

Mix Letter (Mohanad Games) Documents

preamble:

This documentation will explain in detail how to create a letter mixing game using the Unity plugin with the link:

<https://assetstore.unity.com/packages/slug/225355>

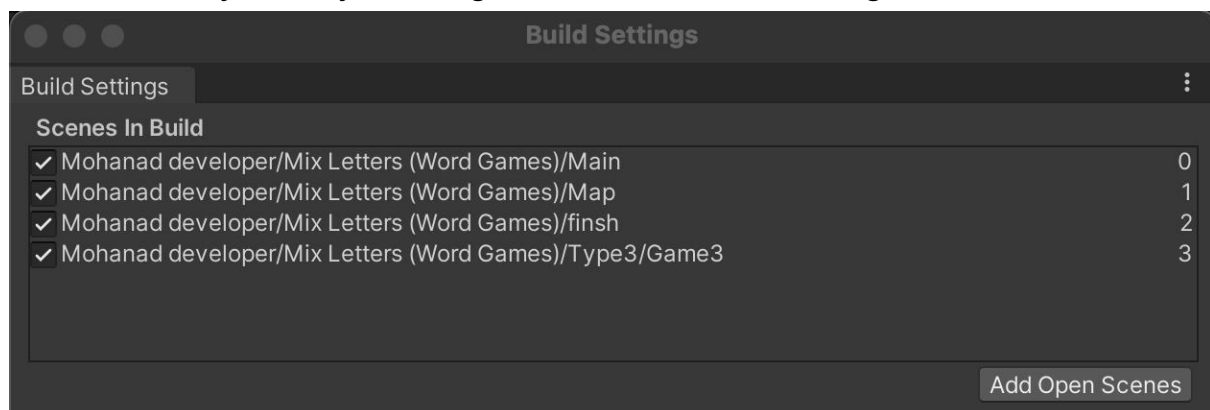
Project initialization:

1- add scenes to your project:

From the Unity toolbar, click on : Window > Steps Adder

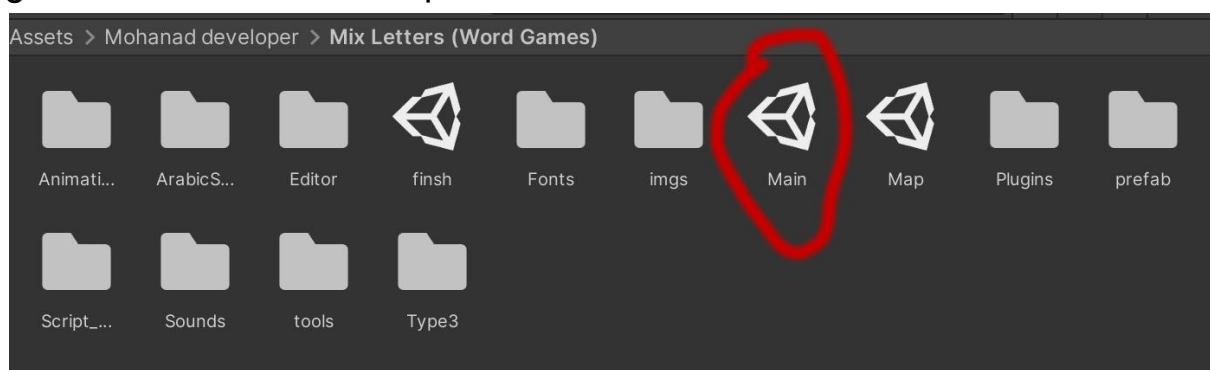
You will automatically find that scenes have been added to your project

