# 1Line Documentation (v1.0)

1. **Requirement**
- Unity 2018.3.14 or higher
- This game is made with Unity 2018.3.14 so if any errors show up due to the Unity version, you are required to switch to Unity 2018.3.14 or contact us for some advice.

2. **Edit game settings (Admob, In-app purchase ..)**

Open any scenes in Assets/OneLine/Scene and click on **---Read Me ---** object. Then click on the "Edit Game Settings" button on the right side. After that click on "Open Prefab"
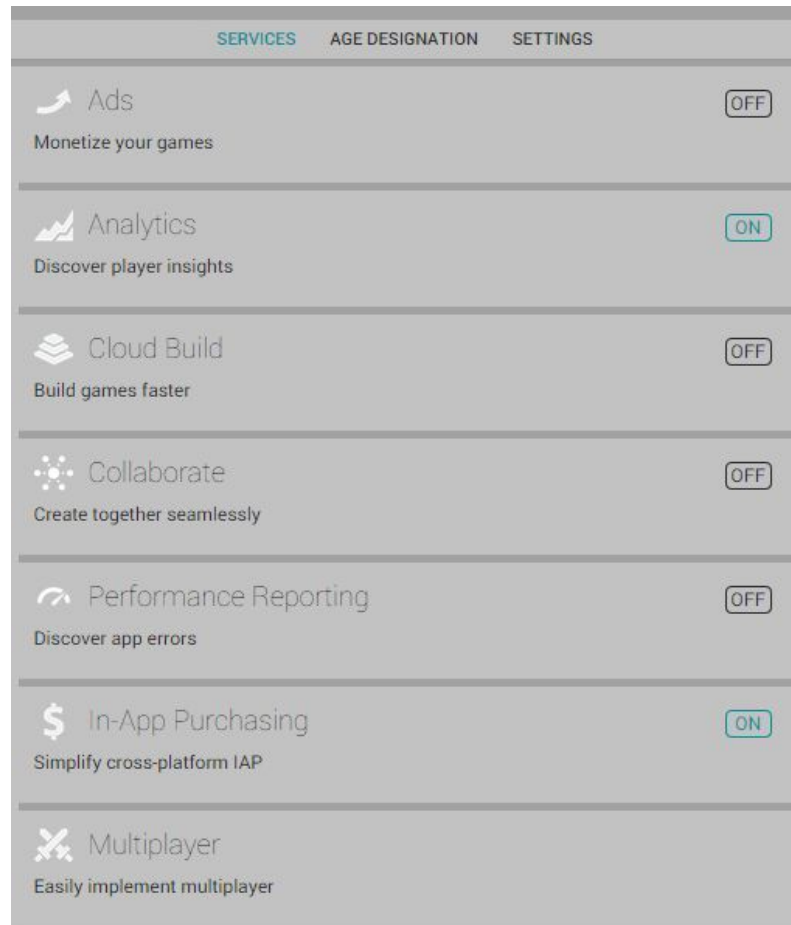

Expand "Admob" in GameConfig section and expand "iap item" in Purchaser section to see the configurations there
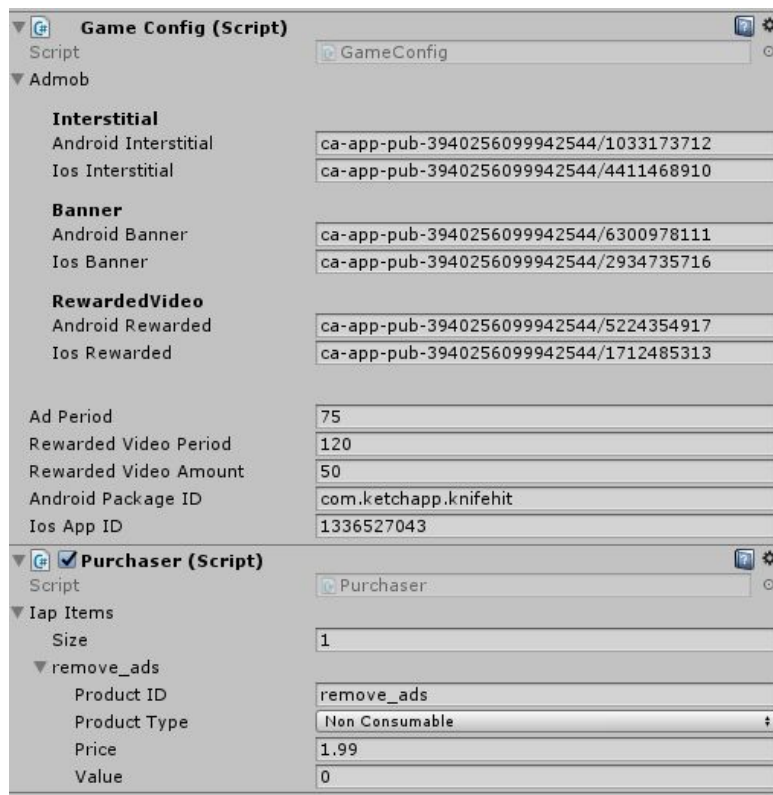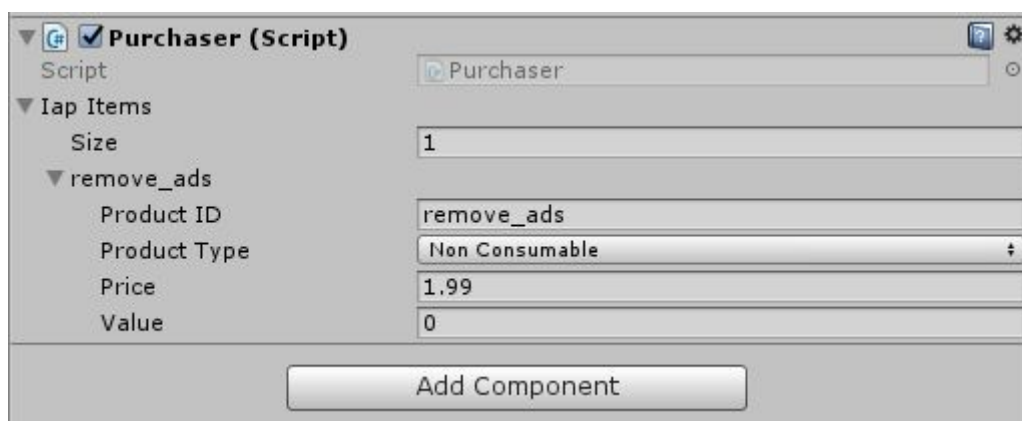
3. Setup In-app purchase

