

Hexa Puzzle Documentation

(v3.1)

1. Overview

Hexa Puzzle Block is a tetris style puzzle game, an addictive block puzzle. The goal is to drag pieces to board and fill up all the grids. It comes with 4 difficulties ranging from Beginner to Expert and there are 240 levels in total.

This game helps you reduce the time to build a similar game. We are working hard to make more levels and update them in the next versions.

2. Requirement

- Unity 2019.4.21 or above.
- The template works best with the version used by our developers (Unity 2019.4.21). So if there are any issues with your newer version, please let us know. If we can't solve them, you are required to use the same Unity version with us.

3. Features

Game:

- 240 levels with 4 difficulties (Beginner, Advanced, Master, Expert).
- Source code is clean and professional.
- Easy to build on multiple platforms.

Plugin:

- Admob integrated (banner, interstitial, rewarded video)
- In-app purchase integrated (Android, IOS, Windows Phone, Windows Store, Amazon, Mac)

4. Import project

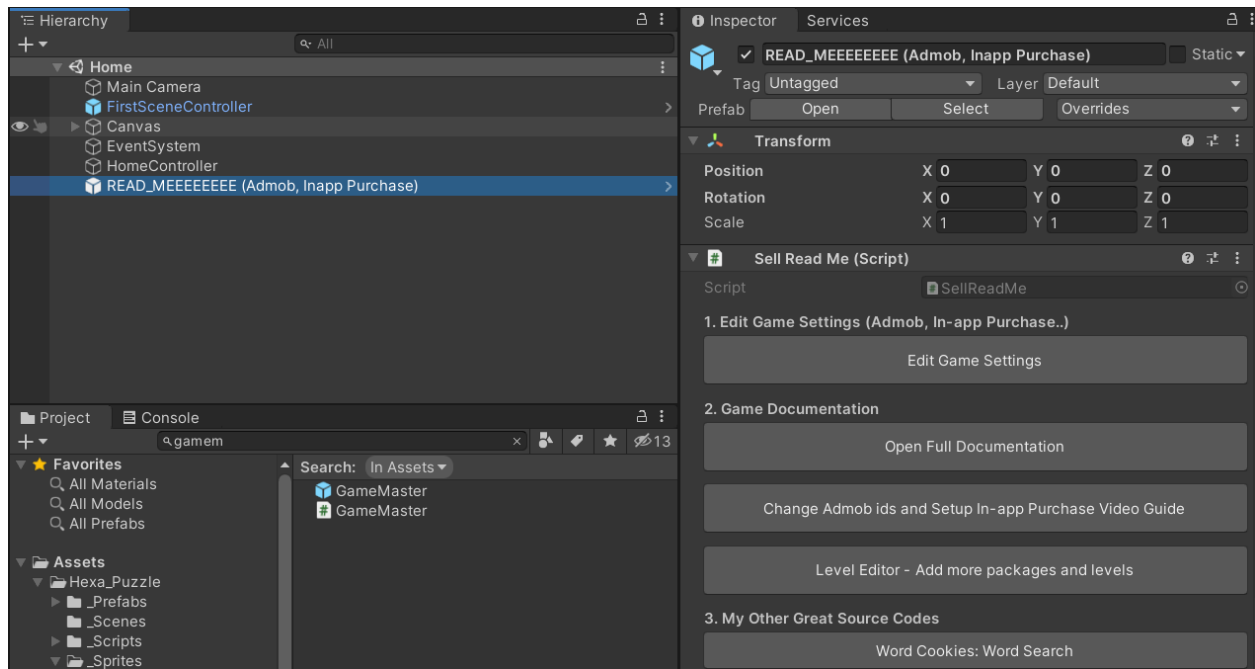
- Open Unity 2019.4.21 or higher, click "Open project" → Choose "Hexa_Puzzle_v3.0" folder → Wait until the import process completes.
- Double click on Home scene in Assets/Hexa_Puzzle/_Scenes folder → click Play button.

