Crazy Poppers
Starter Kit

The project was built with XCode (Version 4.6) for iOS SDK 6 or later and is designed to be deployed on iOS 4.3 or later.

Newer versions of XCode should build this project without problems. Compile warnings can safely be ignored.

The kit allows you to create universal apps for both iPhone and iPad. It is also fully iPhone 5 compatible.

In addition to the specific customizations below, you'll also need to change your app's Bundle Identifier, Product Name, app icons and splash screens. These are standard procedures for all iOS apps and won't be covered in this starter kit.

Ad Network Configuration

Crazy Poppers currently supports the following ad networks:

RevMob
In the AppDelegate.m file search for the following string and fill in your RevMob ID:
```
[RevMobAds startSessionWithAppID:@"place your id here"];
```

RevMob is setup to always show when the app launches or becomes active. You can turn this on/off using RevMob's online dashboard.

AppLovin
In the Info.plist change the AppLovinSdkKey string value to your AppLovin key.

Chartboost
In the AppDelegate.m file search for the following string and fill in your Chartboost ID & Signature:
```
cb.appId = @"place your id here";
cb.appSignature = @"place your signature here";
```

Chartboost is currently designed in Crazy Poppers to display with AppLovin ads. In the `displayAppLovin` method, there is a `swtch` string. This string controls how Chartboost & AppLovin ads are displayed:
- `swtch` = @"startUpOnly" – AppLovin is only shown on startup. Chartboost is displayed upon level completion/fail & the Pause screen
- `swtch` = @"on" – AppLovin shows on startup, level completion & fail. Chartboost shows on Pause screen
- `swtch` = anything else, then no AppLovin ads are displayed, only Chartboost

AdColony
On the menu screen the user can press gold button in the upper right-hand corner and this will allow the user to receive 50 gold for watching an AdColony video.

In both the RootViewController.m and AppDelegate.m files search for the following and replace with your AdColony IDs:
```
adColonyApplicationID
adColonyAdZoneNumberAssociation
```

TapJoy
Crazy Poppers is setup to handle TapJoy promotions for incentivized downloads. This document will not explain the benefits of TapJoy, but if you wish to use TapJoy, scan for the following string in the AppDelegate.m file and add your TapJoy code and secret key:
[TapjoyConnect requestTapjoyConnect:@" " secretKey:@" "];

In-App Configuration:

In source code:
Scan all source and replace the following string with your own in-app identifier:
"com.trippinsoft.crazypoppers."

In iTunes Connect:
You will have to set 8 in-app purchases in iTunes Connect: 4 for different coin packs and 4 for different gem packs. These will have to be consumable purchases.
- com.trippinsoft.crazypoppers.handfulofgold
- com.trippinsoft.crazypoppers.stackofgold
- com.trippinsoft.crazypoppers.bagofgold
- com.trippinsoft.crazypoppers.bucketofgold
- com.trippinsoft.crazypoppers.22gems
- com.trippinsoft.crazypoppers.48gems
- com.trippinsoft.crazypoppers.125gems
- com.trippinsoft.crazypoppers.270gems

Note:
If you don't have much experience setting up in-app purchases, it may be helpful to read these tutorials:
- http://www.raywenderlich.com/2797/introduction-to-in-app-purchases - about creating a custom App ID
- http://www.raywenderlich.com/23266/in-app-purchases-in-ios-6-tutorial-consumables-and-receipt-validation about creating a consumable In-App Purchase

IAP Potential issues:
- In-App-Purchases don't show up on the simulator: They should. If they don't, then you probably forgot to do something. Did you remember to mark them as "cleared for sale" in iTunes Connect?
- When you are ready to upload the app binary, remember to also check the checkboxes for all of your in-app purchases that you'll want to submit for review. If you don't, then they won't display in your game for your users.

Analytics
Analytics can be very, very helpful. It allows you to track things like the number of levels failed or completed, which buttons are pressed and when, etc. Crazy Poppers is configured for FLURRY analytics.

In the AppDelegate.m file search for the following string and fill in your Flurry ID:
```
[Flurry startSession:@"your ID here"];
```

Universal App

Crazy Poppers is a universal app. That means it works on iPhones/iPhone5/iPad. Throughout the code you will observe code similar to the following. This conditional logic allows precise control and configuration for placement of graphics for each device (if necessary). If you use similar-sized graphics as Crazy Poppers currently, then there should be little reason to modify the pixel placement of objects.

```
if (UI_USER_INTERFACE_IDIOM() == UIUserInterfaceIdiomPhone) {
    CGRect screenBounds = [[UIScreen mainScreen] bounds];
    if (screenBounds.size.height == 568) {
      [iPhone 5 specific here]
    }
    else {
      [iPhone specific here]
    }
}
else {
   [iPad specific here]
}
```

