

Bouncy Ball

Documentation v1.1



PREPARATION

Version Requirements

Instal Unity 2022.3.17f1 (recommended) or higher version to load up the project.

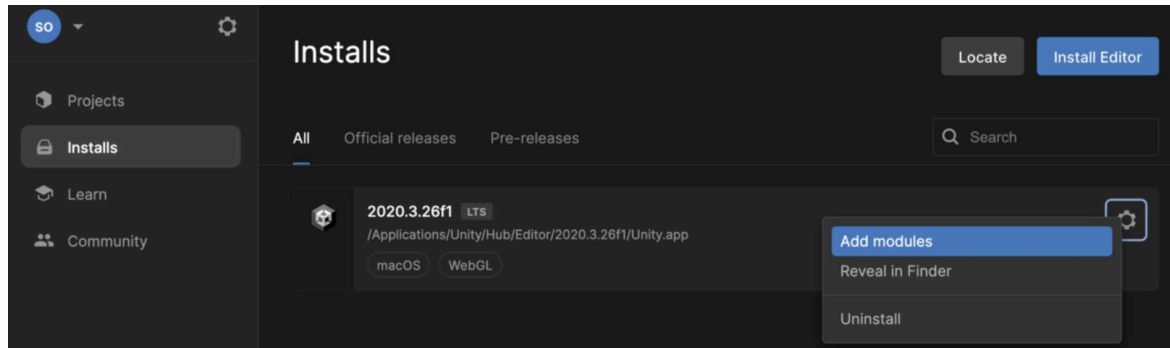
Prepare the Project

Watch this video to prepare your project before doing customization.

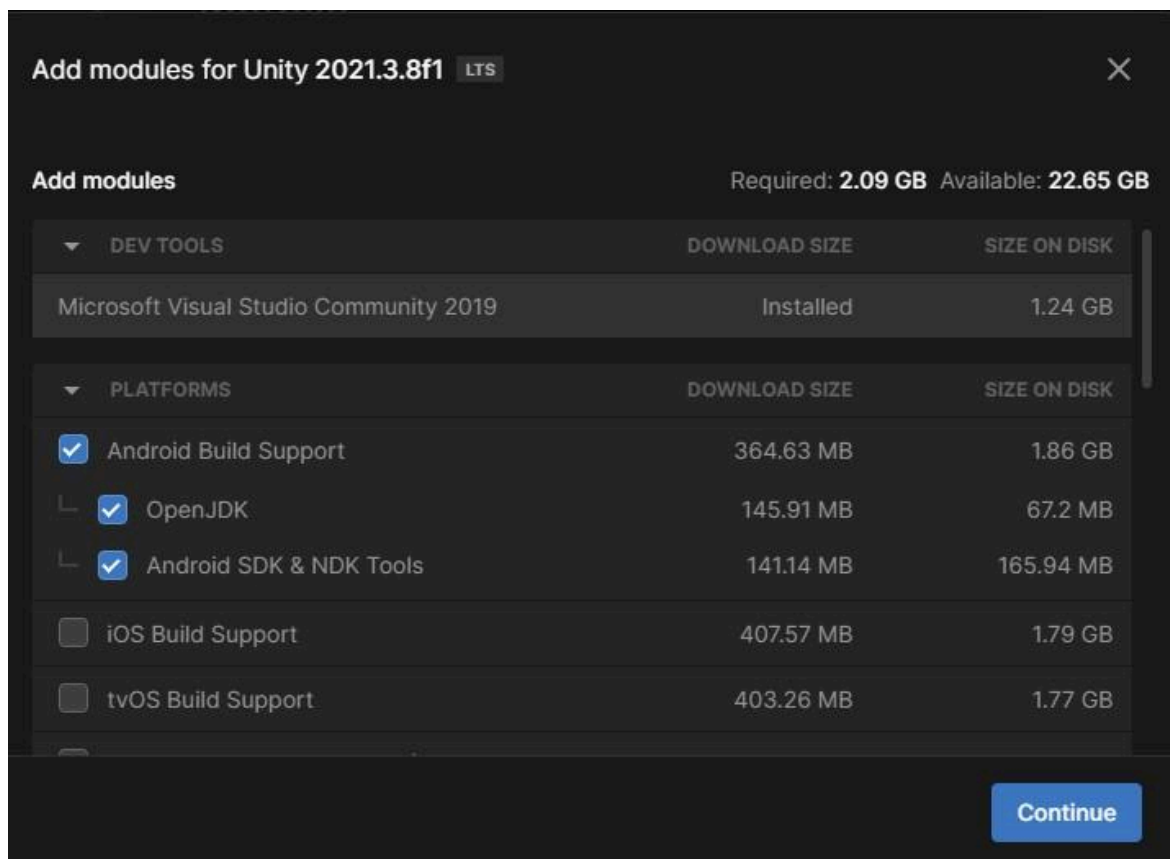
 [PREPARE THE PROJECT FOR UNITY](#)