5. Read me (IMPORTANT)

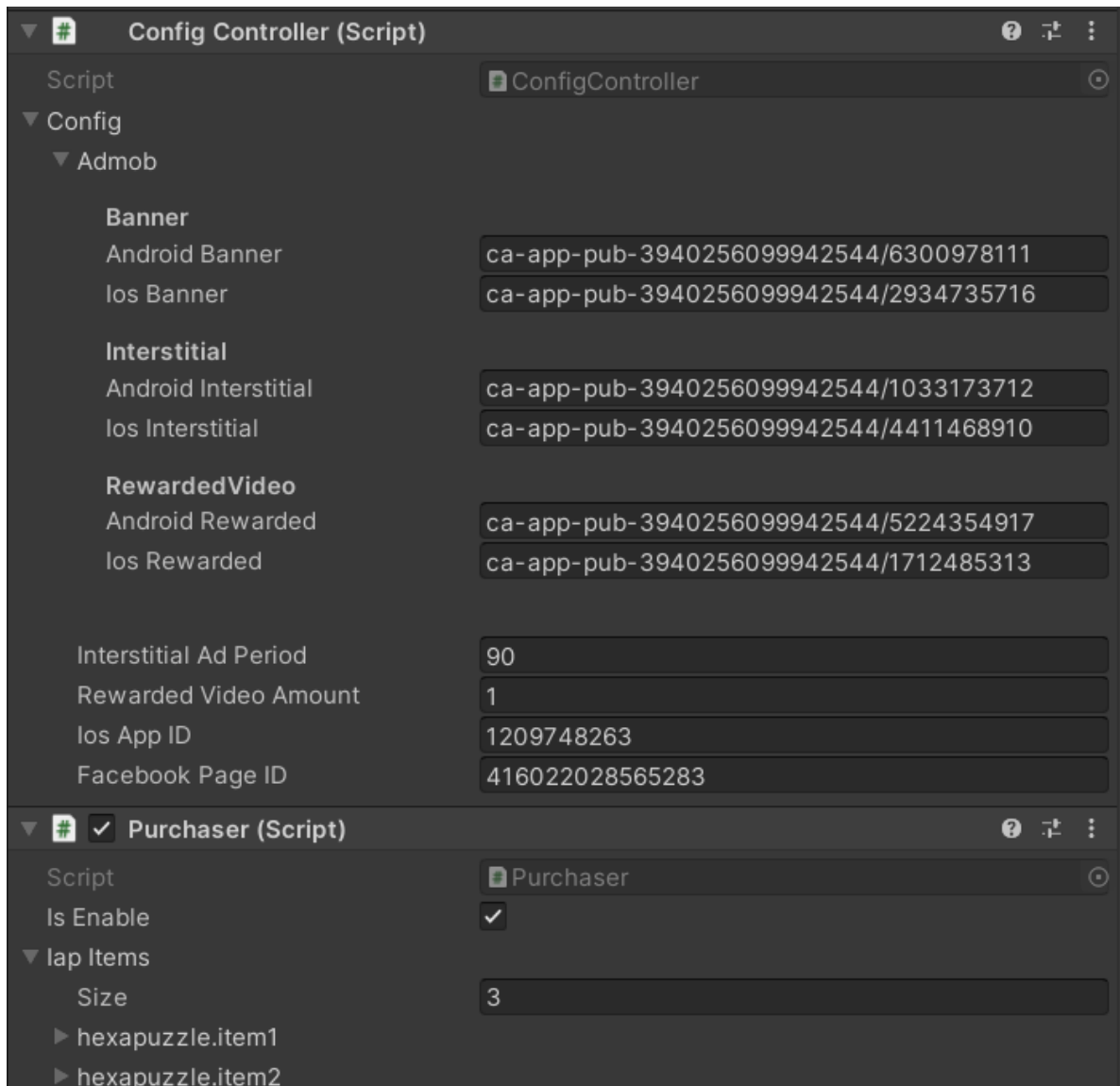
You are required to achieve this before doing anything else. This is where you can:

- Edit game settings (Admob, In-app purchase, ...)
- Open online documentation (useful to get the latest information such as bug fixes, ..)
- See our other fantastic templates.

To see the README, please double click on the Home scene in Assets/Hexa_Puzzle/_Scenes folder → Select Read_MEEEE object in Hierarchy tab → look at the Inspector at the right side.



