

Word Swipe Documentation (v1.3)



Thank you anyone who boughts this package. Please feel free to ask me any question about **Word Swipe**

You can only publish game on Google Play, App store and other mobile stores.

Warning! We would recommended you to make a reskin for prevent problems with Google play. They don't like many the same games

1. Overview

Word Swipe Puzzle is ready to publish game template of the most popular genre for mobile platforms. You do not need to know any programming language to configure and use it. It is very easy to fill it with your own tasks, make UI changes, start to gain experience in promoting your game and earning money.

2. Requirement

- Unity **2020.3.14f1** or higher
- The template works best with the version used by our developers (Unity **2020.3.14f1**). 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.

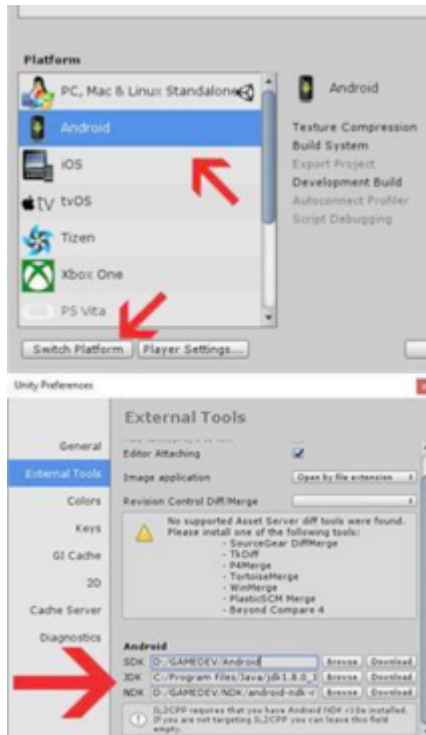
3. How to import project ?

- Open Unity **2020.3.14f1** , click "Open project" → Choose "WordSwipe_v1.0" folder → Wait until the import process complete.

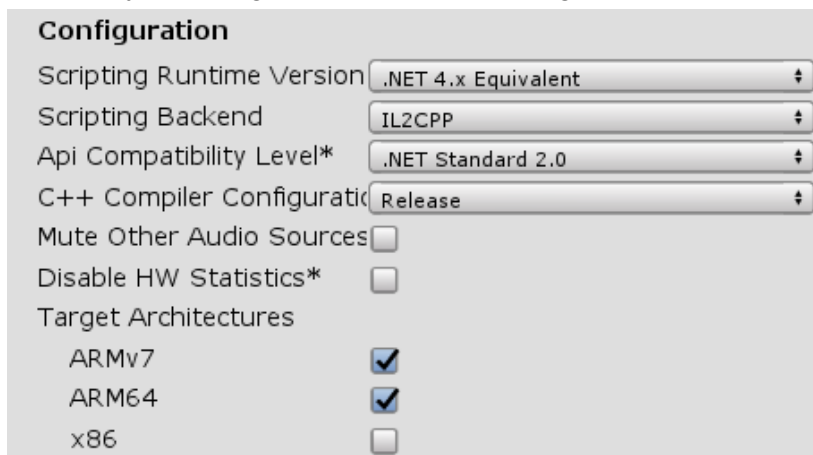
- Double click on **Main** in Assets/WordSwipe/Scenes folder → click Play button.

4. How to build for Android (64 bit complaint Google Play)

- Click File/Build Settings : Choose Add Open Scenes, Android Platform -> Click Switch Platform and wait until the import process complete.



- Go to Player Settings and look at the Configuration section:



