Sudoku Documentation
(v1.3)

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

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

1. **Overview**
   Sudoku is ready to publish game templates 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, and start to gain experience in promoting your game and earning money**.**

2. **Requirement**

- Unity **2021.3.28f1** or higher
  (How to download Unity : https://www.youtube.com/watch?v=hRKcbwUzjuQ)
- The template works best with the version used by our developers (Unity **2021.3.28f1**). 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 projects ?**

- Open Unity **2021.3.28f1** , click "Open project" → Choose "Sudoku_v1.3" folder → Wait until the import process completes.

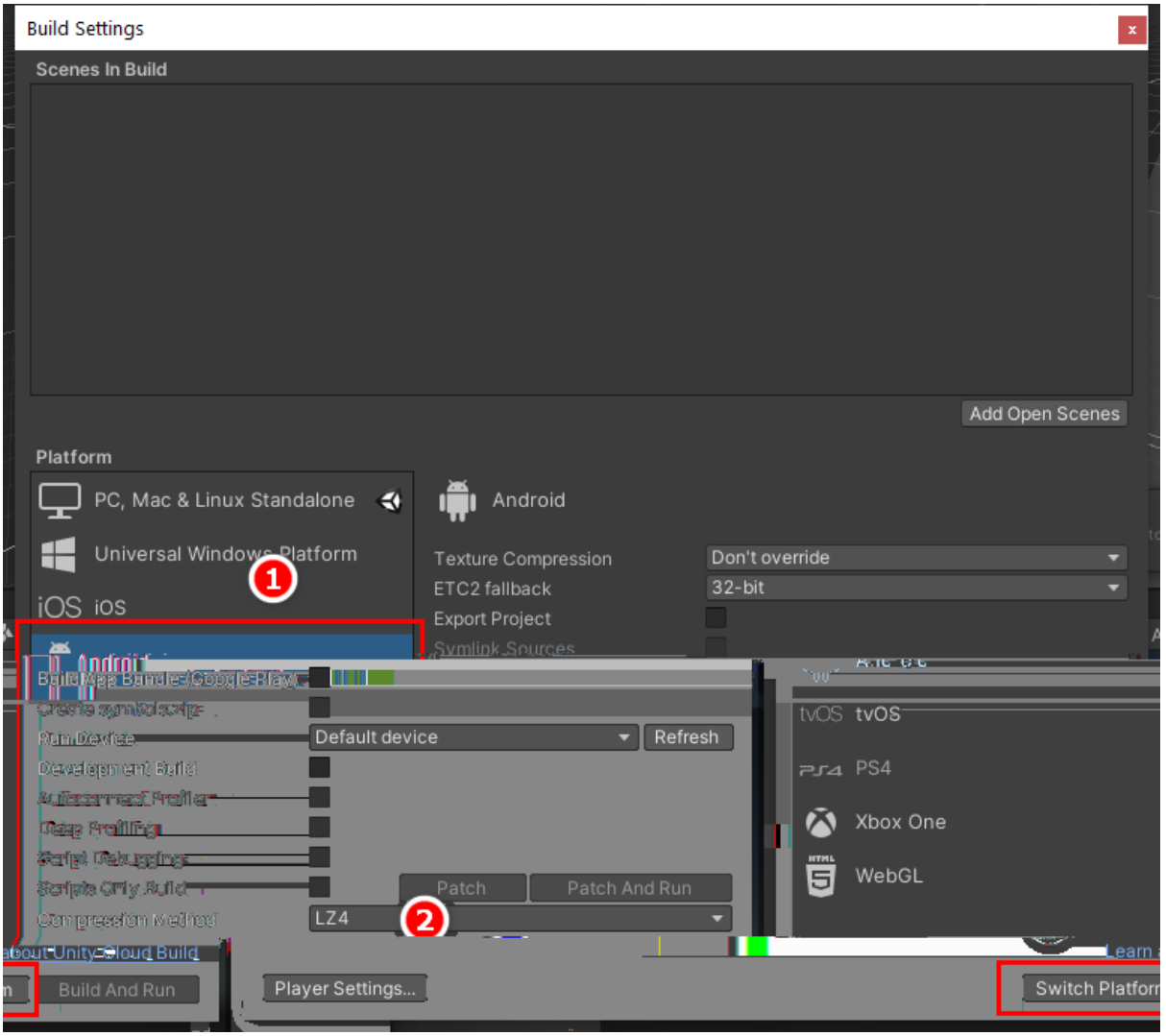
- Double click on **Main** in Assets/Sudoku/Scenes folder → click Play button.