Instal the Android builder module

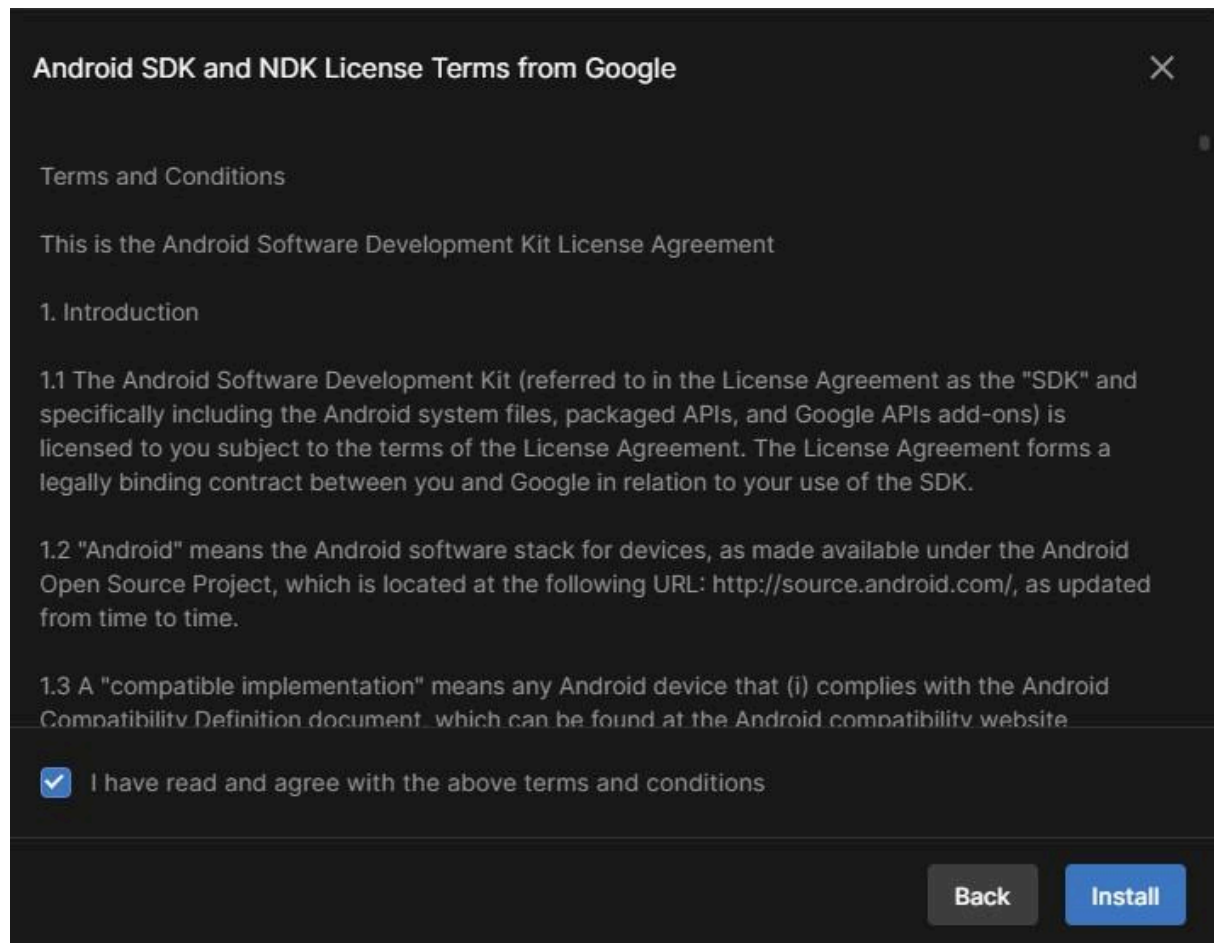
Open Unity Hub and select Installs. Select your LTS version, click on the gear icon on the right of the version name, and select Add Modules.



On the Add modules window, under Platforms, activate **Android Build Support**, **Android SDK & NDK Tools**, **OpenJDK** and select Continue.



