

Documentation

(v1.0)

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

• Overview

This template is ready for release. It is optimized for mobile (iPhone, iPad, Android, Windows Mobile) standalone (Windows PC and Mac OSX), web player and WebGL

• Requirement

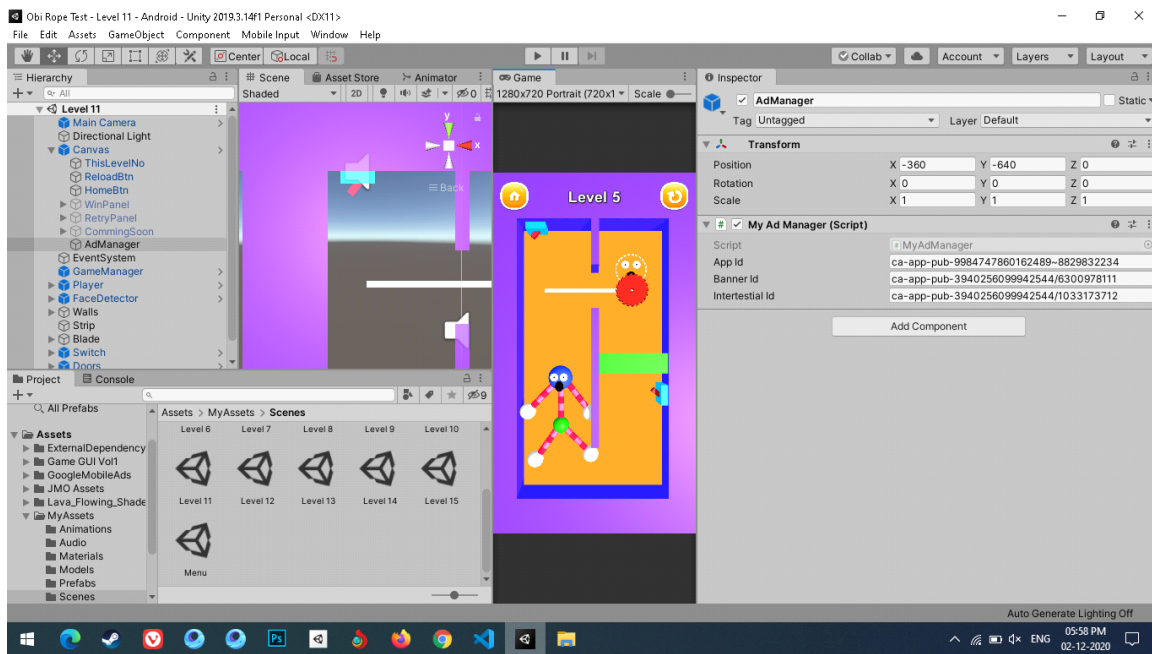
- Unity 2019 or above.
- The template works best with the version used by our developers (Unity 2019). So if there are any issues with your newer version, please let us know. If we can't solve them, you are required to use the same Unity version with us.

• How to import project ?

