Business Tycoon

Idle Clicker

User guide

1 Contents

1. Introduction

In this game, the primary objective is simple: click and watch your capital grow rapidly. Each click leads to flourishing businesses, soaring profits, and expanding empires, all while the player relaxes and observes the numbers climb. However, beneath this simplicity lies strategic depth, requiring players to optimize investments, upgrade enterprises, and strategically manage resources to maximize earnings.

These addictive simulations revolve around time as the ultimate currency, driving players to continuously click, tap, and dream of becoming the ultimate business tycoon.

This game is prepared for release straight out of the box, with seamless functionality and adaptability. Here are some key features:

- Addictive gameplay
- In-app purchasing for a customizable shop experience
- Unity Ads integration for rewarded ads
- Hiring managers to automate clicking tasks
- Unlockable upgrades to enhance profits
- Compatibility with both Android and iOS platforms
- Idle profit calculator for offline earnings
- Automatic save and load functionality across sessions
- Profit boost mechanics for accelerated growth
- Spin and win rewards system
- Timed free gifts to incentivize engagement
- Milestone gallery to track progress
- Prestige feature allowing players to reset the game and earn investors
- Prefabricated elements for easy implementation of businesses, managers, and upgrades
- Daily rewards to enhance player retention
- Purchase multipliers (x1, x5, x10, x25, x100, and Max) for faster progression
- Optimized for mobile devices.

2. Gettings started

Complete following steps before starting/publishing the game.

1.1   Enter app information

Select Edit -> Project Settings -> Player

Update the fields "Company Name", "Product Name" and "Version"
Then, scroll down and update "Bundle Identifier" for both Android and iOS.
Lastly, adjust any other player settings according to your preferences.
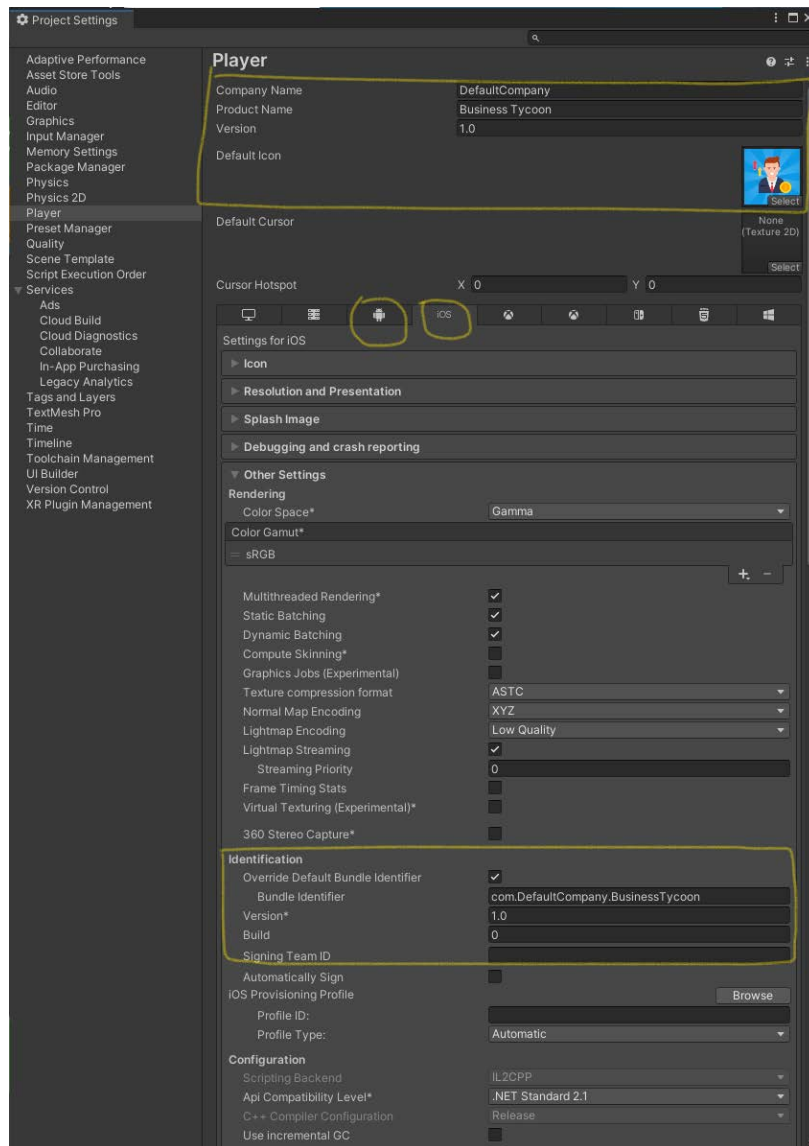
1.2 Link the game to your Unity project

