

Ojello HTML5 Documentation



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Thank you for purchasing Ojello HTML5 Game. If you have any questions that are beyond the scope of this help file, please feel free to email via our official page contact form <http://okijin.com>. Thank you!

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A) Introduction

Ojello HTML5, for Code Canyon, is based on our **award-winning** puzzle game Jelly Slice which was **awarded Honorable Mention Prize(*)** at the **Mobile World Congress** in Spain.

*Source Reuters: <http://www.reuters.com/article/2014/02/23/idUSnMKW6vR8Ca+1ca+MKW20140223>

Ojello HTML5 is a **native** high quality HTML5 Game developed and owned by Okijin Ltd - all rights reserved.

The game requires **no external framework** and is compatible with all modern browsers including IE, Chrome, Firefox, Safari and works on all android and iOS devices including iPod, iPhone and iPad.

B) Installation

In its basic configuration, the game is ready-to-run without any settings or code changes. Simply copy all files contained in the “game” folder into the destination folder on your server.

Example

If you want the game to be accessed from <http://mywebsite.com/ojello>.

- Create a subdirectory named “ojello”
- Upload all files into that directory.
- Navigate to <http://mywebsite.com/ojello> and enjoy!

If you would like to control the game viewport size, you can embed it within an **iframe** according to your specific requirements and style in any page.

Example

```
<iframe src="http://mywebsite.com/ojello" width="640" height="380">
  Sorry your browser does not support inline frames.
</iframe>
```

The above code will display the game within a 640x380 iframe.

The game will automatically adapt to **fill the frame size responsively** you do not need to worry about this.

C) API Usage

Please note that the following is **entirely optional** and the game does not require any code editing to run.

Events:

You may want to interact with the user gameplay session for example to monetize your traffic and provide ads interstitial at specific moments. For instance, you may want to display an advertisement when the game session ends or during the loading of the game or new level.

To facilitate this task, the game provides **3 events** (onGameLoading, onGameSessionStarted and onGameSessionEnded) which can be subscribed to and customized. Open the file `okijin.main.js` located in the “js” folder.

The skeleton code for hooking the 3 game events is already written so you can immediately start and add your custom code here:

Excerpt

```
// Supported game events.

var onGameLoading = function (percent) {
    // Event called when game is loading.
    // Example use:
    // console.log("Loading " + percent + "%");
};

var onGameSessionStarted = function (session) {
    // Event called when a new level has started.
    // Example use:
    // console.log("Started level " + session.level);
};

var onGameSessionEnded = function (session) {
    // Event called when a level has ended.
    // Example use:
    // console.log("Ended level " + session.level + ", status: " + ((session.score
=== 1) ? "passed" : "failed"));
};
```

D) Terms and Conditions

Definitions:

- Licensor: Okijin Ltd
- Game: Ojello HTML5

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Once again, thank you for purchasing your license for Ojello HTML5. We are glad to help you if you have any questions relating to this product.

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