You can verify this by clicking on : File > Build Settings

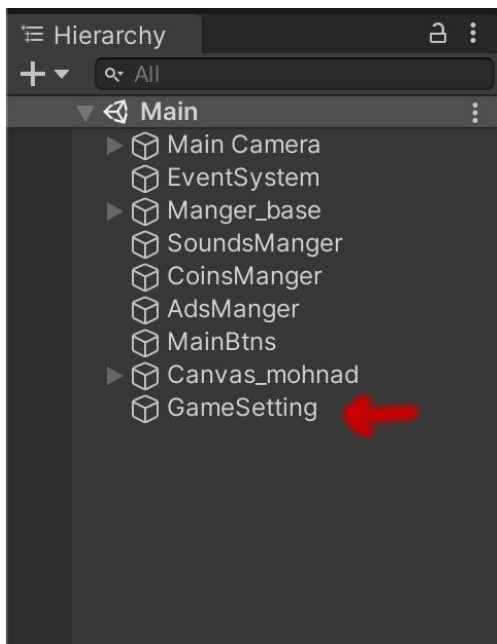


2- Set your game settings:

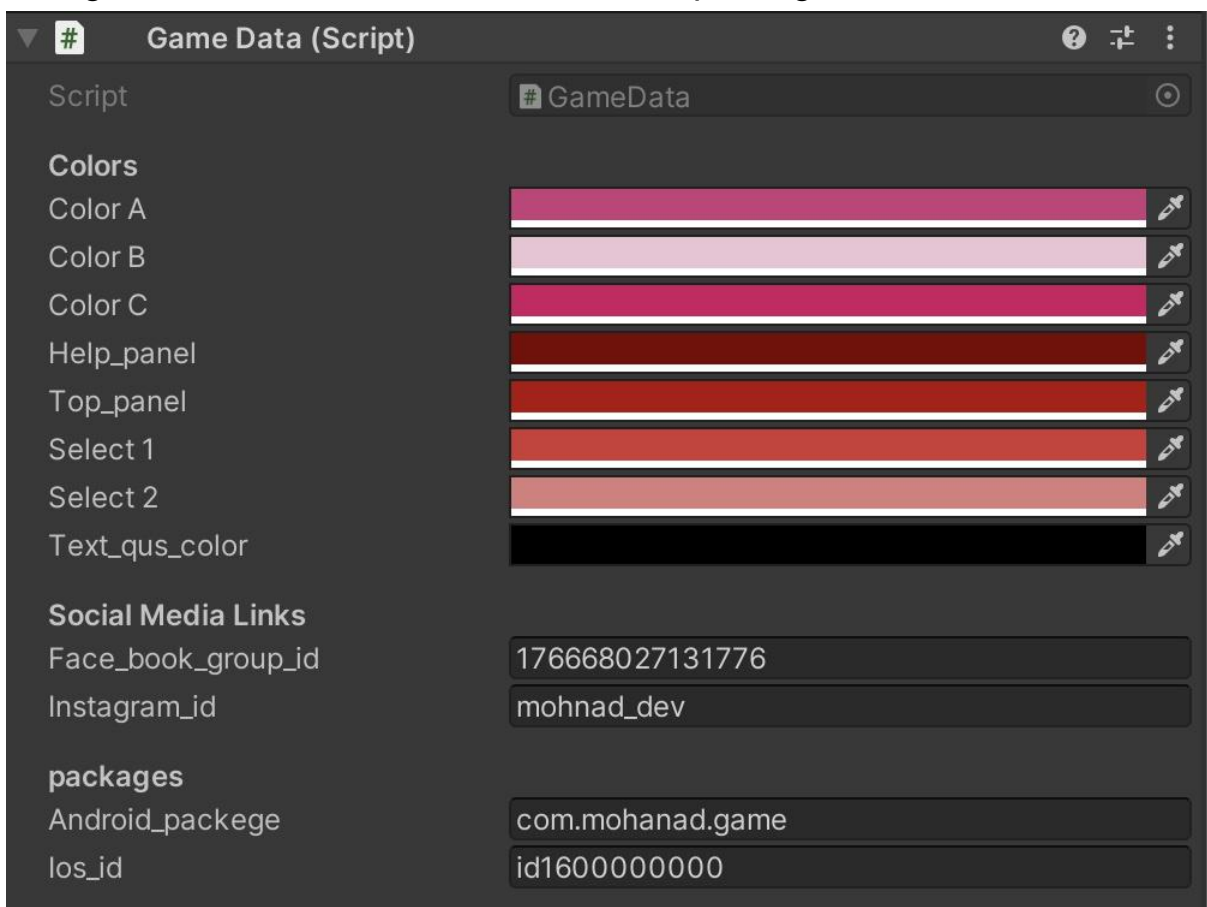
go to "Main" Scene and open it



now click on "GameSetting"