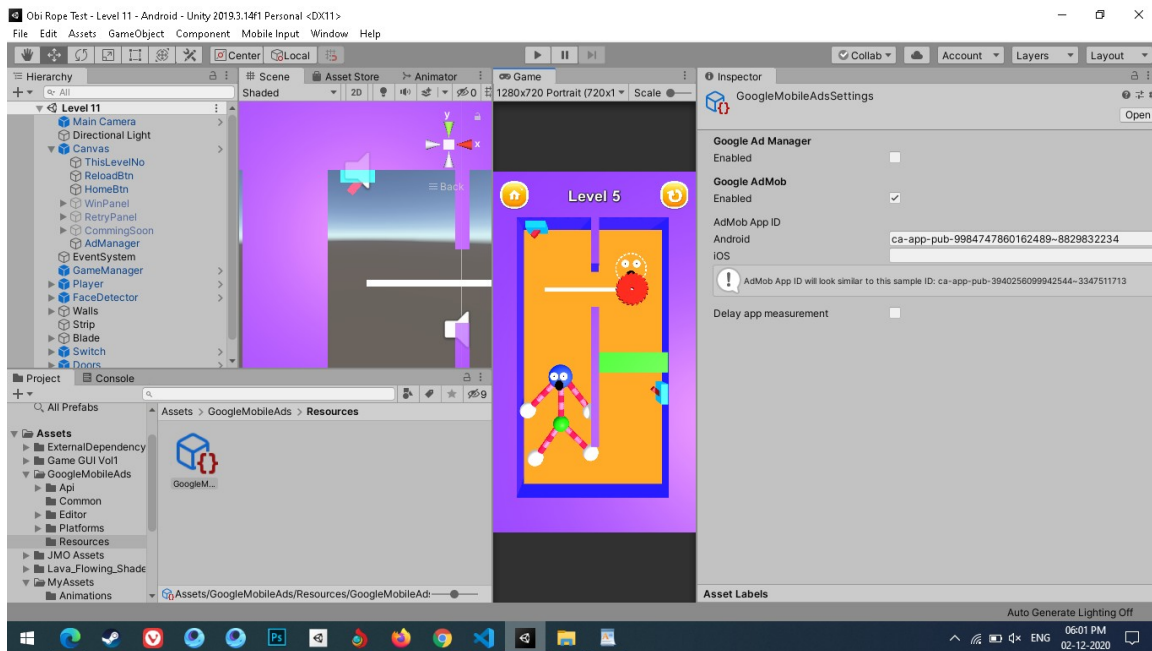
- Open Unity 2019 or higher, click "Open project" Choose "Stretch Boy" folder →
- Wait until the import process complete.

• How To Change Your Admob Add Ids

- Goto AdManager Gameobject under Canvas and place your admob ids like app, banner, interstitial.



- Also change app id under GoogleMobileAdsSetting.



• How To Change Menu Buttons Links

- Goto MenuManager (Script) and change url here

```

E:\Unity Projects\Text\Obi Rope Test\Assets\MyAssets\Scripts\MenuManager.cs - Sublime Text (UNREGISTERED)
File Edit Selection Find View Goto Tools Project Preferences Help

FaceDetect.cs x MenuManager.cs x
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4 using UnityEngine.SceneManagement;
5
6 public class MenuManager : MonoBehaviour
7 {
8     public void Play()
9     {
10         int currentLevelNo = PlayerPrefs.GetInt("LevelNo", 1);
11         SceneManager.LoadScene(currentLevelNo);
12     }
13
14     public void MoreGames()
15     {
16         Application.OpenURL("https://www.sellmyapp.com/downloads/fall-heroes-knockout-3d-game-unity-source-code/");
17     }
18
19     public void RateUs()
20     {
21         Application.OpenURL("https://www.sellmyapp.com/downloads/fall-heroes-knockout-3d-game-unity-source-code/");
22     }
23
24     public void PrivacyPolicy()
25     {
26         Application.OpenURL("https://www.sellmyapp.com/downloads/fall-heroes-knockout-3d-game-unity-source-code/");
27     }
28
29     private void Update()
30     {
31         if (Input.GetKeyDown(KeyCode.P))
32         {
33

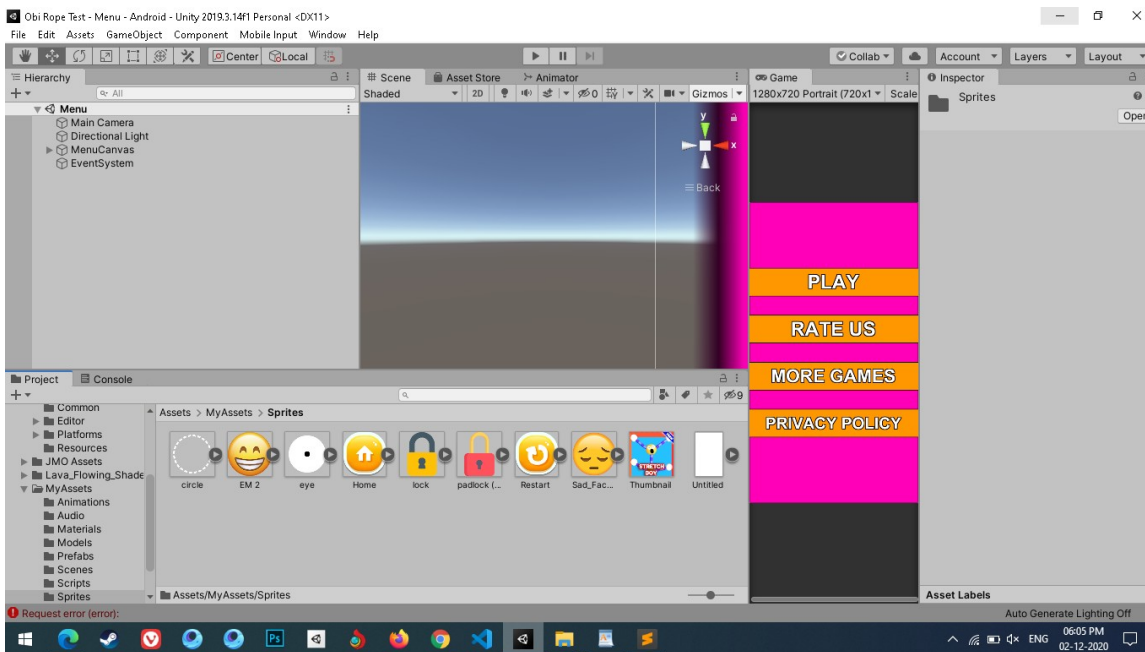
```