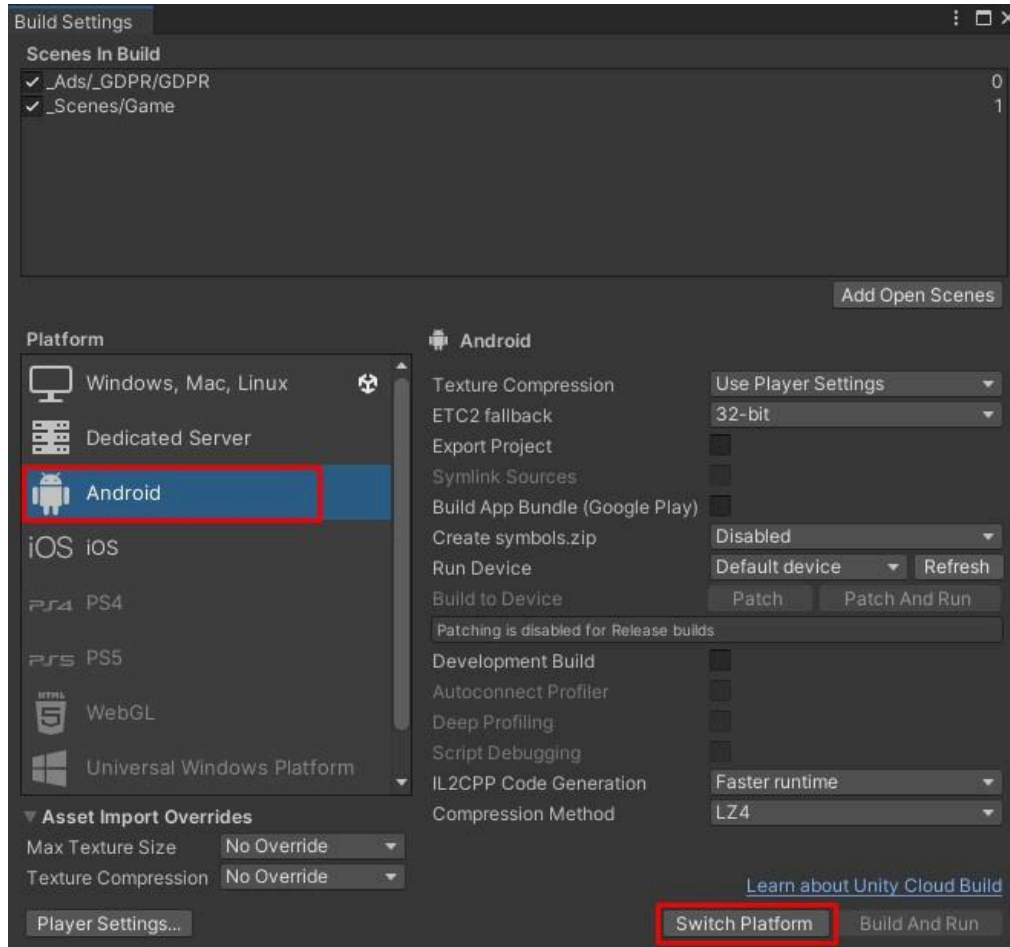
On the License Terms window, activate **I have read and agree with the above terms and conditions** and select Install.



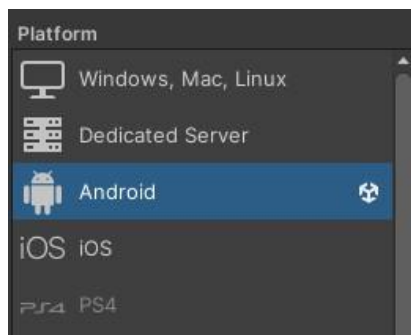
The module will begin installing, this can take up to a few minutes depending on your computer. After the installation is complete, restart Unity (no need to restart the Hub).

Switch Platform for Android

Open Unity, go to File > Build Settings, activate Android platform and select **Switch Platform** on the bottom of the window.



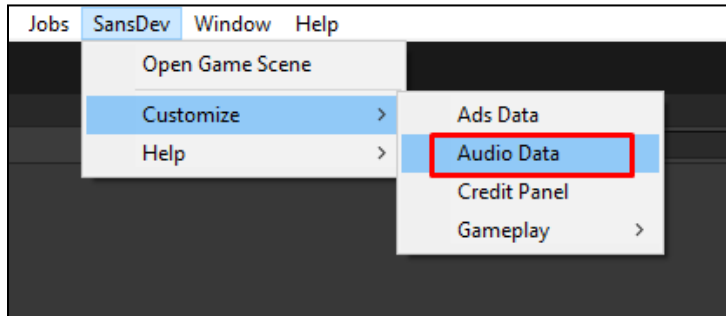
Unity will start making the switch, once it is finished, the Unity icon will appear next to the Android icon and the Build option will be activated.