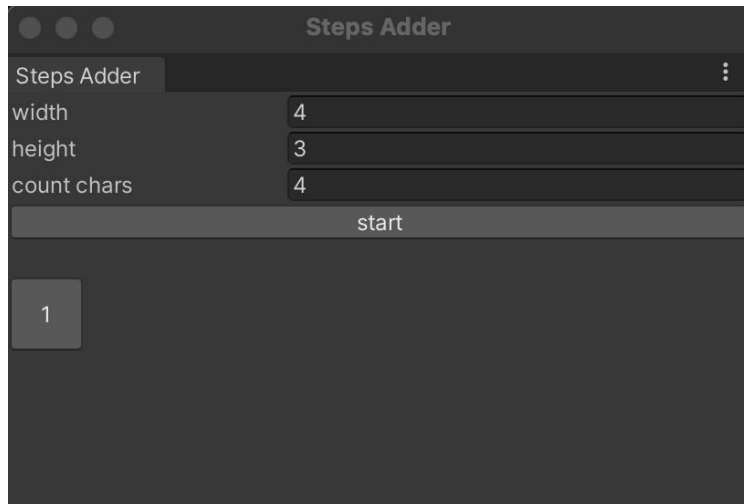
you can now change settings from inspector:
change colors and social media links and packages id



Add stages:

click on : Window > Steps Adder

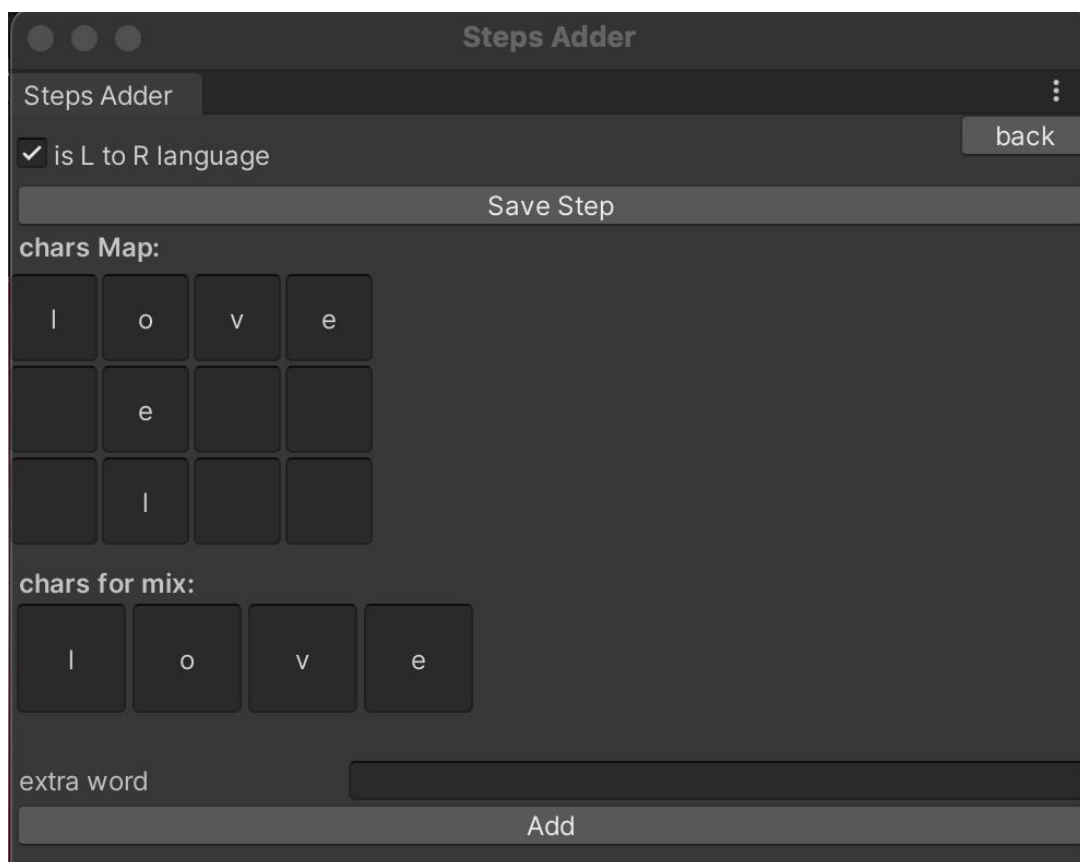
A window will open where you can add a new stage