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

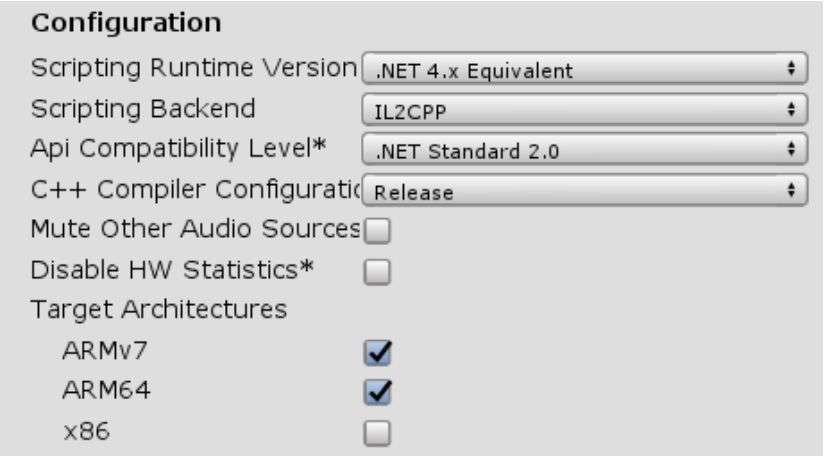
Refer tutorial from Unity :
https://learn.unity.com/tutorial/publishing-for-android#5ecf930aedbc2a002088a2cc
Refer video how to update SDK

https://youtu.be/fP1moOOWhrY

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



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



- Scripting backend: Set to IL2CPP
- Uncheck x86

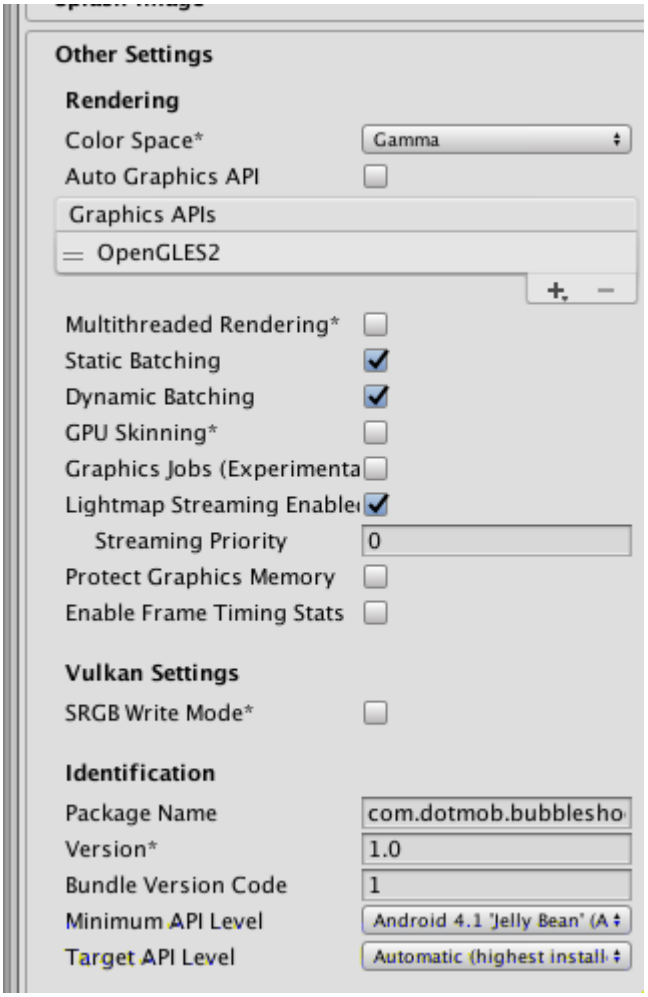
Building for Android sometimes gets errors because of your environment. If you encounter any errors, please make sure that your building environment is set up correctly by creating a new empty project and then build. If it failed to build, then you have to find a way to fix it.