Select Edit -> Project Settings -> Services

During the development of this template, we link it to our own Unity project for testing purposes. Therefore, you may need to unlink it from our project and link it to your own project before utilizing in-app purchases (IAP) and Unity Ads.
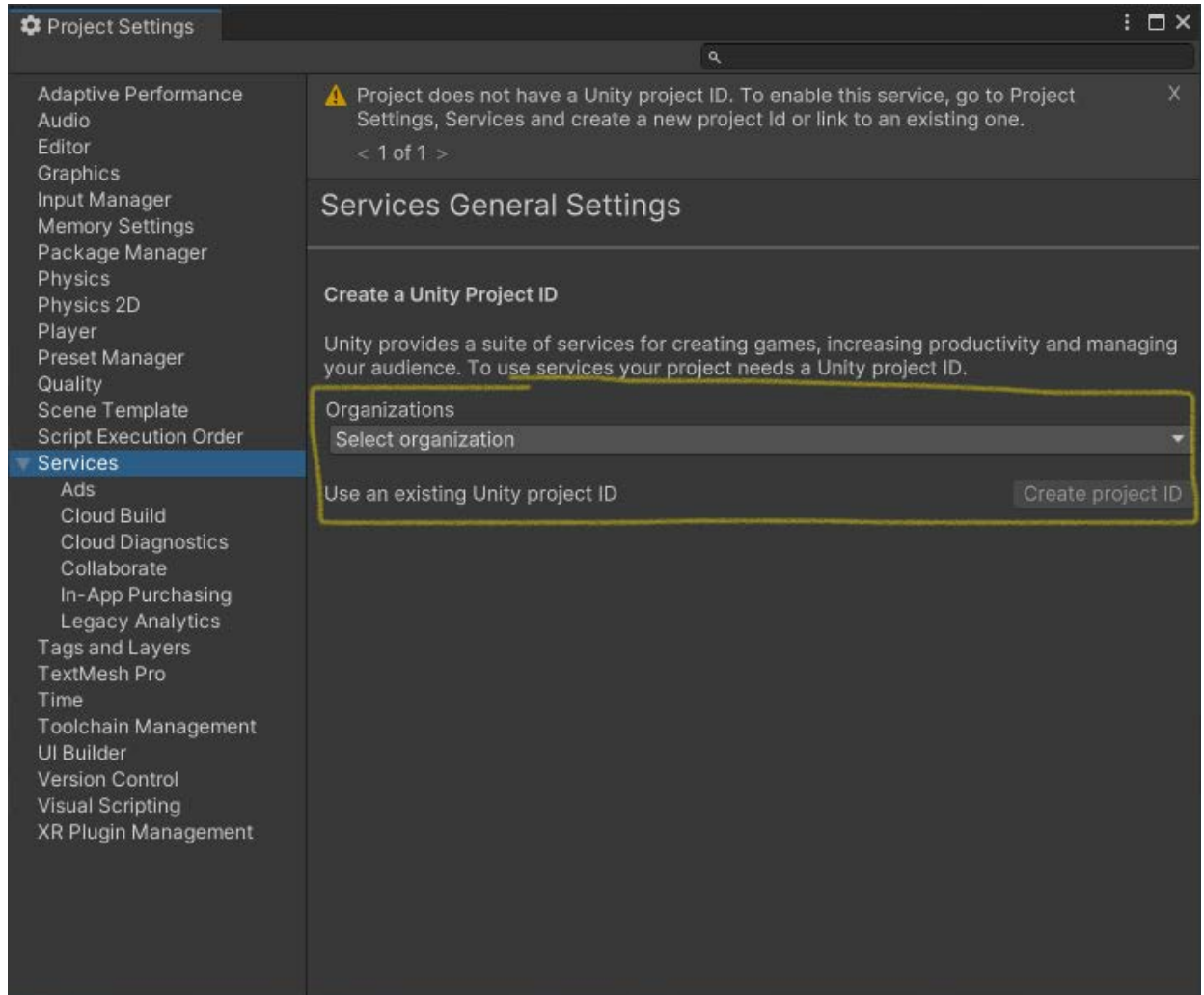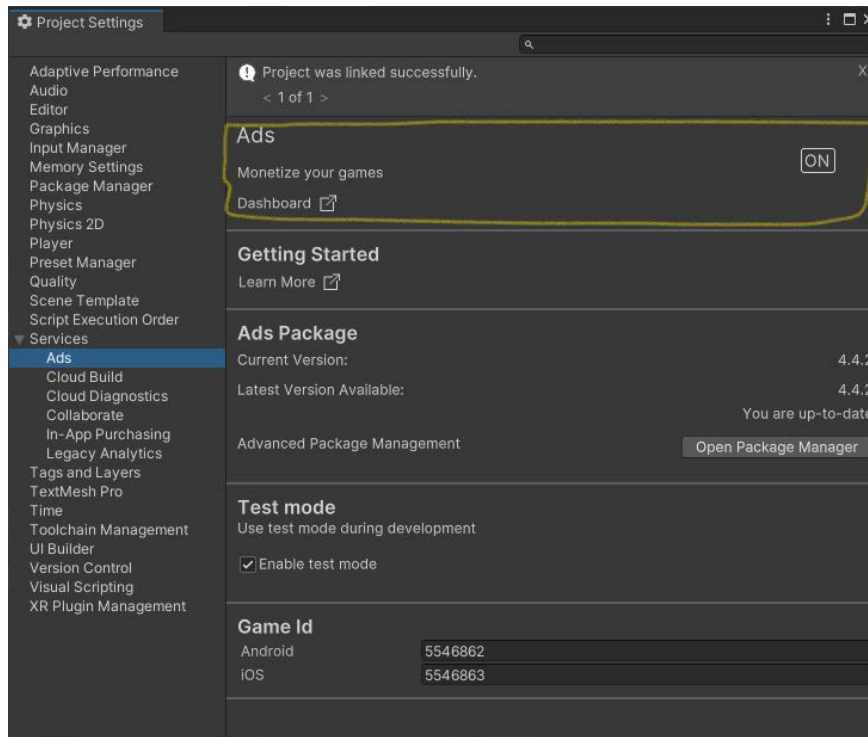