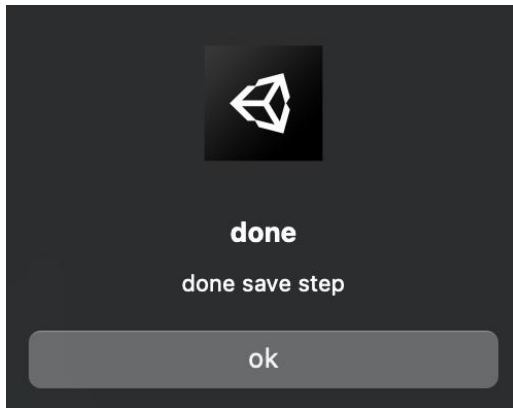
Select the number of squares in width and height

Decide how many characters will be in the mix “count chars”

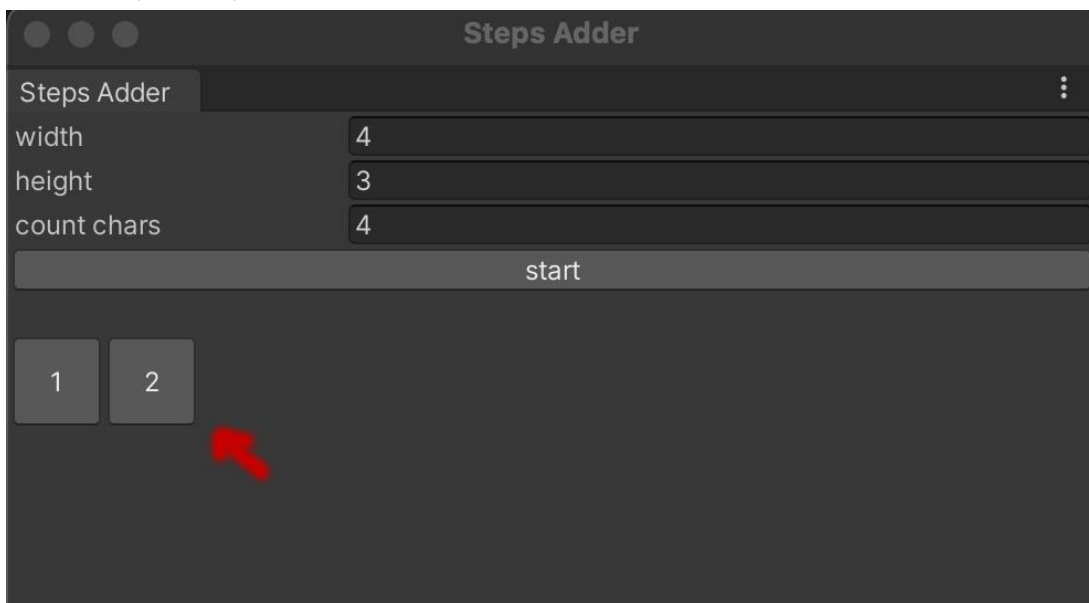
click start



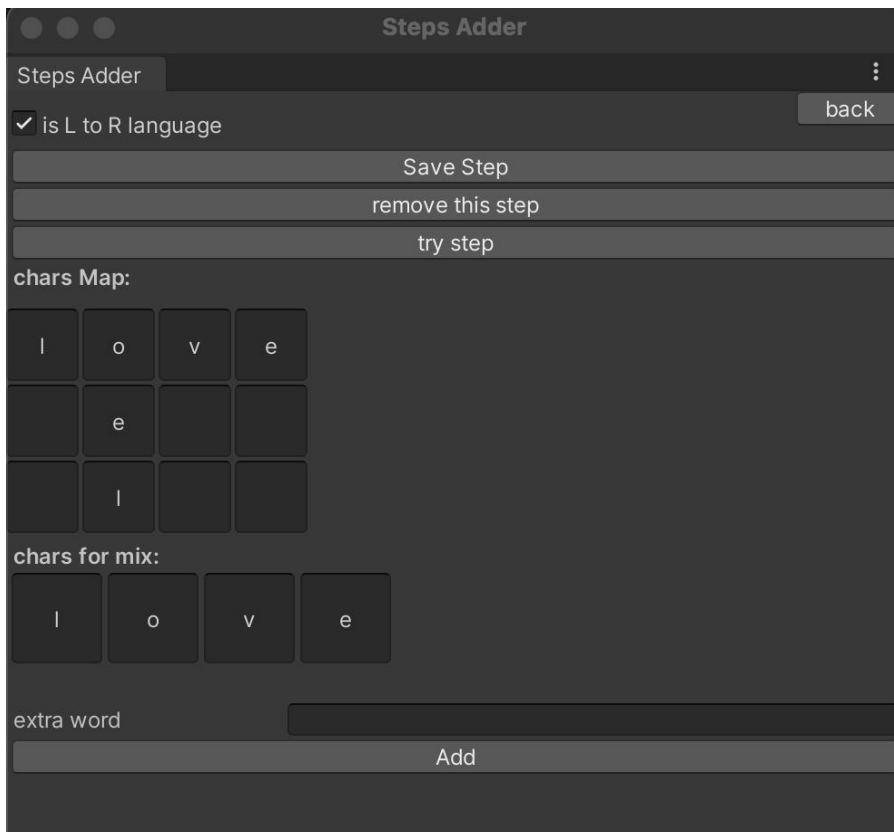
- 1- Put the letters in the form of a map below “chars Map”
- 2- Put the letters you chose to mix below “chars for mix”
