Bubble Shooter Easter Bunny

EngineDescription

- Source code was made in Unity3D
- Cross platform (Googleplay, AppStore, WP)
- 50 levels with different targets
- Included IAP's
- Included EDITOR
- Level selector

How to test on device:

- 1. File > Build Settings...
- 2. Choose your platform (iOS, Android, Wp 8)
- 3. Switch platform
- 4. After switching:
 - a. For iOS click "Build" and select folder, then open created project in XCode.
 - b. For Android and WP 8 you can plug-in device to your pc and click "Build and Run" and game automatically runs on your device after building.

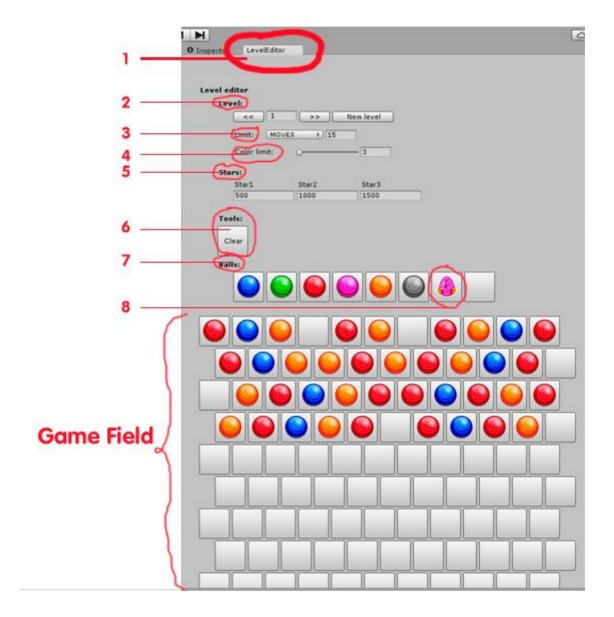
NOTE: Make sure that Plugins folder places in Assets folder, if not please replace Plugins to Assets.

FOR iOS:

add StoreKit.framework

How to use editor:

- OPEN: Window Level Editor
- When you add new level it is automaticaly adding to the map scene
- 1. Level Editor
- 2. Level selector, to add new level click New level
- 3. Limit of moves
- 4. Count of color variations for random balls (grey)
- 5. Stars number of scores for each stars (Star1 minimum scores for win)
- 6. Clear for reset all level
- 7. Balls chose ball and click on field
 - You need to fill top line with balls for vertical level
 - You need to click egg to start rotating level



How to Reskin

Almost all graphics located in the folder Assets/Textures. You need just replace your arts in this folder, keep the same name in PNG format

Audio

Audio files located in the folder Assets / Audio. You need just replace your music and sounds in this folder, keep the same name in same audio format

IN-APPS

Game have in-app purchases How to setup it:

- 1. Open INNAPP.cs
- 2. Find var publicKey = "----- Google Play public KEY here ----- ";
- 3. Replace ----- Google Play public KEY here ---- by your public key
- 4. Put consumable products with these ids to your store account:

id: pack1 name: 10 coins price: \$0.99
id: pack2 name: 50 coins price: \$4.99
id: pack3 name: 100 coins price: \$9.99
id: pack4 name: 150 coins price: \$14.99

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