- Scripting backend: Set to IL2CPP
- Uncheck x86

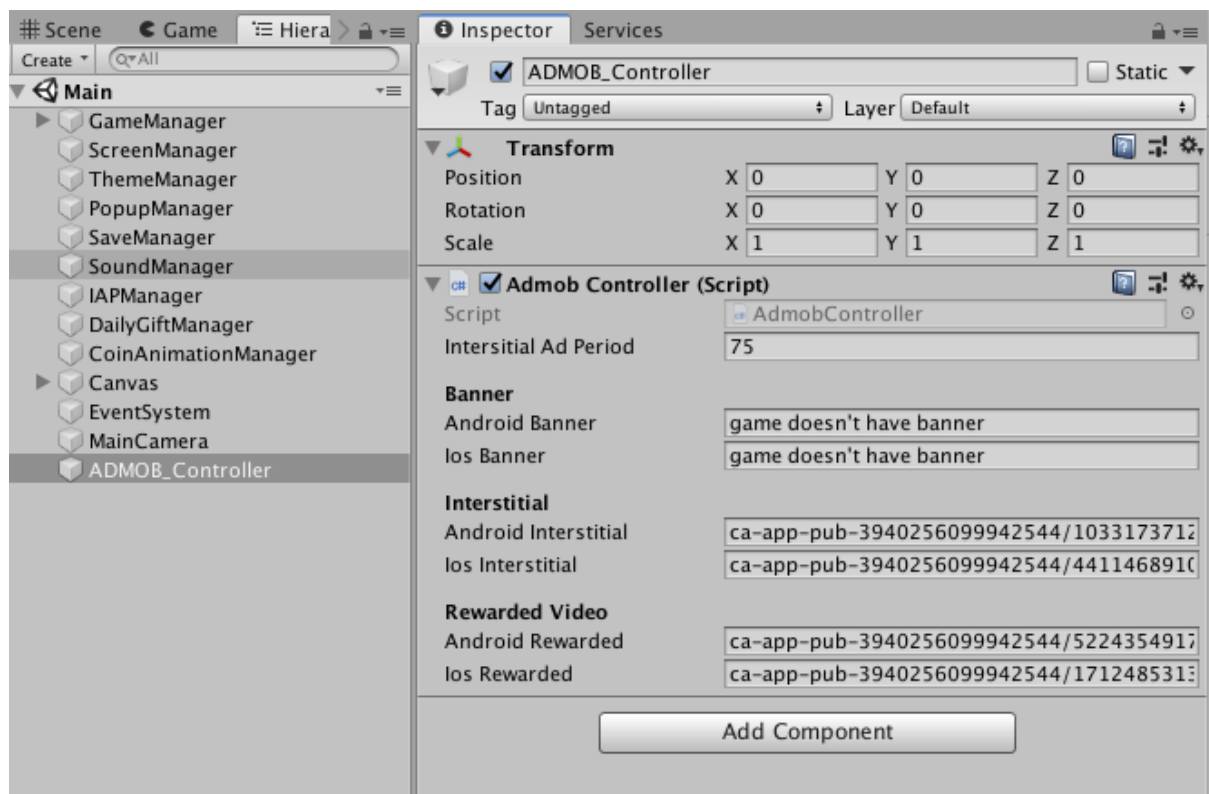
Building for Android sometimes get errors because of your environment. If you encounter any errors, please make sure that your building environment is set up correctly by creating new empty project and then build. If it failed to build, then you have to find a way to fix it.

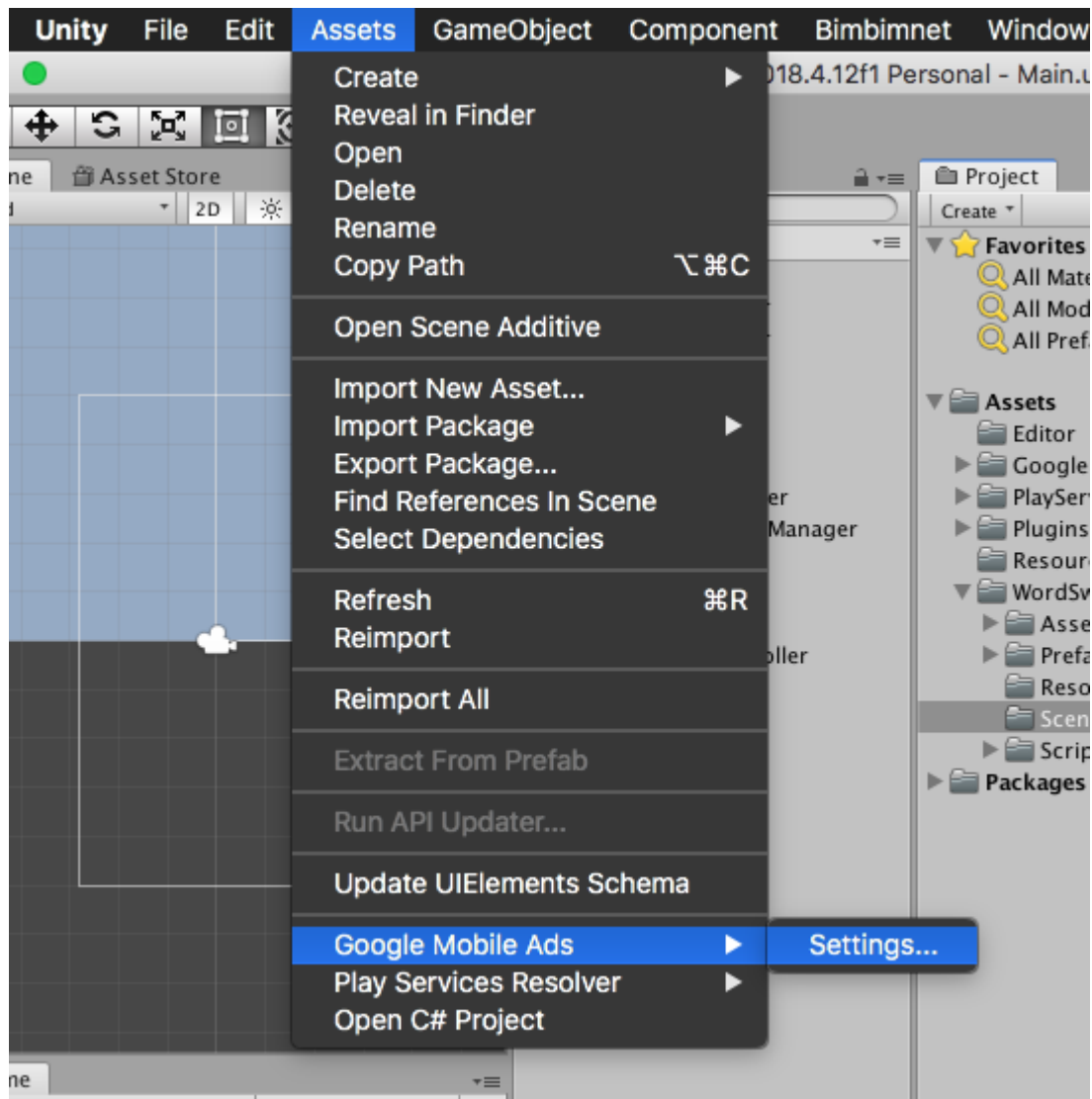
If you succeed to build an empty project and still encounter error when building my project, then:

- Use the same Unity version with us (Unity **2020.3.14f1**)
- Feel free to contact us

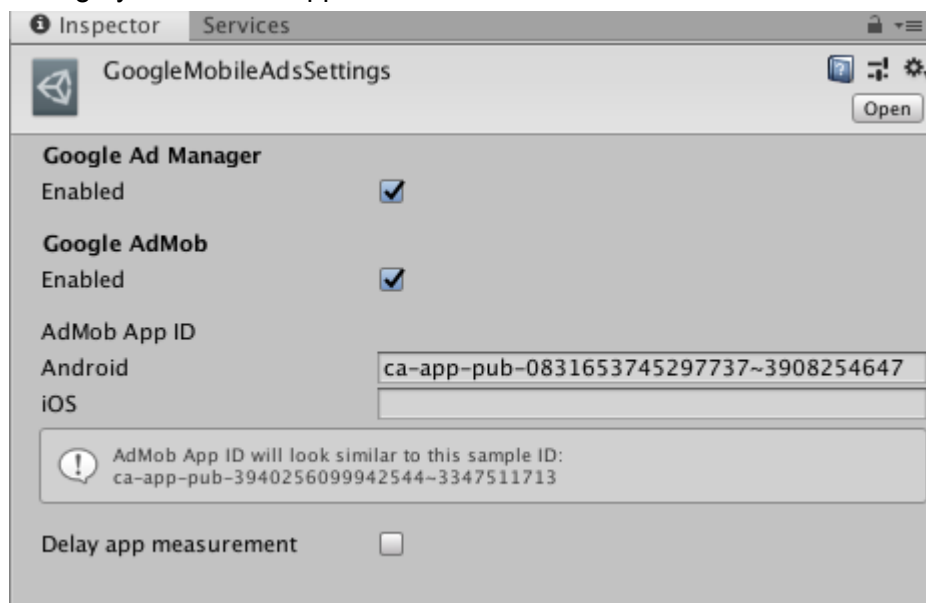
5. Ad Network - Admob

Admob (Google Mobile Ads) is integrated in the game. Please put your interstitial and rewarded video ad unit ids in the fields:





Change your Admob App ID



Interstitial Ad Period: 75 seconds for each popup ads. Feel free to adjust this period.

6. Set up in-app purchase

Step 1: Go to Window → General → Services

Step 2: Select organization and click Create

Step 3: Click on In-app Purchasing section

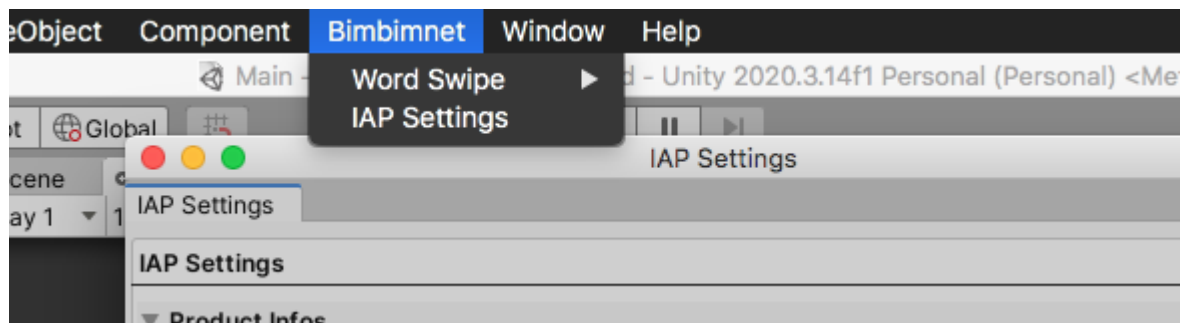
Step 4: Click Continue when you are asked “Designation for Apps Directed to Children Under the Age of 13”.