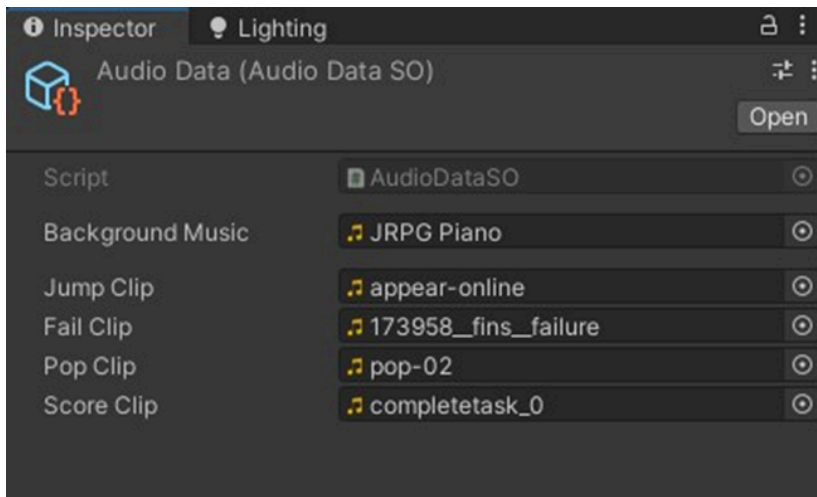
GAME CUSTOMIZATION

Change Game Audio

In Menu Bar, Select **SansDev > Customize > Audio Data**.



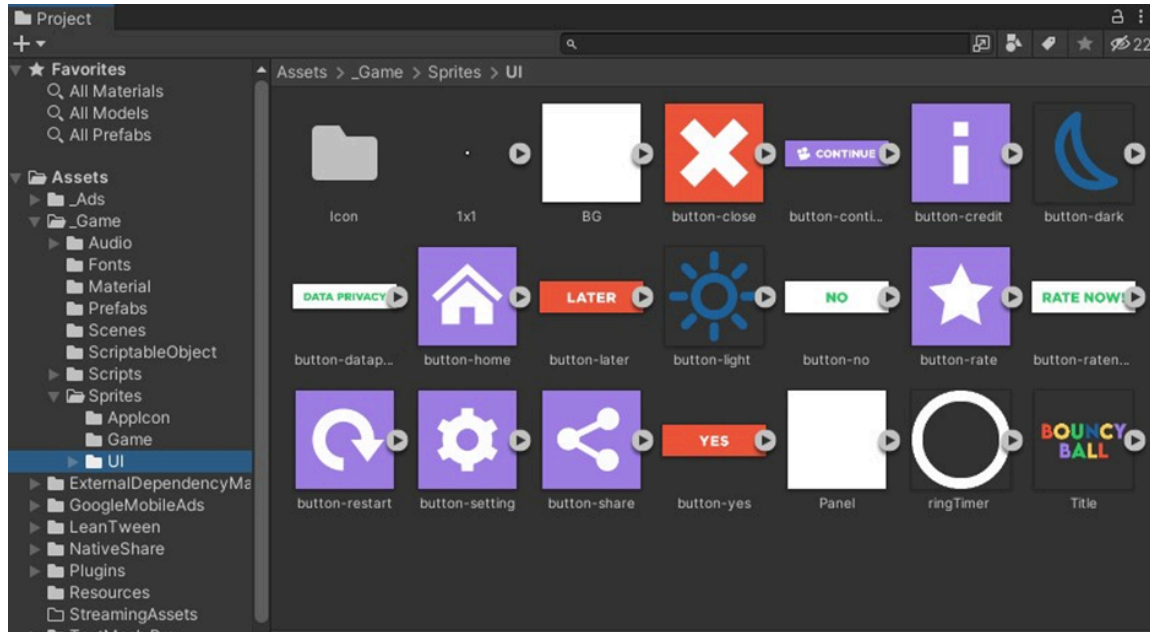
Replace the audio in the **Inspector** with your audio file.



Drag and drop audio file from **Project Window** to the **Inspector** to replace it.