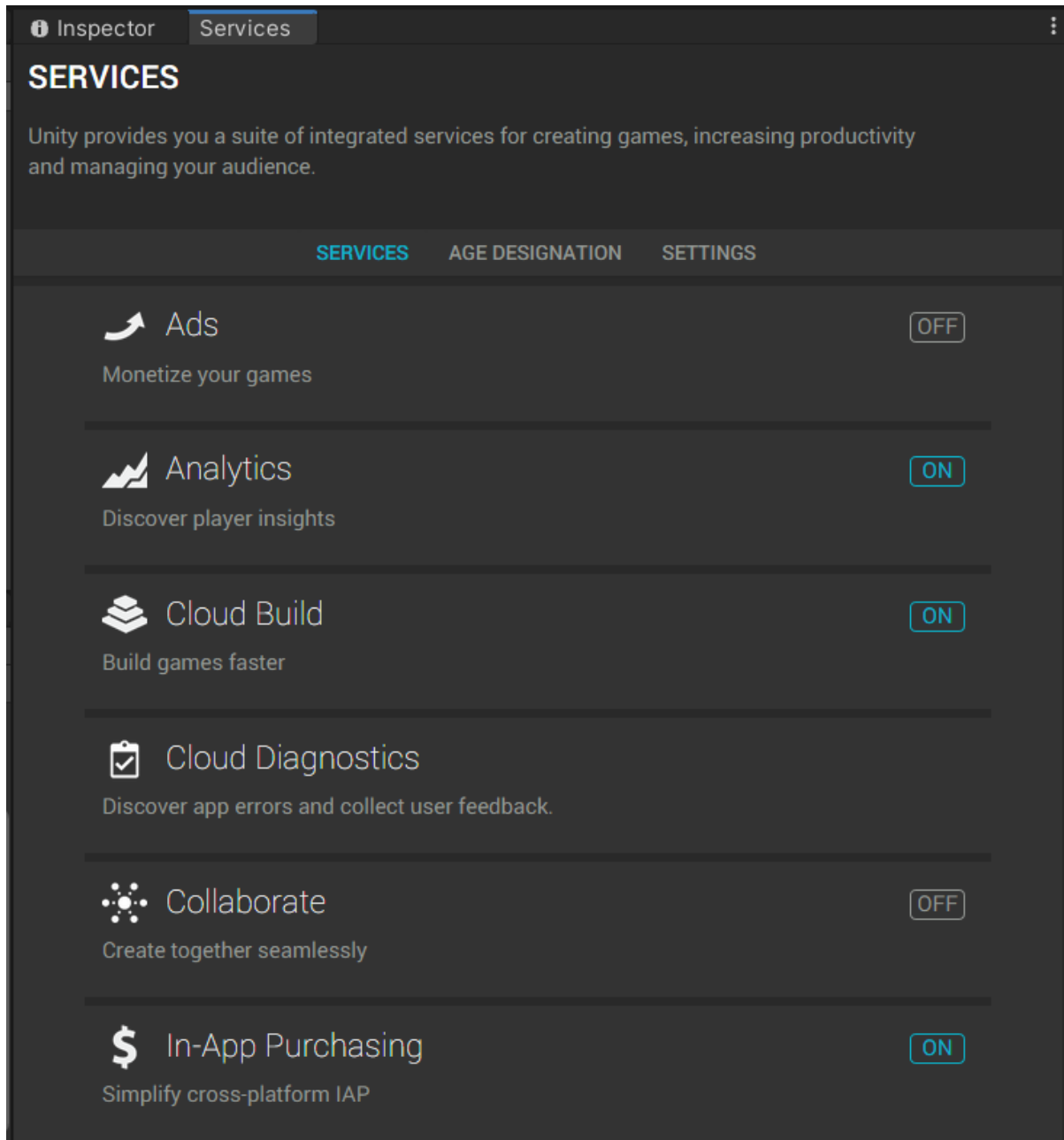
Click on the “Edit Game Settings” button to change Admob id, package name id, in-app id ...