Step 5: Done. You can close the Services tab now.

Product ids:

To see the list of all products please go to Bimbimnet → IAP Settings.

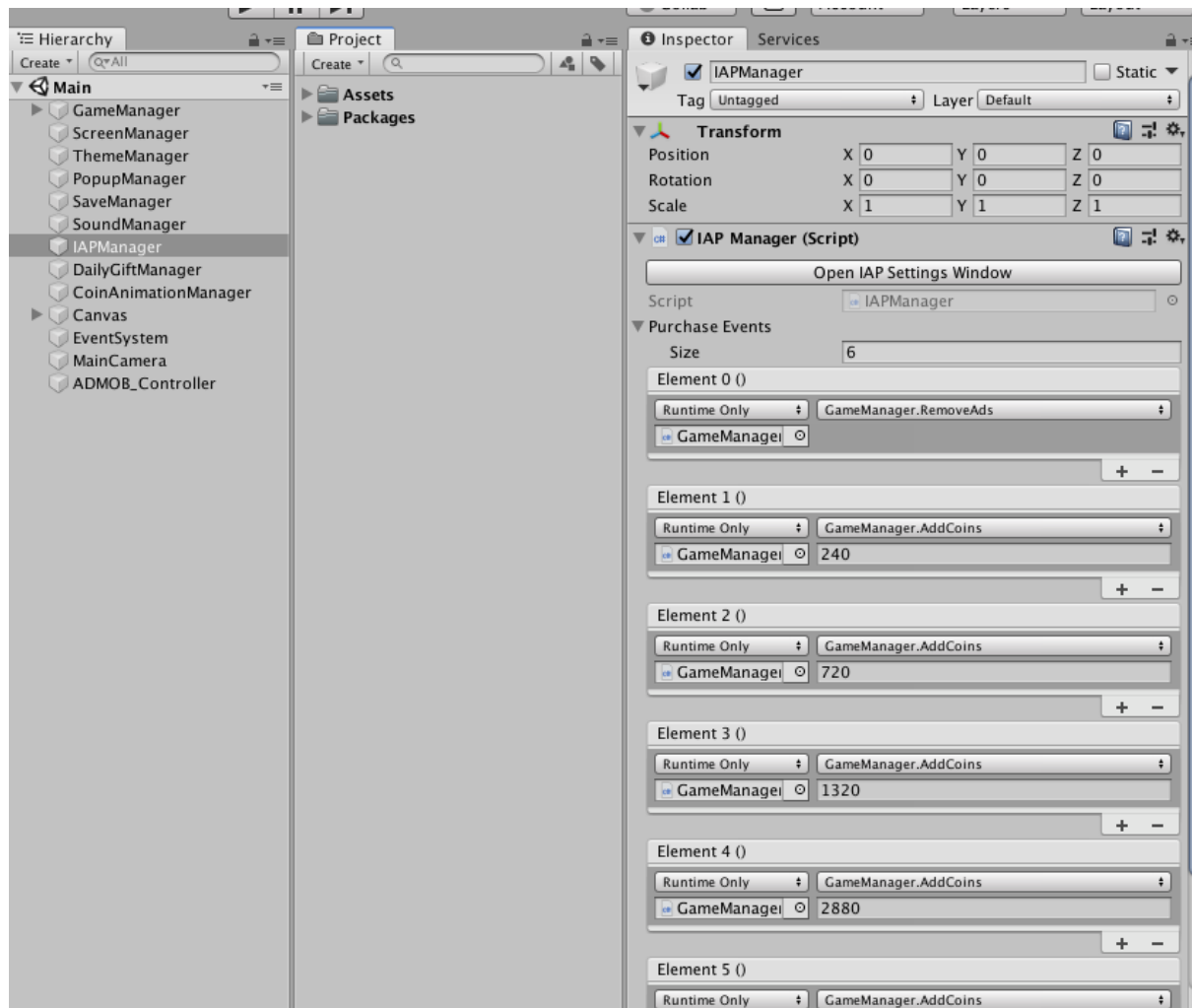
Enable IAP





IAP Manager

Go here to change the number of coins users will get after their purchases.



Create iap products in Google Dev Console or iTunes:

We don't provide you how to do this because this is a general task you must do.

Make sure that the product ids you create in the websites must be the same with the product ids in Unity (above).

Product title should be something like (Remove Ads, 240 coins, 720 coins ...) because this is what users will see in the shop dialog. It will replace the current values in Unity.

Product titles and prices ???