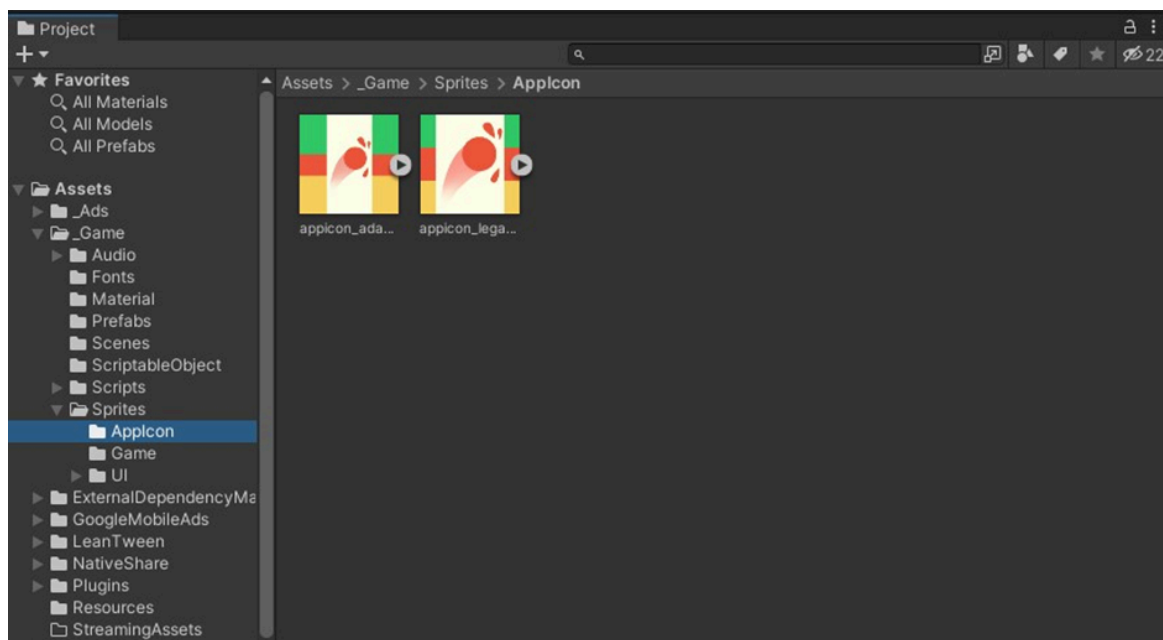
How to Reskin User Interface

Go to Project window and find folder **Assets/_Game/Sprites/UI**. You can replace all UI in that folder by replacing them with your .png file.



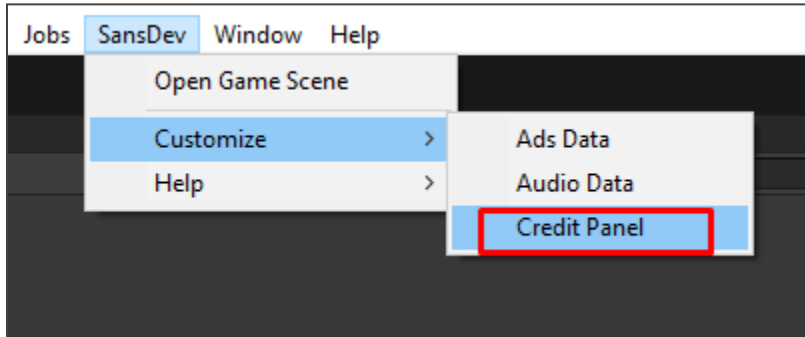
Change Game Icon

Go to Project window and find folder **Assets/_Game/Sprites/AppIcon**. You can change the game icon by replacing them with your .png file.

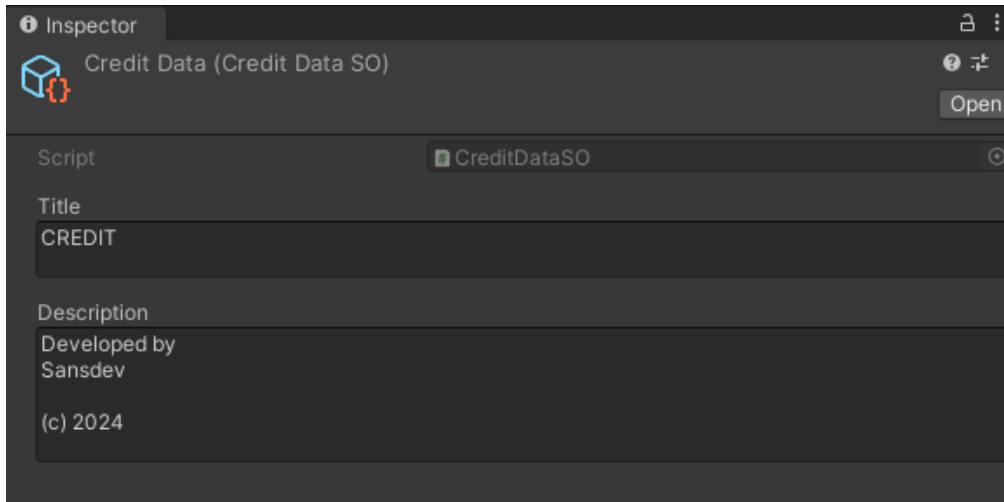


Customize Credit Panel

In Menu Bar, Select **SansDev > Customize > Credit Panel**.



Fill your credit info in the **Inspector**.