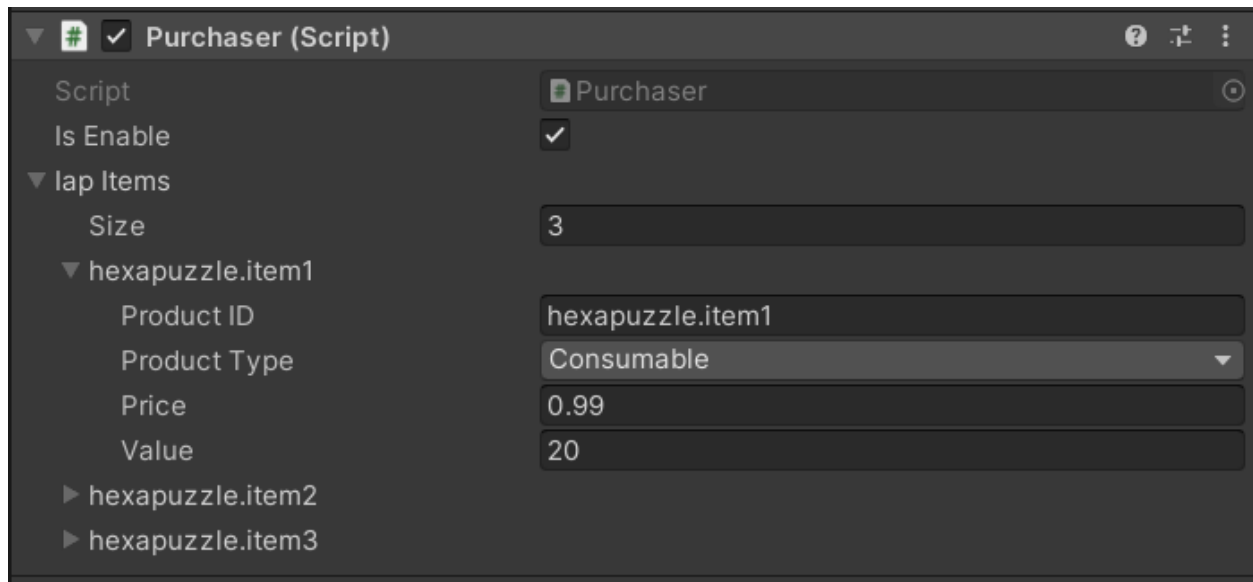
6. Set up in-app purchase

Open Window → Services and follow the instruction

This is the expectation (Analytics and In-App Purchase are ON):



Find the product ids in Game Settings → Purchaser section (by click on **--Read Me--**, then click on Edit Game Settings)



- You have to register the product ids on stores (Android, iOS ..). Remember that the ids must be the same between Unity and stores
- In-app purchase only works on devices after the game is released or you use Test mode (Test flight or Alpha ..)

For App Store Connect: Remember to update your Agreements, Tax, and Banking (make sure that 3 buttons are Edit, Edit and View)

| Contract Num... | Contact I... | Bank Info | Tax Info | Effective |
|-----------------|-----------------------|-----------------------|-----------------------|--------------|
| MS119129729 | <button>Edit</button> | <button>Edit</button> | <button>View</button> | Mar 26, 2018 |
| MS119129369 | N/A | N/A | N/A | Mar 26, 2018 |

7. How to make levels (Level Editor).

https://youtu.be/rn_7UNkFzJE

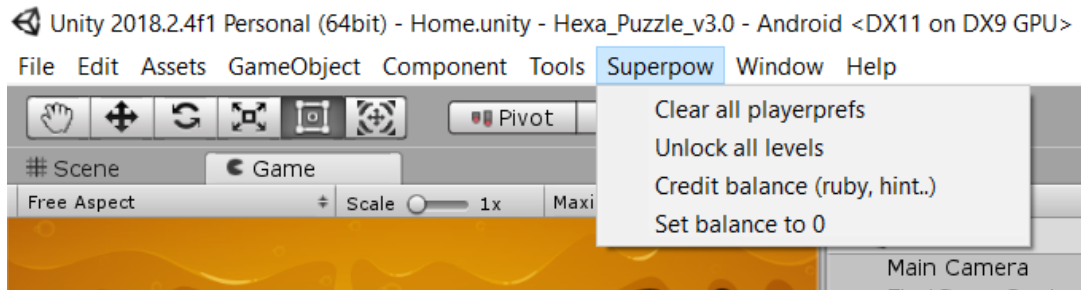
8. Why do rewarded video ads keep saying “Ad is not available at the moment” ??

If your game is not published, only banner and interstitial ad work. Admob check your package name and if it is not live in the store, your rewarded video ad will not work.

So here are 2 ways to see the rewarded video work:

- Publish your game, or
- Temporarily change your package name to a certain live package name (for example: com.king.candycrushsaga). It will work for sure.
- Sometimes you need to wait a few hours or a few days after publishing to see the rewarded video works. (We don't know why Admob does this)

9. Use this for testing.



10. Contact us

If you have any questions, do not hesitate to contact me via

Skype: [phuongdong0702](#) (use this if you want to get the fastest response)

Email: phuongdong0702@gmail.com