• How to make new levels

- First duplicate any level then copy and paste obstacles from levels and arrange in new level

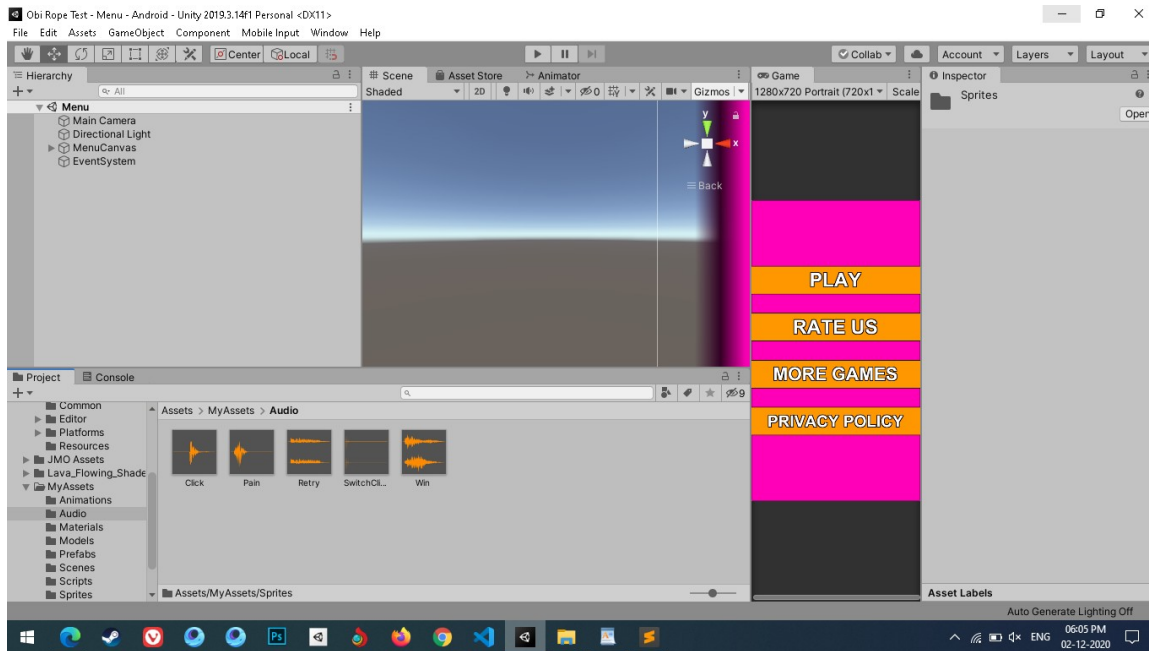
• How to change ui images

- Goto My Assets > Sprites then you can find all sprites used in this game then you can change any sprite.