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

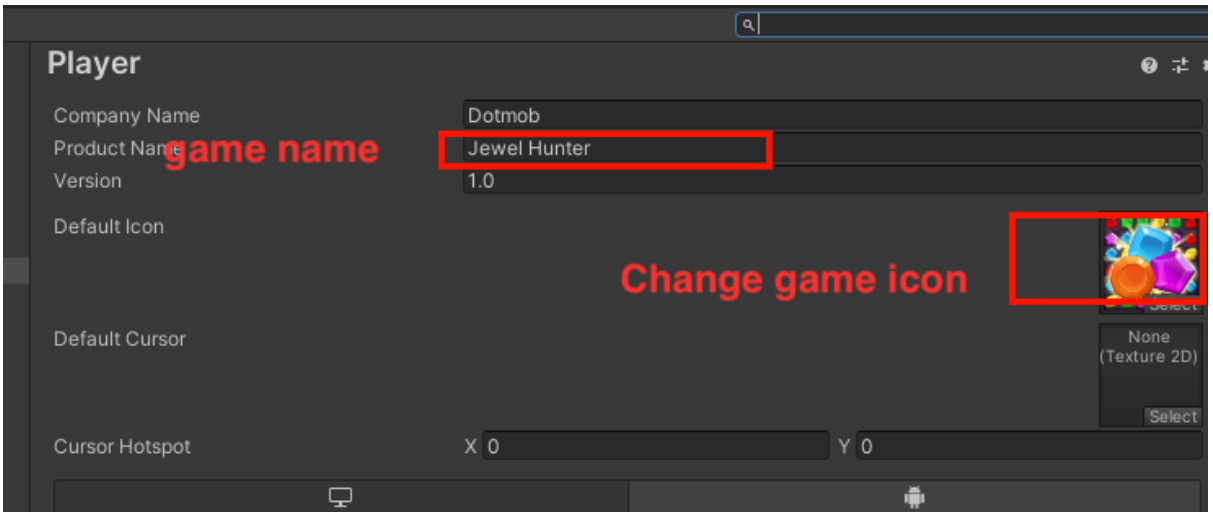
- Use the same Unity version with us (Unity **2021.3.28f1**)
- Feel free to contact us

5. How to change package name

Click File/Build Settings : Choose Player Settings . On the Inspector panel, click Other Settings. And edit your Package Name