- 3- If you have additional words that were not included in the map, put them in the “extra word” and press Add
- 4- Finally, click on “save step”



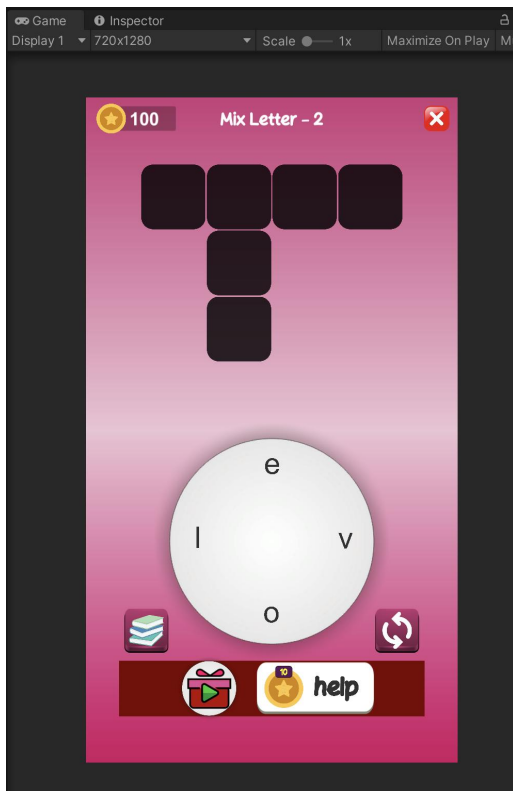
Now you will find that your stage has been added and you can click on it to modify or try it



After clicking, you will find this window:

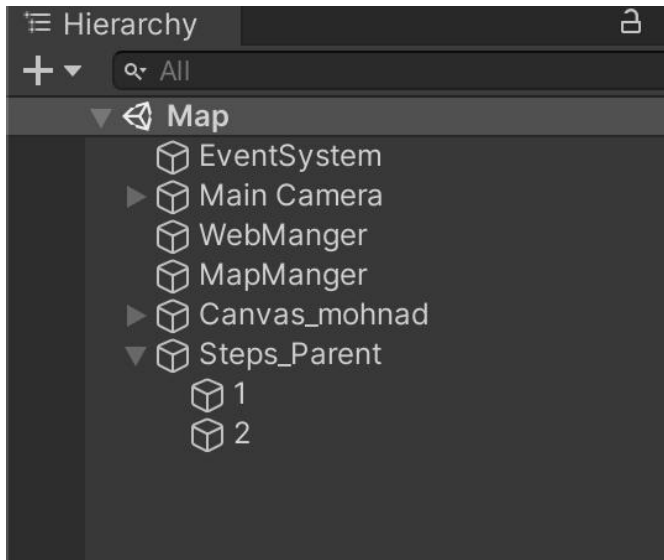


click on “try step”



The order of the stages:

go to “Map” scene and click on “Steps_Parent”



You can change the order of the stages you have added by dragging

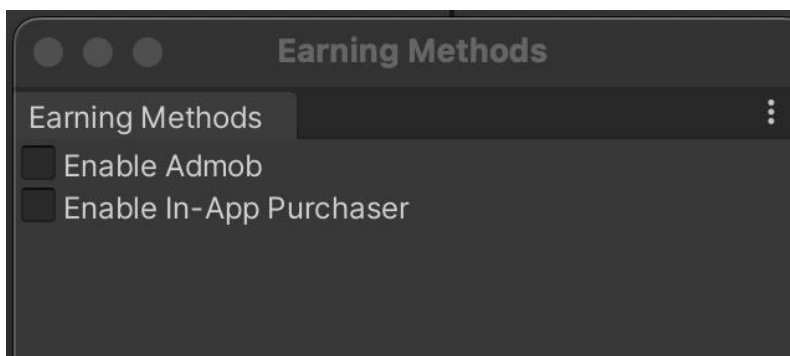
Enable Admob:

first you have to add “GoogleMobileAds.unitypackage” Plugin

Go to this link and download it and add it to your project:

<https://developers.google.com/admob/unity/quick-start>

after that click on : Window > Earning Methods
and click to “Enable Admob”



add “google mobile ads app id “

by go to : Assets > Google Mobile Ads > Settings

change “Ad unit id”

go to “Main” scene and click “GameSetting” and change identifiers for android and ios or just one

Admob Network Identifiers	
Admob_android_banner	ca-app-pub-3940256099942544/6300978111
Admob_android_Interstitial	ca-app-pub-3940256099942544/1033173712
Admob_android_rewarded	ca-app-pub-3940256099942544/5224354917
Admob_ios_banner	ca-app-pub-3940256099942544/2934735716
Admob_ios_Interstitial	ca-app-pub-3940256099942544/4411468910
Admob_ios_rewarded	ca-app-pub-3940256099942544/1712485313

Enable In-App Purchases:

go to this unity link to learn how Enabling In-App Purchasing

<https://docs.unity3d.com/Packages/com.unity.purchasing@4.2/manual/GettingStarted.html>

after that click on : Window > Earning Methods

and click to “Enable In-App Purchaser”

after that change “identifiers”

go to “Main” scene and click “GameSetting” and change In-App Purchase identifiers Or you can leave it unchanged and add it to your Google Play and App Store developer account

In-app purchase identifiers	
Coin_100	coin_100
Coin_250	coin_250
Coin_1000	coin_1000

Rotate screen for mobile:

for android and ios The best option is to make the screen only portrait

Allowed Orientations for Auto Rotation	
Portrait	<input checked="" type="checkbox"/>
Portrait Upside Down	<input type="checkbox"/>
Landscape Right	<input type="checkbox"/>
Landscape Left	<input type="checkbox"/>

support "right to left" language

when you open "Steps Adder" you will notice the option "is L to R language" and this is activated automatically, but if you want to add stages in languages written from right to left, such as Arabic, you must deactivate it