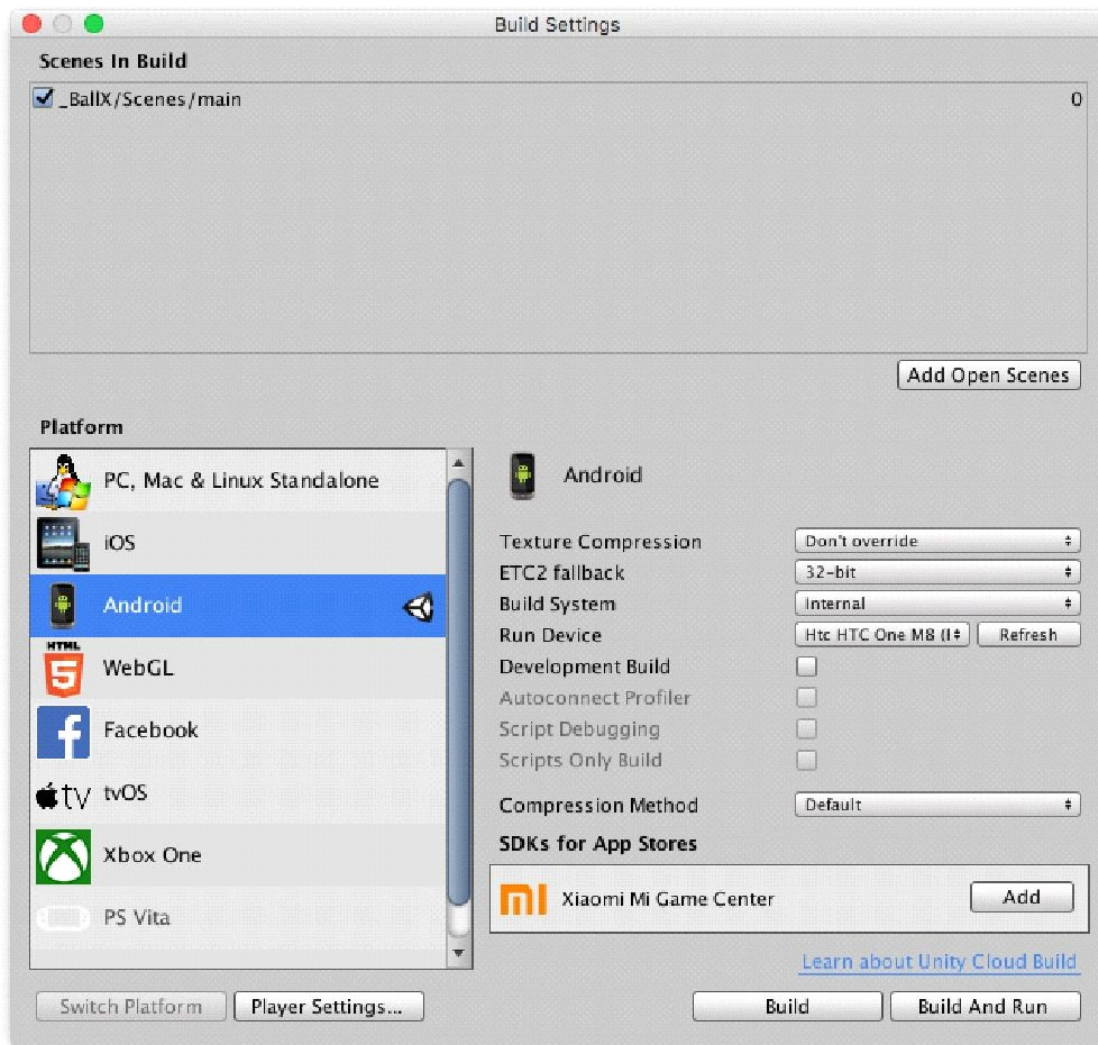
• How to change audio

- Goto My Assets > Audio then you can find all audio files used in this game then you can change any audio.



• 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:

Configuration

Scripting Runtime Version	.NET 4.x Equivalent
Scripting Backend	IL2CPP
Api Compatibility Level*	.NET Standard 2.0
C++ Compiler Configuration	Release
Mute Other Audio Sources	<input type="checkbox"/>
Disable HW Statistics*	<input type="checkbox"/>
Target Architectures	
ARMv7	<input checked="" type="checkbox"/>
ARM64	<input checked="" type="checkbox"/>
x86	<input type="checkbox"/>

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

- Use the same Unity version with us (Unity 2019)
- Feel free to contact us

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