- Change game name ,icon

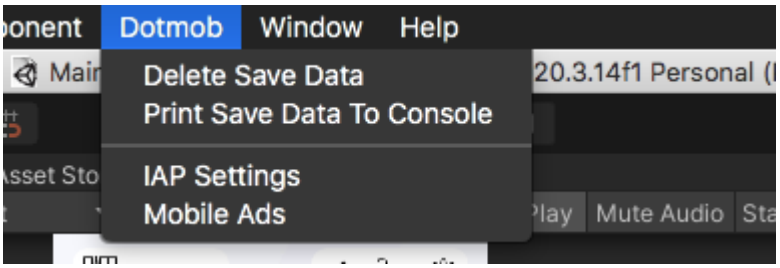


6. How to CONFIG(Admob, In-app purchase)

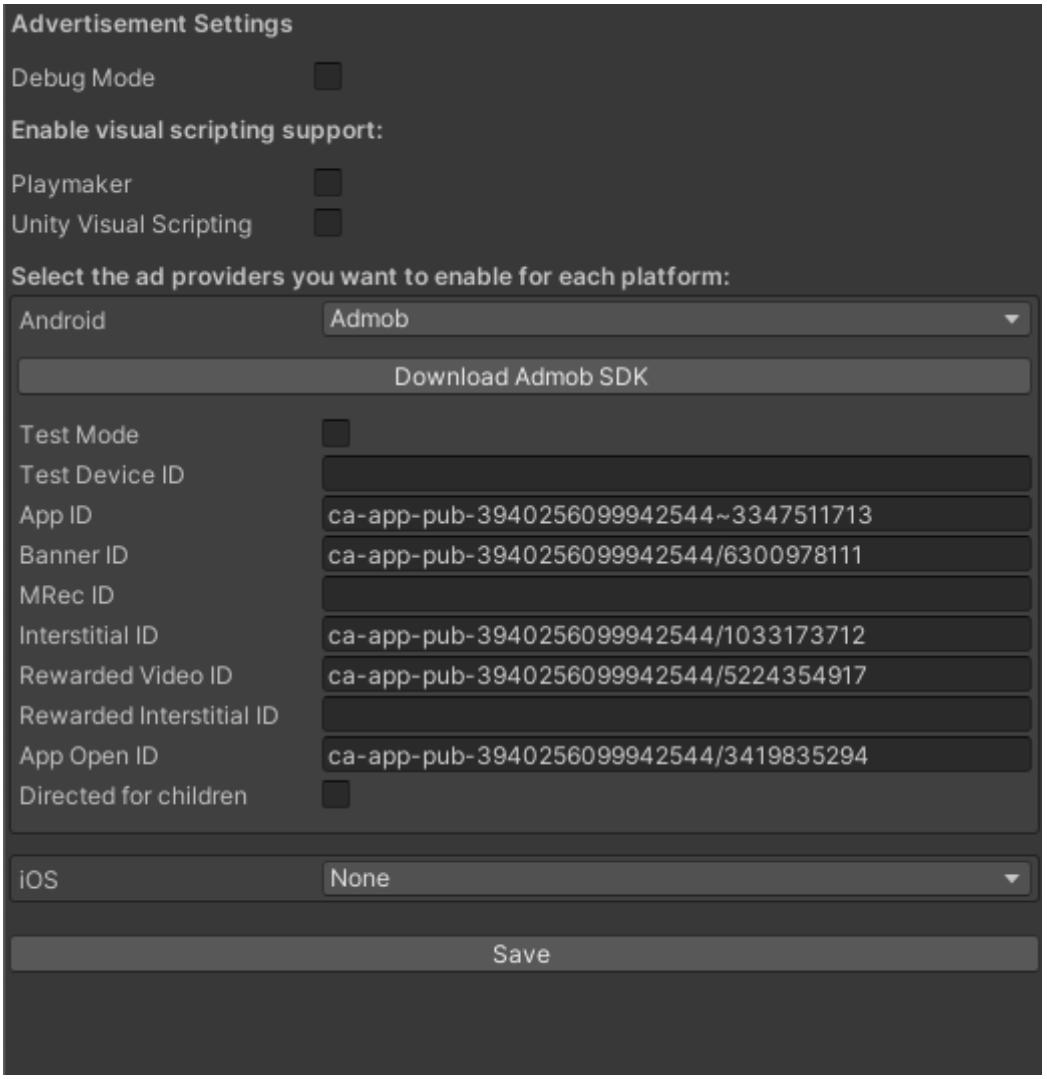
You are required to achieve this before doing anything else. This is where you can:

- Edit game settings (Admob, In-app purchase, …)

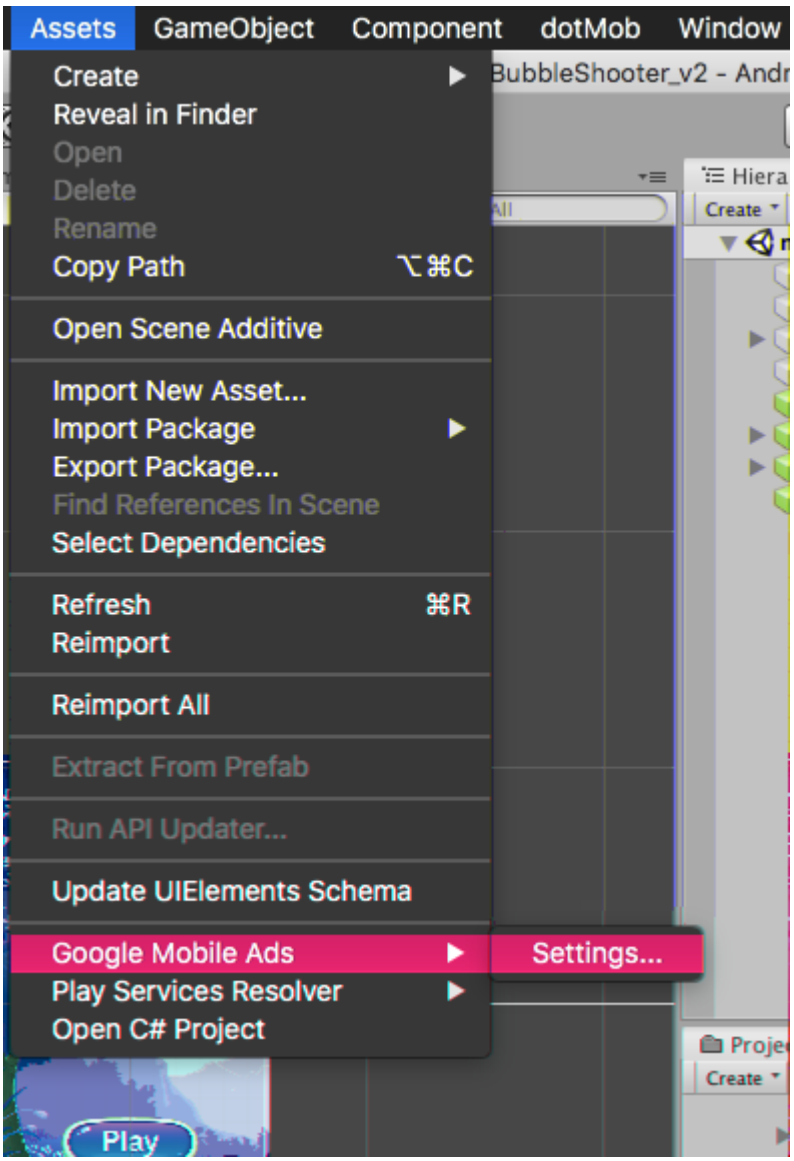
To see the **CONFIG Mobile ads**, please click on the menu dotMob/Mobile Ads Settings → look at the Inspector at the right side