Code Overview

AppDelegate.m – Entry point class that sets up everything including ad networks, analytics, etc.
Reachability.m – This is a class that helps determine if the user has a valid internet connection. No modifications should be necessary
RootViewController.m – The following items are configured in this class:
  - Twitter & Facebook messages. These messages are pre-populated when the user taps the "Ask a Friend" button after the Hint button is pressed in the lower left-hand corner of the main play screen.
  - AdColony – This is the video that can be played from the main menu by tapping the gold button in the upper right-hand corner
  - AdMob (not currently active)

CrazyPoppers.m – This class displays and controls the main menu and the sub-menu where a specific level is selected
CrazyPoppersLevels.m – This class controls the primary game-play of Crazy Poppers including levels configuration, popper and button taps, scores, powerups, ads shown between levels and more
PowerPacks.m – This class provides level layouts for all levels beyond the first Pack #1.
BuyGoldGemsHints.m – This class controls the IAP and the header at the top that displays the current gold, gems & hints.

Re-Skinning Considerations

Graphics

Crazy Poppers uses a combination of sprite sheets and individual graphic files.
With this license of Crazy Poppers we are not requiring all graphic files to be replaced, but we are requiring that the most important one are. Specifically here is a list of the image files that are **required** to be replaced:

<u>Backgrounds</u>
Note: All of these background images could be the same image (but different sizes for each device) if you do not want the background to change from pack to pack. Currently Crazy Poppers is designed to show a different background for Packs 1-4, and randomized backgrounds for the Popometer Pack and Mega Pack.

popperExplosion.png – The image that shows the last (red) popper "pops"
popperBackground1Small.jpg – level background image for iPhone
popperBackground2Small.jpg – level background image for iPhone
popperBackground3Small.jpg – level background image for iPhone
popperBackground4Small.jpg – level background image for iPhone
popperBackground1Small-hd.jpg – level background image for iPhone5
popperBackground2Small-hd.jpg – level background image for iPhone5
popperBackground3Small-hd.jpg – level background image for iPhone5
popperBackground4Small-hd.jpg – level background image for iPhone5
popperBackground1.jpg – level background image for iPad
popperBackground2.jpg – level background image for iPad
popperBackground3.jpg – level background image for iPad
popperBackground4.jpg – level background image for iPad
levelCompleteBackground – level completion popup
buyGems.png – Buy Gems popup
buyGold.png – Buy Gold popup
needAHint.png – Need a Hint popup
pauseBackground.png – Pause popup
playBackground.png – Play popup (where user selects a powerup before playing)
powerUpDescriptions.png – Only necessary to change to make it match your other theming

<u>Characters</u>:
popometerRed.png – popper progression in upper right corner of play screen
popometerBlue.png – popper progression in upper right corner of play screen. Only necessary if unlimited license. Is used in Popometer pack.
popometerGreen.png – popper progression in upper right corner of play screen. Only necessary if unlimited license. Is used in Popometer pack.
popometerPurple.png – popper progression in upper right corner of play screen. Only necessary if unlimited license. Is used in Popometer pack.
popometerYellow.png – popper progression in upper right corner of play screen. Only necessary if unlimited license. Is used in Popometer pack.
popperBlue.png – popper character
popperGreen.png – popper character
popperPurple.png – popper character
popperRed.png – popper character

popperYellow.png – popper character
popperLeftEye.png – This is the left eye of the character. If your image will not have eyes, then just make a clear png file the same size/name
popperRightEye.png – This is the right eye of the character. If your image will not have eyes, then just make a clear png file the same size/name

Gems & Gold:
notEnoughGems-hd.png – iPhone5/iPad popup
notEnoughGems.png – iPhone popup
notEnoughGold-hd.png – iPhone5/iPad popup
notEnoughGold.png – iPhone popup

Levels:
basicTraining.png – 1st level pack on menu
twoPoppers.png – 2nd level pack on menu
threePoppers.png – 3rd level pack on menu
fourPoppers.png – 4th level pack on menu
popometerPack.png – 5th level pack on menu (only necessary for unlimited license)
megaPack1.png – 6th level pack on menu (only necessary for unlimited license)

Misc:
freeGold.png – Gold coin that shows in upper right-hand corner of menu for AdColony videos

Audio

Here are the audio files that are **required** to be replaced:
- poppersBackgroundMusic.mp3 – background music for game
- applauseShort.m4a – plays each time a level is cleared successfully
- awh.caf – plays each time a level is failed
- pop3.caf – plays each time a popper is popped, and when any button is tapped
- puff.caf – plays when the last (red) popper "pops"

These audio files can be replaced, but are **not required** to be:
- ping.caf – plays when the AddTap powerup is selected
- tick.caf – plays when the Undo powerup button is pressed
- boingShort.wav – plays when hint icon bounces
- click.caf – plays when powerups are selected/de-selected, when arrows are pressed, etc.