How to Add Splash Screen

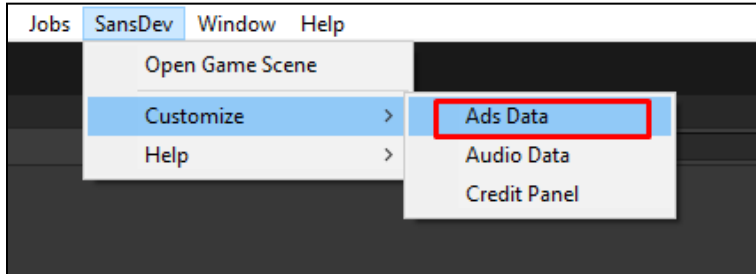
You can watch this video on how to add Splash Screen in your game.

 [HOW TO ADD SPLASH SCREEN IN UNITY](#)

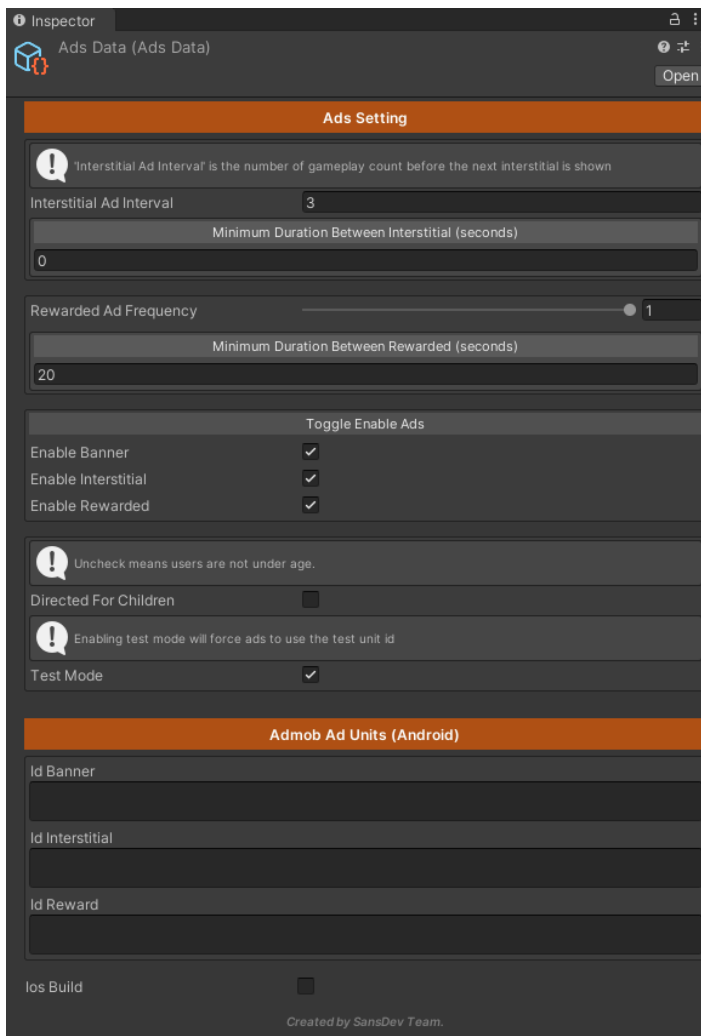
MONETIZATION

Customize Ad Settings

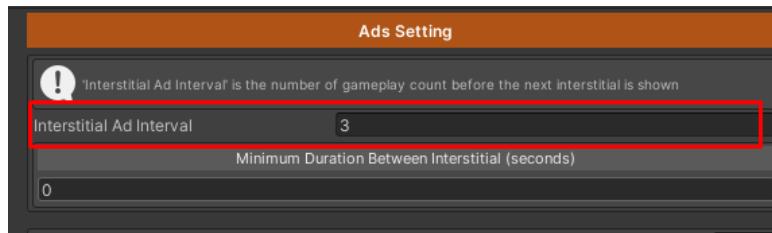
In Menu Bar, Select **SansDev > Customize > Ads Data**.



Ads Setting will be shown in the Inspector

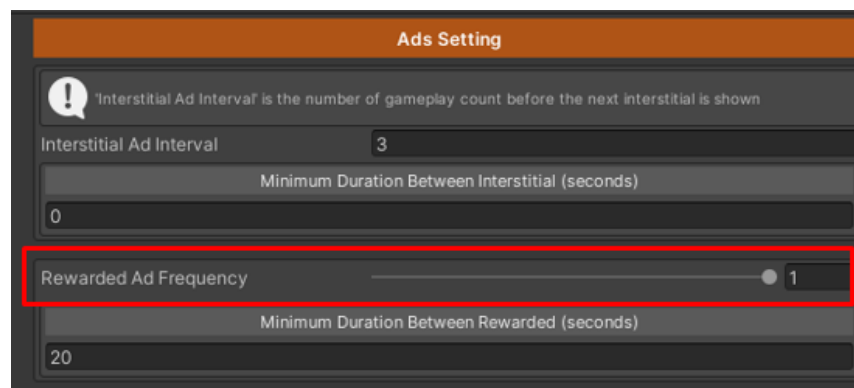


Interstitial Ad Interval is the number of game overs before the next interstitial is shown



For example, if you fill **3** in the Interstitial Ad Interval, It means the interstitial Ad only shows every 3 times gameplay.