It is up to you to put titles and prices for your products in the websites. But here is our recommendation:

- Remove Ads (\$1.99)
- 240 coins (\$0.99)
- 720 coins (\$1.99)
- 1320 coins (\$3.99)
- 2880 coins (\$5.99)
- 6240 coins (\$11.99)

Why can't I buy items in my devices? Make sure that your game is published.

Product details in Unity Editor

By default, we put some values for product prices, product titles in Canvas → PopupContainer → StorePopup → UIContainer → Buttons → ProductButton
You don't need to care about this. These values will be overridden (replaced) by the values you put in the website (Google Dev Console or iTunes) when the users play the game on their devices.

Notes: If you are fine with our recommendation, you don't need to change anything in Unity. Just need to create some products in the websites with our recommended product ids, title, and prices.

7. Creating Levels

Each level file is a text file which contains the hint on the first line followed by all words in the level on their own lines.

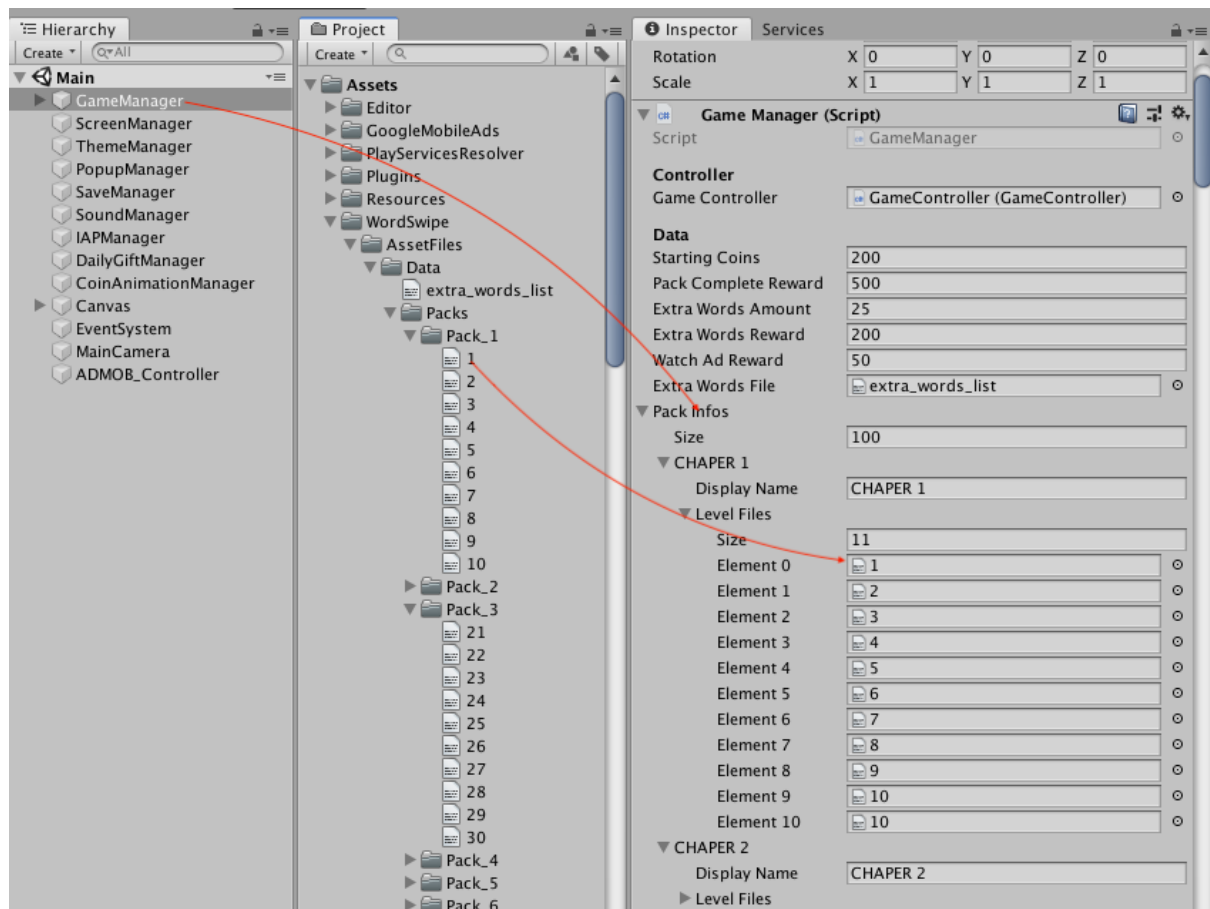
For example: level one's hint is SCHOOL SUBJECTS and the words are GYM, ART, and DRAMA so it's level file contains:

SCHOOL SUBJECTS GYM

ART

DRAMA

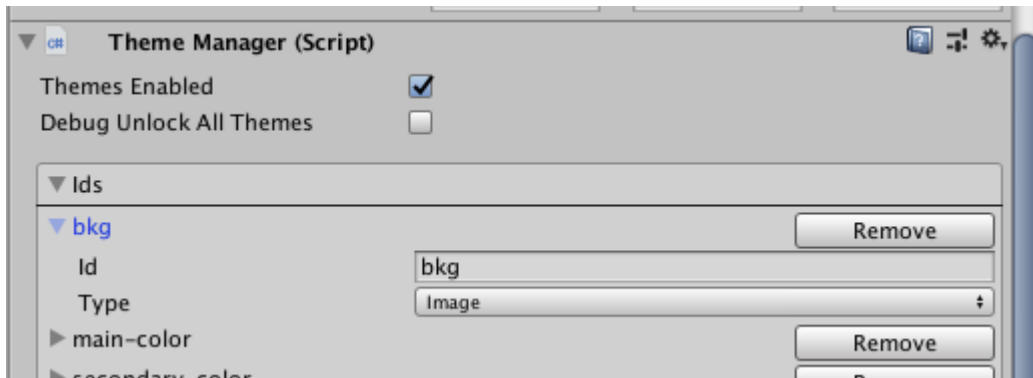
After you create the level text file it can be added to the game using the GameManager's inspector. Click on the GameManager then expand Pack Infos and create or expand the pack you would like to add the level into and add the level file to the Level Files list.



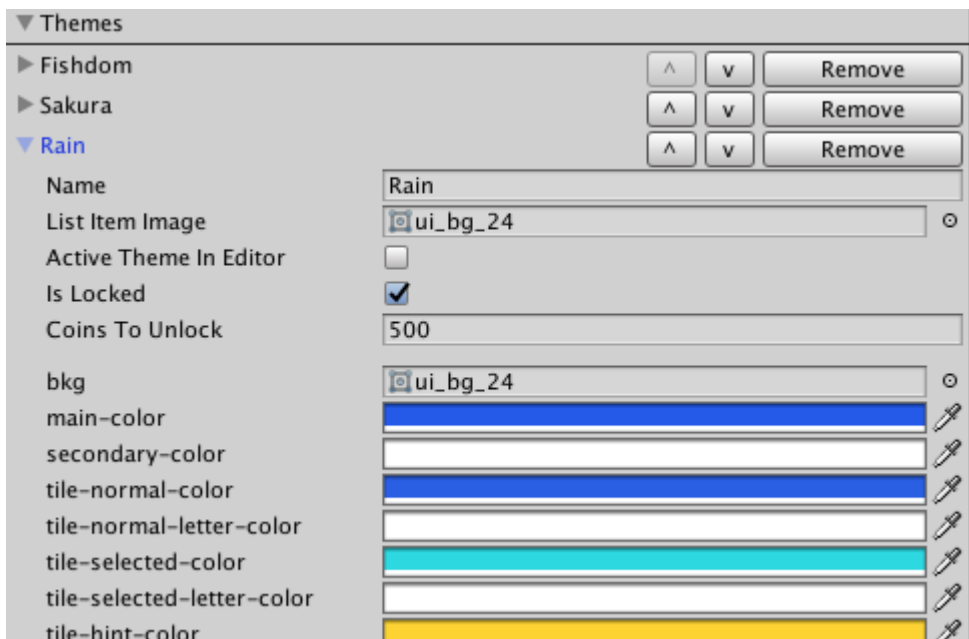
8. Themes

The themes are created and controlled using the **ThemeManager**. The **ThemeManager**

works by first adding Ids and assigning them to a type (Image, Color, or Prefab).



