go To Game Hierrcy , Open Canvas , then select one of them to change  
   
3. Change Rate Us Button :   
     
   Note : Type Your Name Package Correctly
4. Change More Game Button  
     
   Note : you can type your Publisher neme , make sure you have type same Letter as your Publisher Name  
   

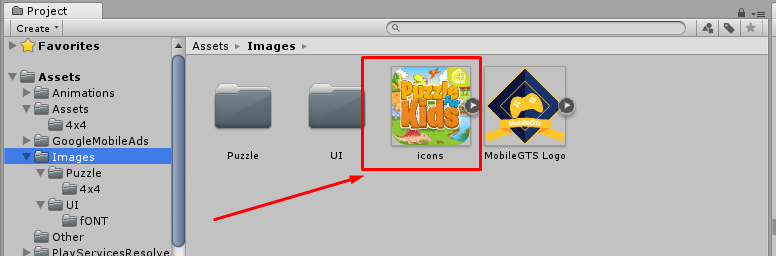
# CHANGE NAME PACKAGE AND VERSION

1. Go To File > Build Settings and click Player Settings on bottom left side :   
   
2. Go to Other Settings , and change your Name Package , version and build version code  
   

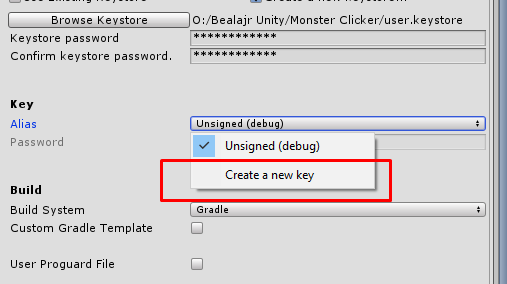
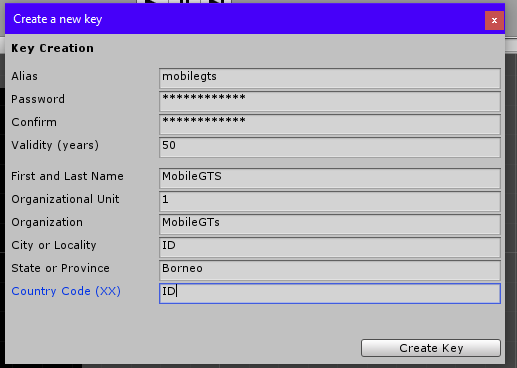
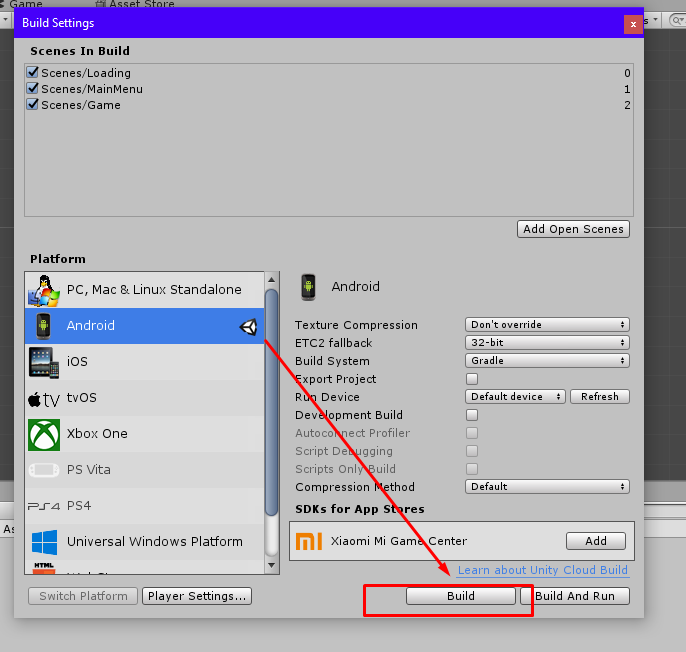
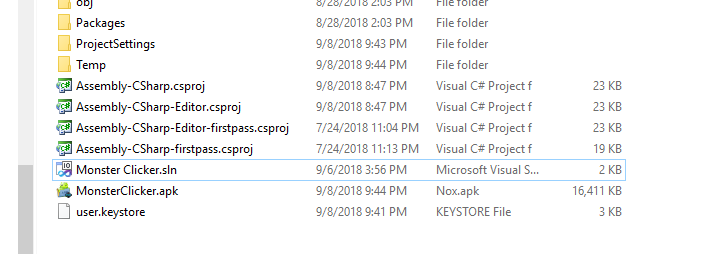
# CHANGE GAME NAME ON PHONE DISPLAY

1. On player Settings , view on top side , change Company Name and Product Name with your Name ex: this pic   
   

# CHANGE GAME ICON

1. Go to images > then open icon.png on your image editor , replace with your new Icon   
   

# MAKE KEYSTORE AND BUILD AN APK FILE

1. Go to Player Settings > Publishing Settings > click on Create New Keystore > and fill your password ,
2. On alias click create a new key and fill are information there :   
     
     
     
   then click on create key
3. After that select your alias , and fill the password form , if ready you can go to , Build Settings , Then Click on Build Button   
   
4. Congratulations , you have success build an APK file : then you can try on your phone or your emulator software :   
   

Thanks you for following this Documentation , if you have more knowledge about reskining you can skip some step on this documentation , once again I really thank you for your support by buying this source code , I hope this help you out to reskin this game . and also if you have problem with this SC don’t forget to email me or comment on this item website marketplace .

If you have more interesting , like adding more features , more levels , or want order another Quality Source code just email me and we can talk much more there . thank you so much .

Best Regards,

MobileGTs Team