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 fight or Alpha ..)

For iTunes: 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	Edit	Edit	View	Mar 26, 2018
MS119129369	N/A	N/A	N/A	Mar 26, 2018

4. Use this for testing
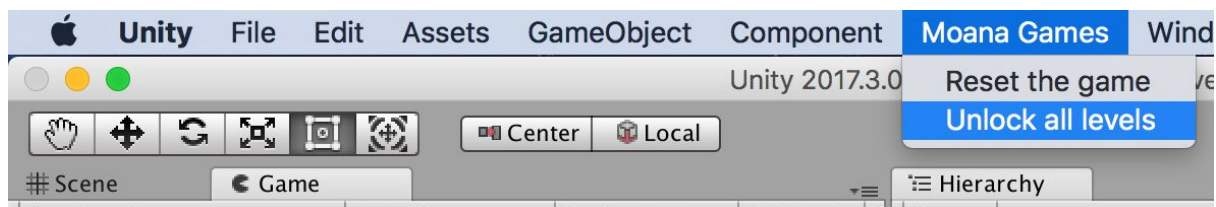
5. How to create more packages and levels
https://youtu.be/o66hVmwmwug

To add more levels (currently 50) in a package, please open LevelData.cs file and adjust this variable:

```
public static int totalLevelsPerWorld = 50;
```

Open LevelSelection scene, expand Canvas → LevelSelectionScene → LevelSelection → Viewport → Content. Duplicate Level (49) by selecting Level (49) → Ctrl D.
Look at the Inspector of the new level, adjust this number:
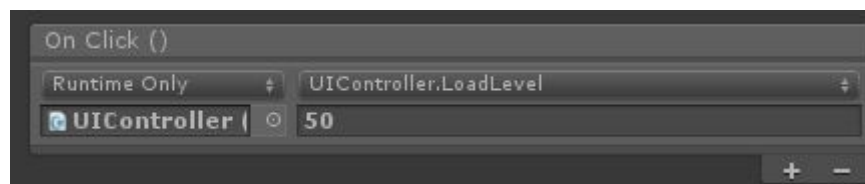
Notice: Level (49) means that the level is 50. And remember that the level data (json file) must be in the Resources folder to be loaded.

6. How to disable in-app purchase (remove shop)
Go to Read me → Edit Game Setting, in the Purchaser section, uncheck "Is Enabled".
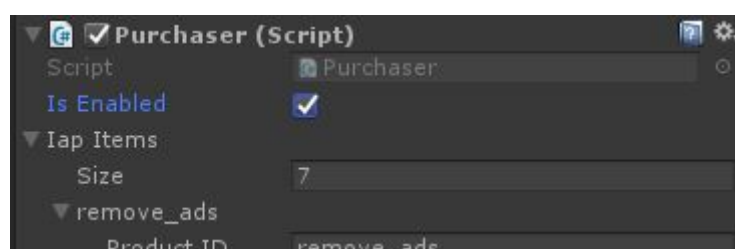
When "Is Enabled" is unchecked, we replace the shop button in the Home scene by the "rate me" button. So you need to fill out the "Android package name" or "iOS app ID" in the Game Config section.

7. How to insert share link in share function

Please open file UIController.cs and modify line 277:

```
Sharing.ShareScreenshot("screenshot", "");
```

to

```
Sharing.ShareScreenshot("screenshot", "your link");
```

8. How to change the pack name

Open the file LevelData.cs and modify the names here:

```
public static string[] worldNames = {"Aries", "Taurns", "Gemini", "Cancer", "Leo" , "Virgo"};
```

8. Contact us

Email: moana.gamestudio@gmail.com