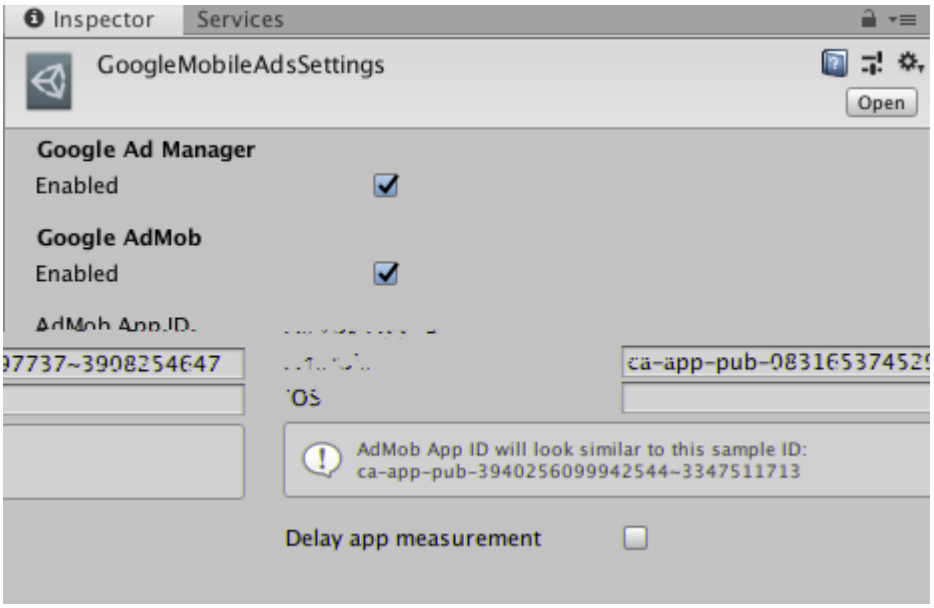


Change your Admob id and click **Save**



- Click Menu Assets/Google Mobile Ads


Assets
GameObject
Component
dotMob
Window
Create
Reveal in Finder
Open
Delete
Rename
Copy Path
⌥⌘C
Open Scene Additive
Import New Asset...
Import Package
Export Package...
Find References In Scene
Select Dependencies
Refresh
⌘R
Reimport
Reimport All
Extract From Prefab
Run API Updater...
Update UIElements Schema
Google Mobile Ads
Settings...
Play Services Resolver
Open C# Project
Play


Inspector
Services
GoogleMobileAdsSettings
Open
Google Ad Manager
Enabled
Google AdMob
Enabled
AdMob App ID
AdMob App ID will look similar to this sample ID:
ca-app-pub-3940256099942544~3347511713
Delay app measurement

Note : You can check admob works in 2 ways:
- Use your admob id (authenticated account) and add test devices: https://support.google.com/admob/answer/9691433

- Use Google's admob test ID: https://developers.google.com/admob/android/test-ads