Rewarded Ad Frequency is the percentage chance that a video Ad will be requested on game, so that the player can get rewarded after watching the video Ad.



For example, if you enter **1** in the Rewarded Ad Frequency, It means that Rewarded Ad will have 100 percent chance of being shown to users

Directed for children

If your app is directed to children under the age of 13, make sure you check the **Directed for children** checkmark.

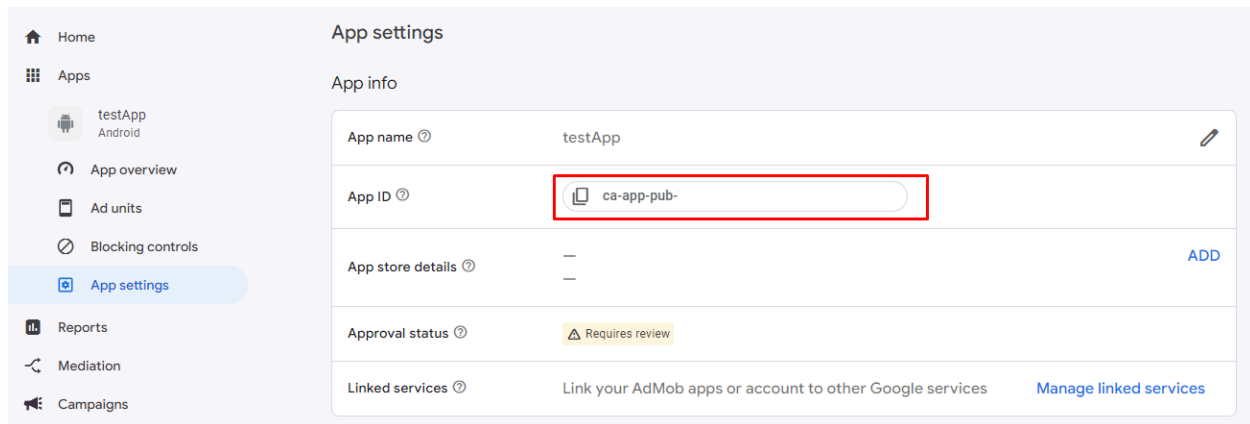
Test Mode

It is recommended to use test ads during development to avoid restrictions and limitations.

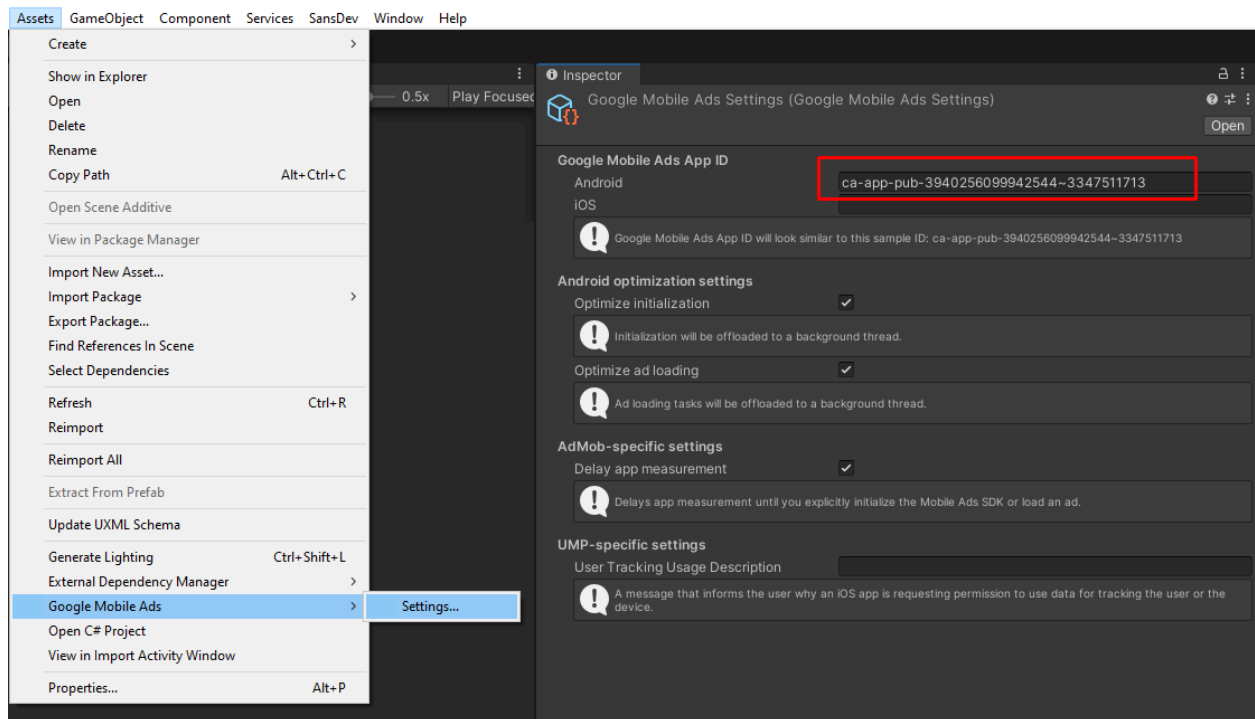
Enabling test mode will force the Admob to use test Unit ID, so make sure to disable/uncheck test mode once you're ready to build your .aab file.