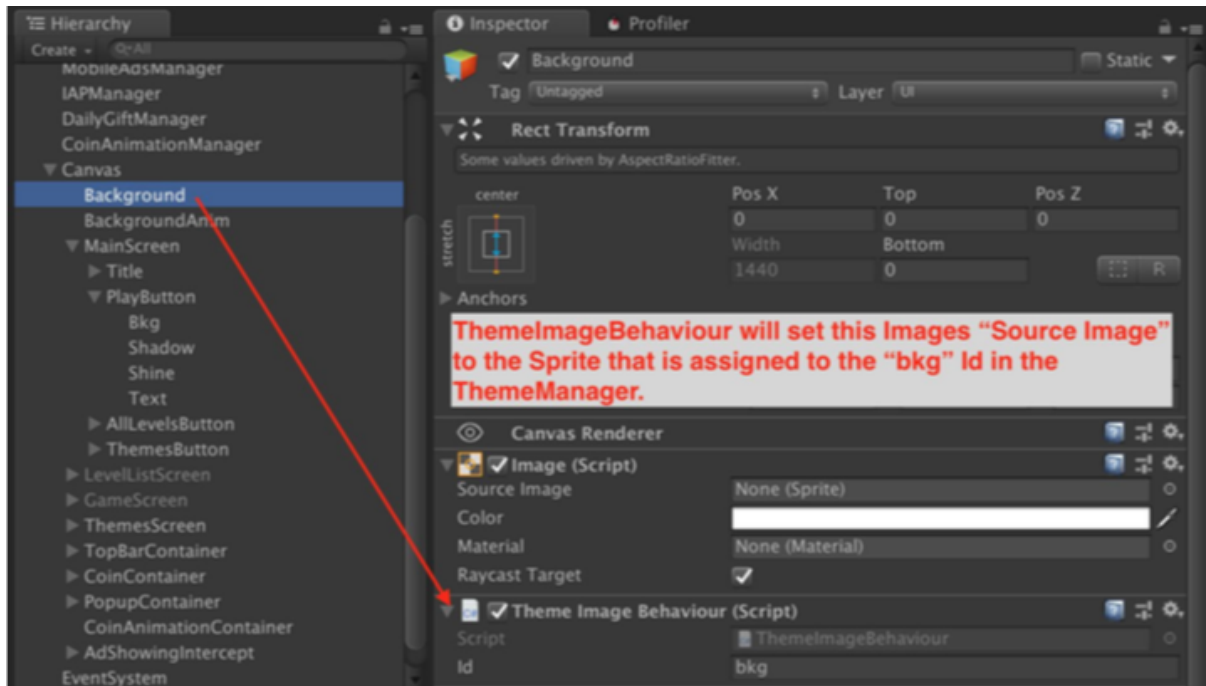
A new field will appear in each **Theme** where you can set the Sprite, Color, or prefab reference for the Id you just created



To use the themes in the application you can use one of the three components: **ThemeImageBehaviour**, **ThemeColorBehaviour**, and **ThemePrefabBehaviour**. Or you can programmatically fetch the ThemeItem using the ThemeManager

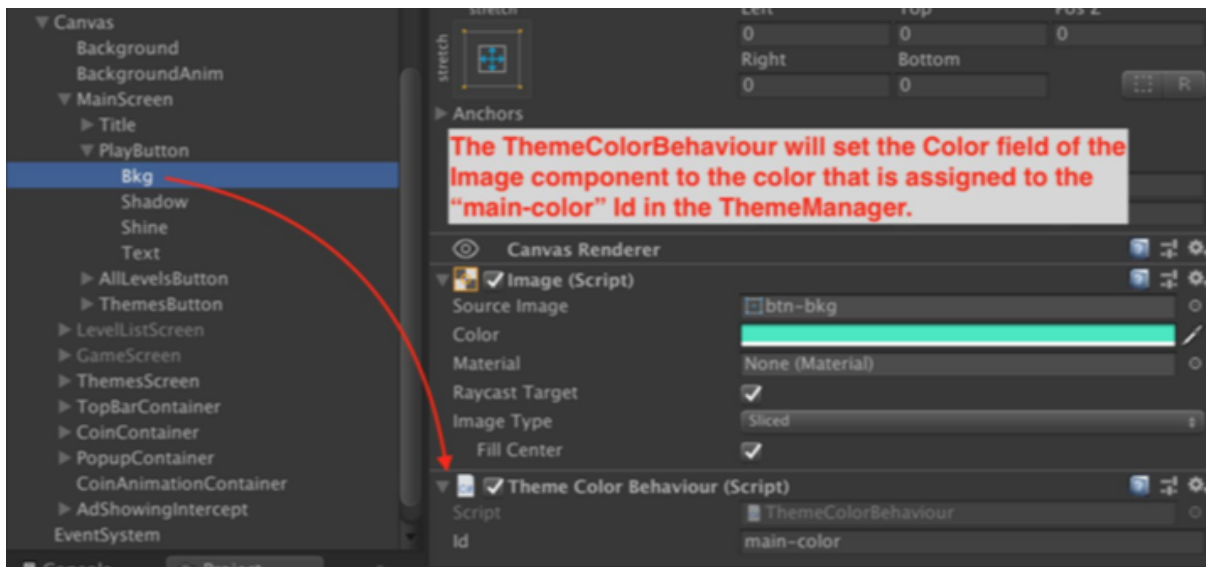
ThemeImageBehaviour

The **ThemeImageBehaviour** is used for theme Ids that are set to the Image type. When the game runs it sets the Source Image of the Image component that is attached to the same GameObject to the Sprite set in the ThemeManager for the specified Id. Example