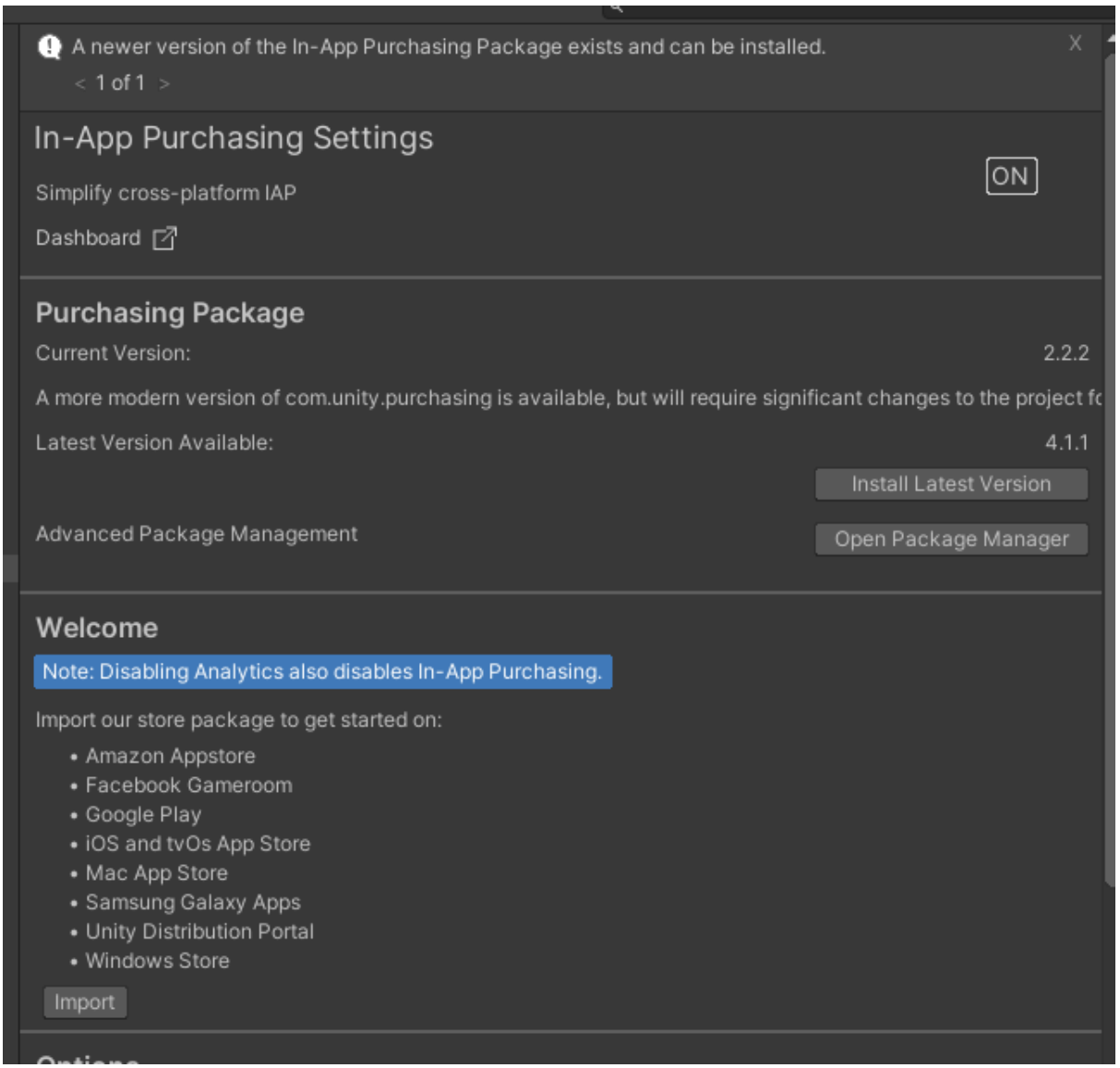
Alternatively, you can check including the required Google Play dependencies in your Unity project. Ensure the required AAR and JAR files are located in the Assets / Plugins / Android directory. You can perform dependency resolution by selecting Assets -> external dependency manager -> Android Resolver -> Force Resolve in the Unity editor

7. IAP

IAP is setup using the IAP Settings window which can be opened by selecting the menu item **Dotmob -> IAP Settings** (Or clicking the button on the IAPManagers inspector).