If the project is currently linked, click the "Unlink Project" button.

Next, you have the option to either "Use an existing Unity project ID" if you've already set up the project in the Unity Dashboard or "Create project ID" specifically for this game.
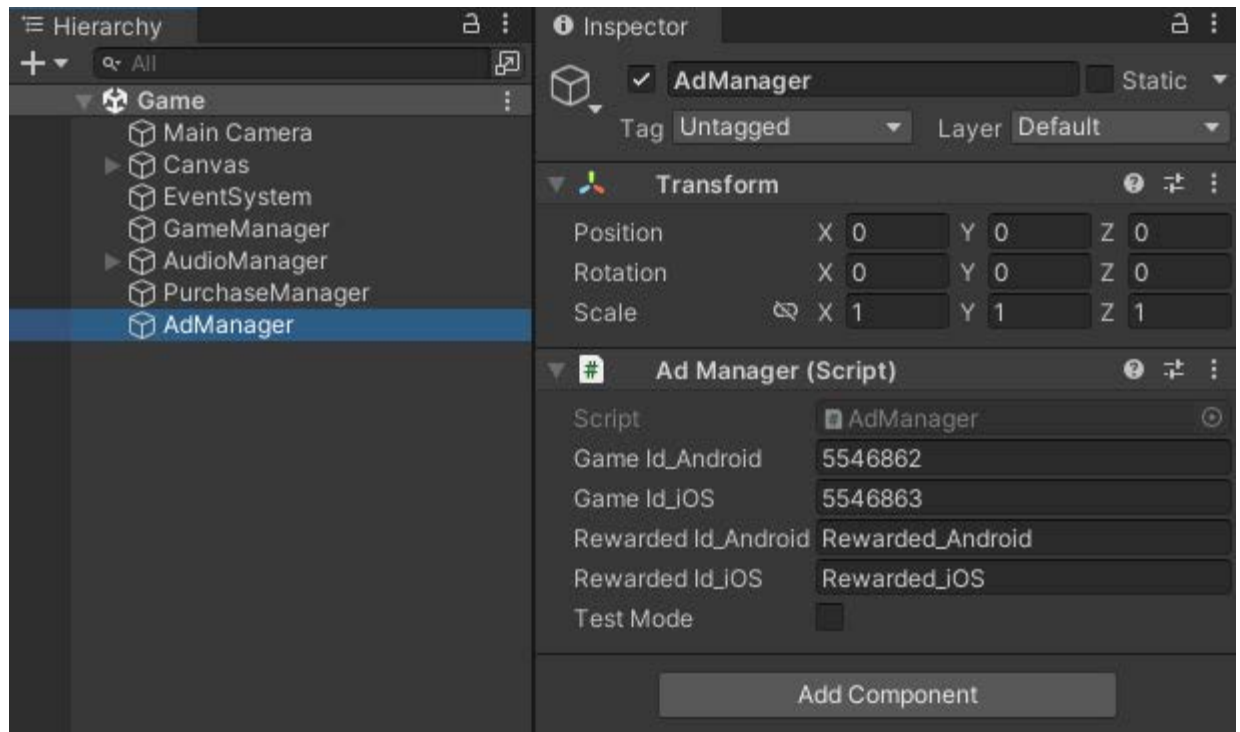
1.3   Setup Unity Ads

Select Edit -> Project Settings -> Services -> Ads

Enable Unity Ads and click on "Dashboard" to navigate to the project workspace.
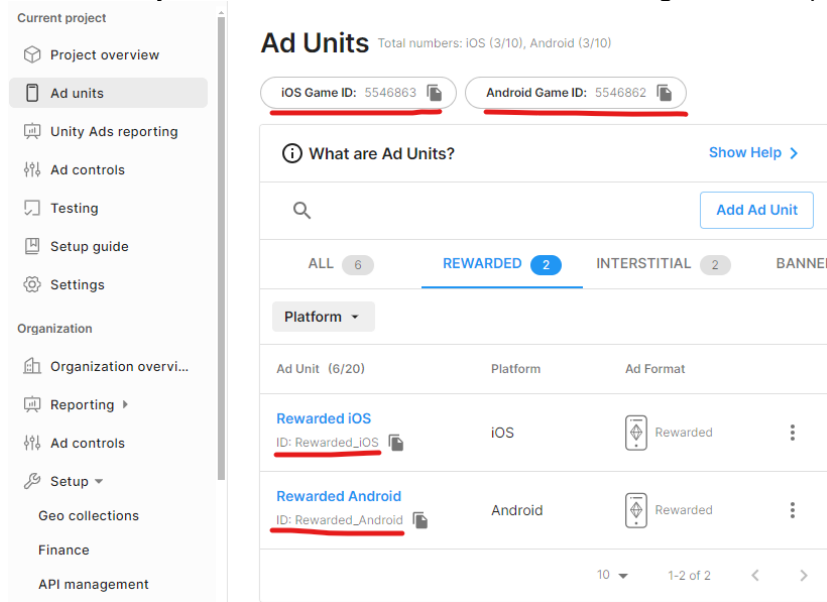
Copy the Game IDs and Unit IDs for Rewarded Ads.

Choose "AdManager" in the project hierarchy and input the values in the inspector as instructed in the previous step. When testing on your own device during development, ensure to select Test Mode only. Remember to uncheck Test Mode before publishing to the stores.

With these configurations, Unity Ads integration is now finished.