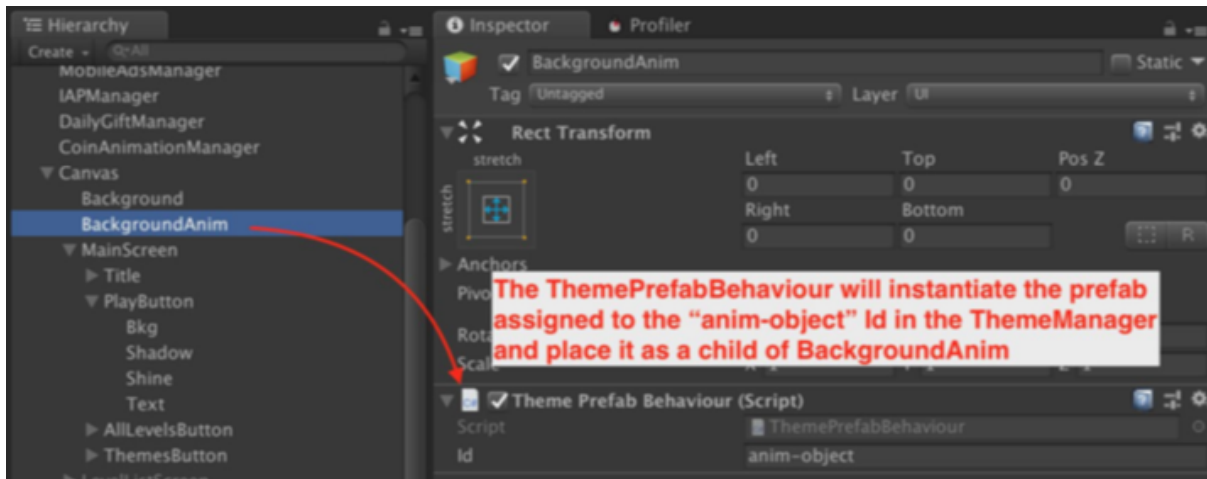
ThemeColorBehaviour

The **ThemeColorBehaviour** is used for theme Ids that are set to the Color type. When the game runs it sets the Color of the Graphic component (Image, RawImage, Text) to the color set in the ThemeManager for the specified Id. Example



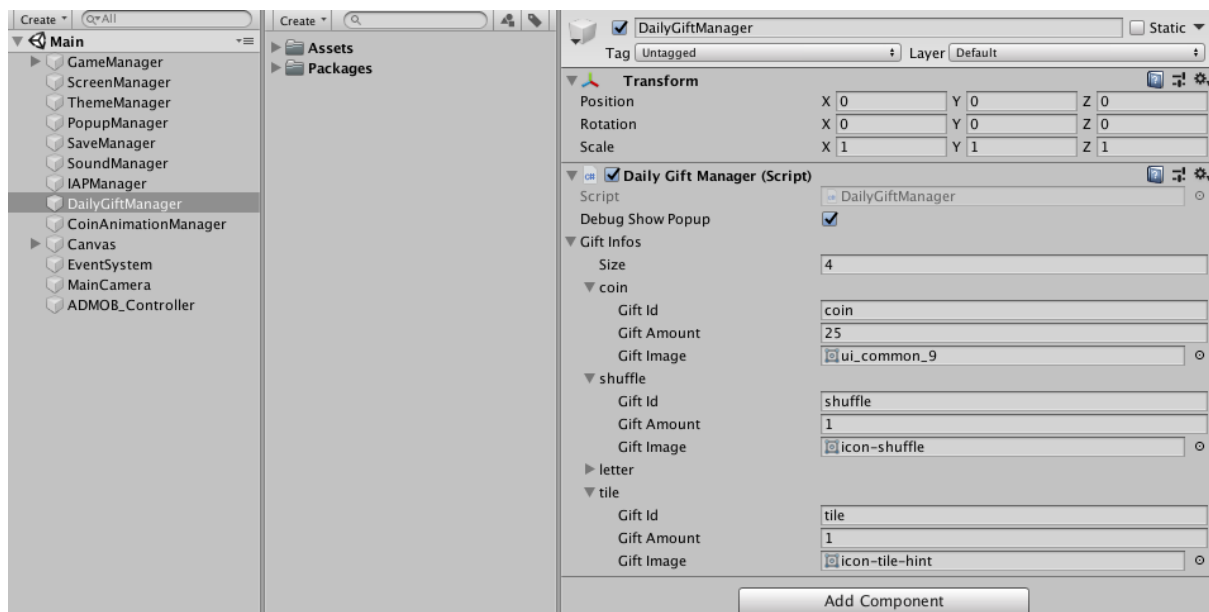
ThemePrefabBehaviour

The **ThemePrefabBehaviour** is used for theme Ids that are set to the Prefab type. When the game runs it will instantiate the prefab set in the ThemeManager for the specified Id and set it as a child. Example



9. Daily Gifts

The DailyGiftManager is used to award a gift to the user when they open the application the first time each day. There are 4 gifts in the Word Blocks asset that can be given to the player: coins, shuffle, letter hints, and tile hints. The amount the player gets can be assigned on the DailyGiftManagers inspector



10. Contact us

If you have any questions, do not hesitate to contact me via
Email: bimbimnetstudio@gmail.com