Enable IAP

To enable IAP first you need to import the Unity plugin from the Services window. Open the Services window and turn on IAP then click the **Install latest version**



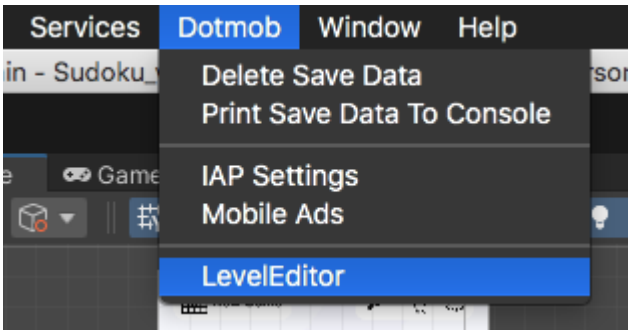
Once it has finished importing you can open the IAP Settings window and click the Enable IAP button which will enable the code in the project

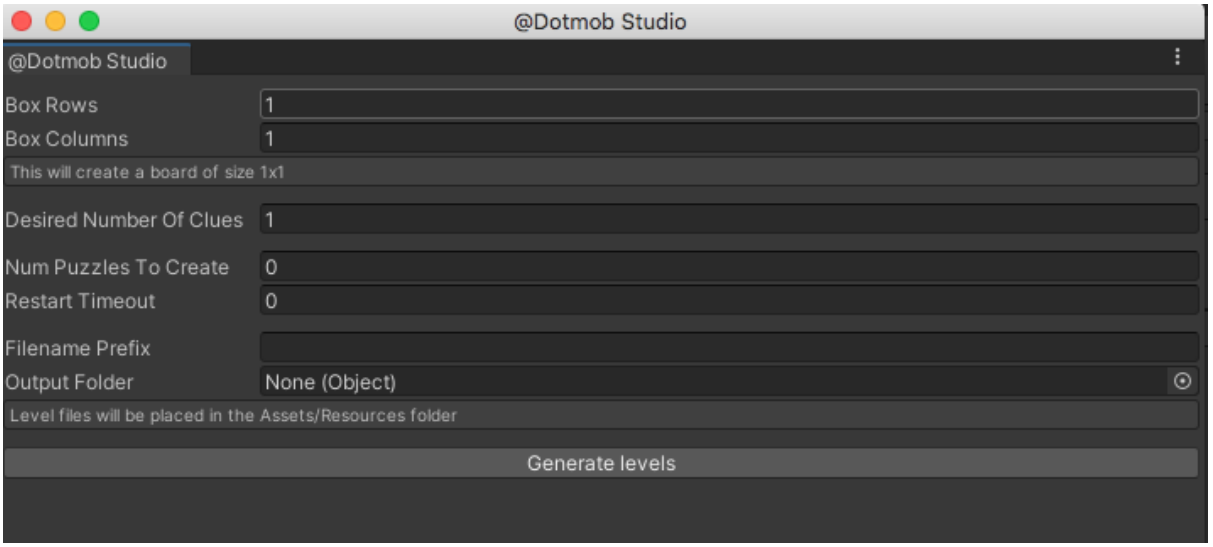
NOTE : Please use IAP **latest** version

8. **How to create new Level**

Refer video : https://youtu.be/Sw8hz0RtI5Q

To open the **LeveEditor**, please click on the menu Dotmob/LevelEditor





Box Rows and Box Cols	sets the size of puzzle that you want to create. These specify the number of rows/columns in one of the nine boxes on a Sudoku puzzle. So for instance setting them to 3 and 3 will create a classic 9x9 sudoku puzzle.
Desired Number Of Clues	sets the number of “numbers” that appear on the puzzle when the player first starts the puzzle. The algorithm will try to get as

	close to this number as possible while retaining a valid sudoku puzzle (Only one solution to the puzzle).
Num Puzzles To Create	sets the number of puzzle files you wish to generate and click the Generate Levels button. This will place your level files in the Resources folder.
Restart Timeout	the amount of seconds before the algorithm gives up on the current puzzle, discards it, and tries again with a new random placement of numbers. This is required because sometimes on larger puzzles it will create a starting sequence of numbers that is very hard for the algorithm to solve so the best course of action is to discard it and try again with different starting numbers. Setting this to 0 will disable this and the algorithm will continue trying until the puzzle is solved.
Filename Prefix	the prefix to give all level files that are generated, the file name will be of the following format: prefix_#.txt
Output Folder	the folder to place generated puzzle files in, this is set by dragging a folder from the Project window.

9. Contact us

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