1.4 Setup In App Purchasing

Select Edit -> Project Settings -> Services -> In-App Purchasing
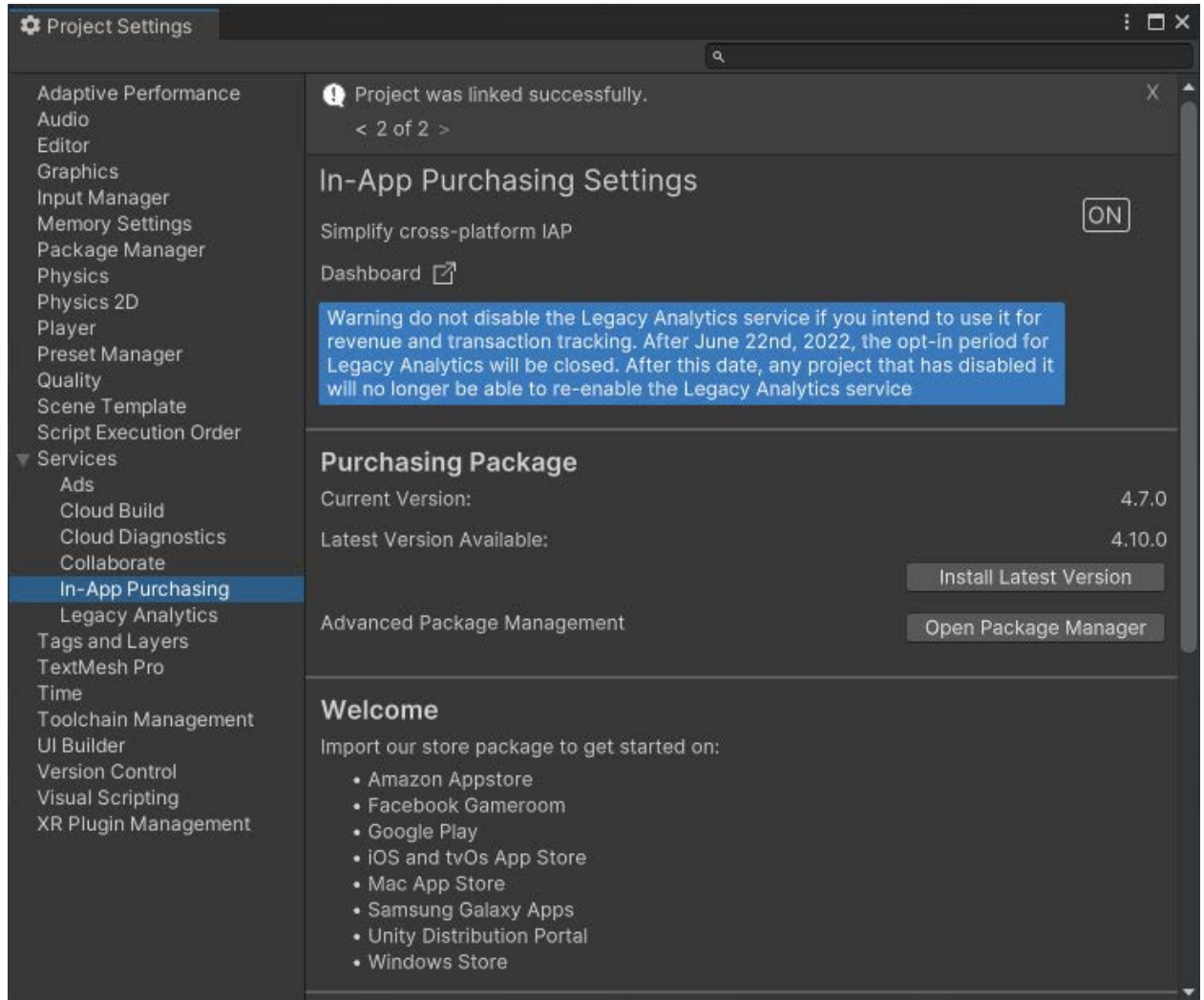
Activate in-app purchasing (IAP) and navigate to the project hierarchy to select "PurchaseManager" in order to add products.

Here, you can adjust the product definitions, including the displayed name and price or gold value of the packs. To add more packs, simply increase the size of the Products array by clicking the "+" sign and enter the necessary information for your new packs. The built-in shop UI will automatically update to reflect your changes in the product list without any further action required.
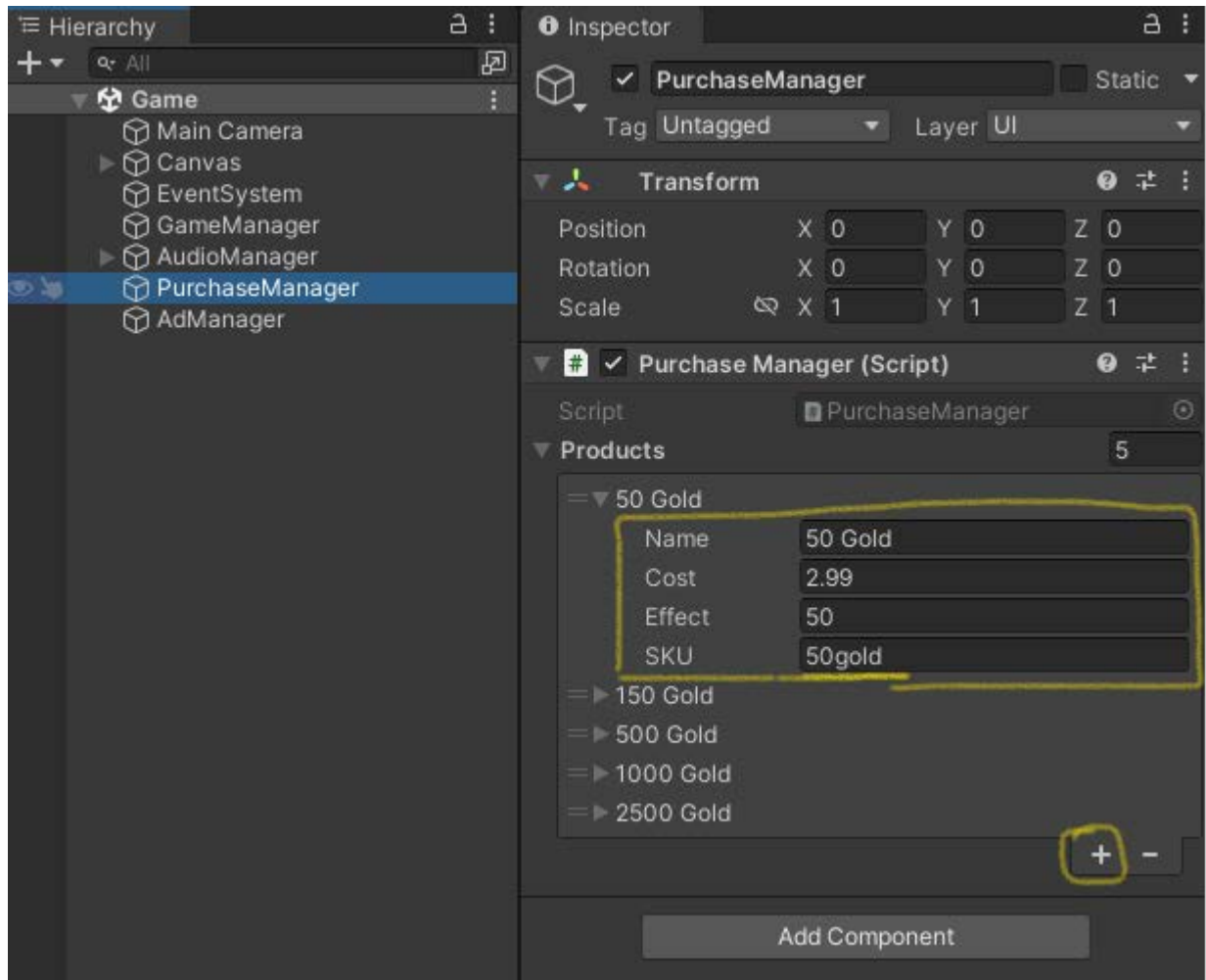
Here's a breakdown of the fields:

Name: The name of the pack displayed in the in-game shop UI.
Cost: The price displayed in the in-game shop UI, represented as dollars ($).
Effect: The amount of gold that the user receives after purchase.
**SKU:** The ID that must match the ID of the store (Google Play and Apple App Store).

The final step in the configuration process involves creating products for your designated stores (Google Play and Apple App Store) as Consumable products. Ensure that the product ID (SKU) and price (cost) match the ones you have set in your game.

With this, In-App Purchasing is now finalized.

3. Customize Game Data & Reset

Included with the game are pre-configured settings for businesses, managers, and other standard idle data. If you wish to modify names or adjust numerical values, simply access the script file "LevelData.cs" to make your desired changes. Some changes require you to reset the game. Good tip is not making any changes after your first release to public because the only times users reset is when the prestige/reset by investorbutton. The below button is only visible in the editor and will not be shown in your published product.
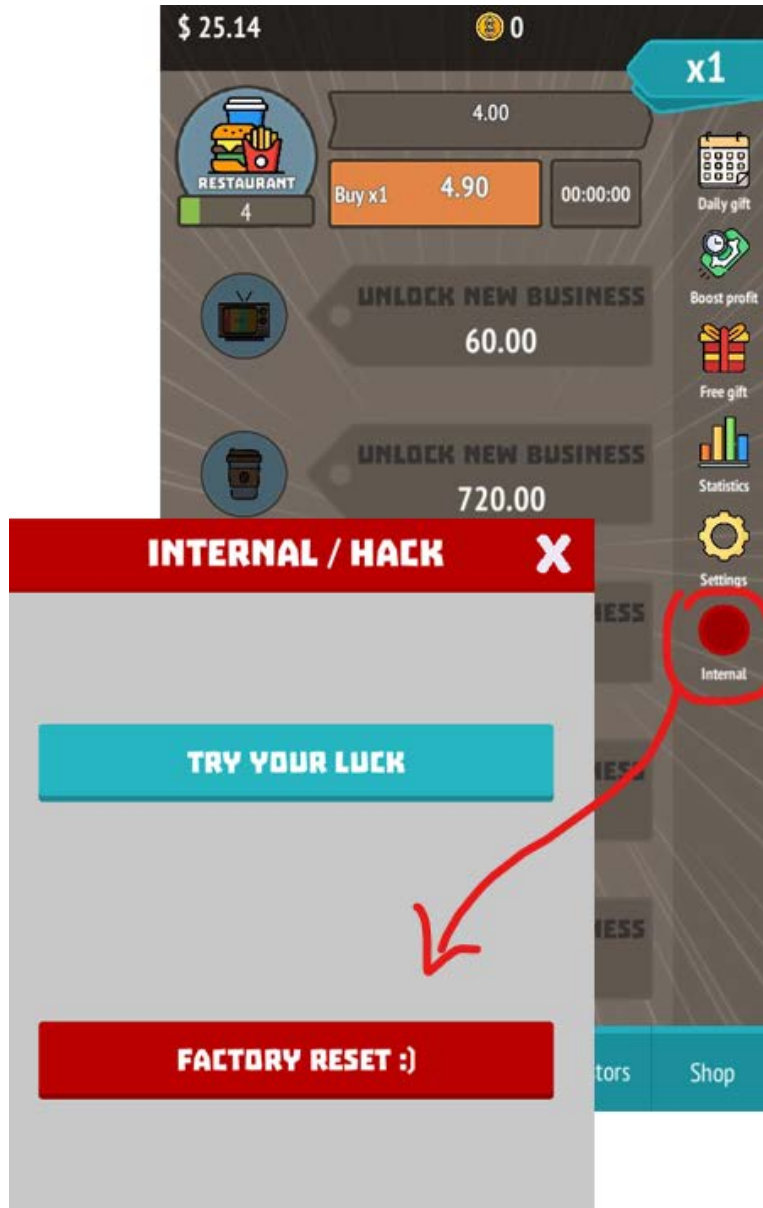
4. Reskin & Colors

All images utilized within the game are located in the Resource folder. Feel free to customize them to your preference, but ensure that you maintain identical names for the sprites. Otherwise, the game may fail to load the correct sprites.

Change color from the inspector for the images and the dynamic colors can be set from the GameManager
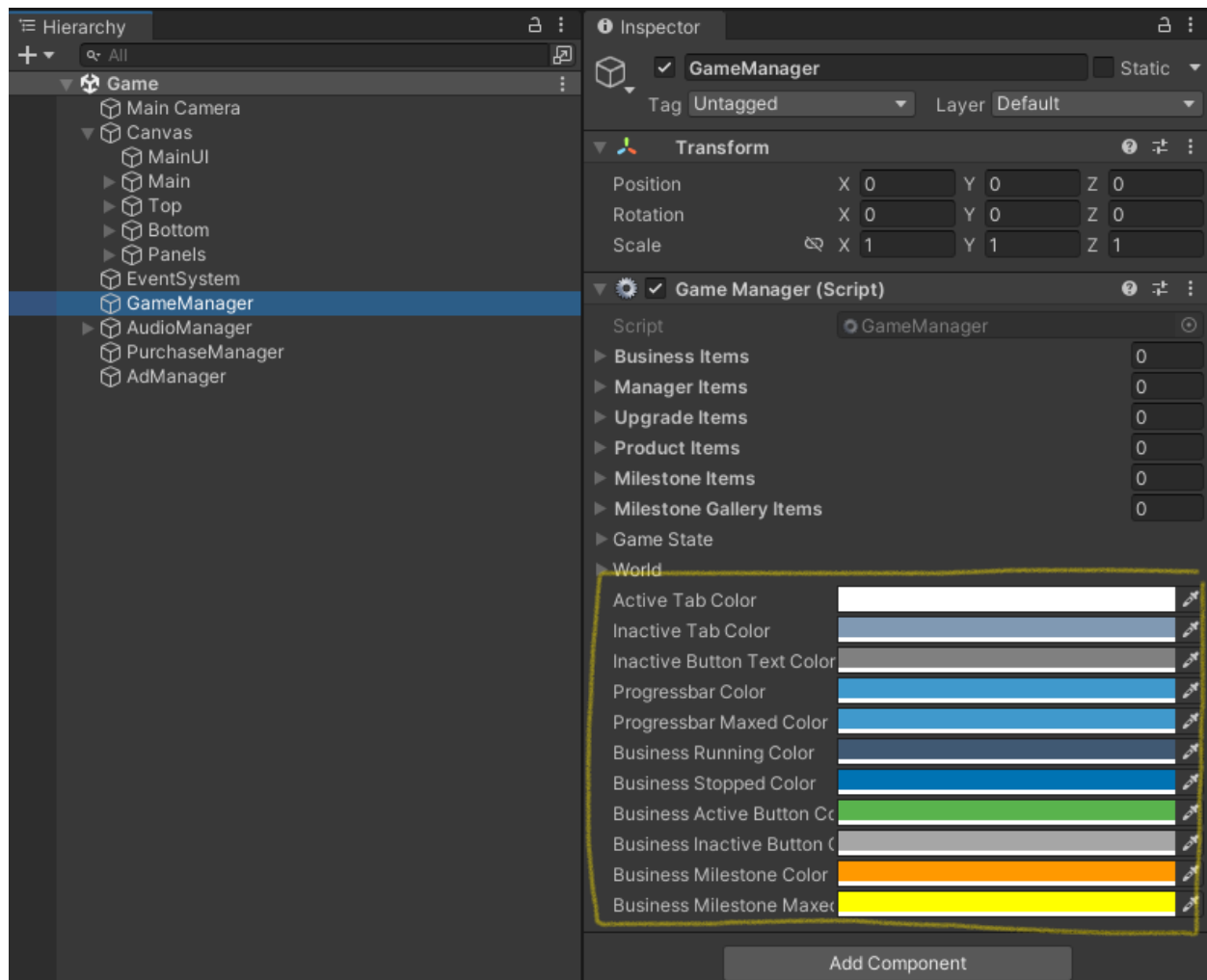
THANK YOU AND GOOD LUCK WITH YOUR GAME!