Setup Admob App ID

Copy the app ID from the App Settings section of your Admob dashboard.

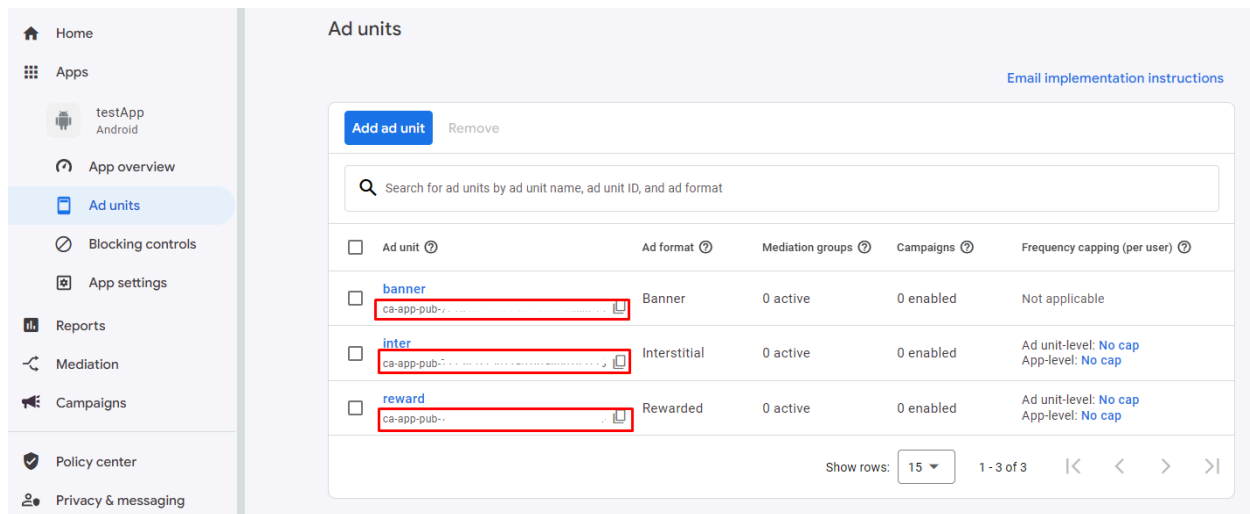


Go to Assets in Menu Bar. Select **Google Mobile Ads > Settings..** and then at the Inspector, paste your AdMob App ID for Android.

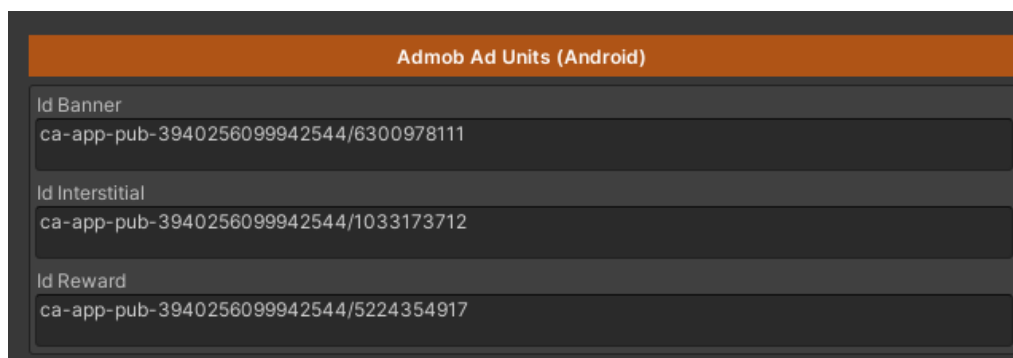


Fill Ad Unit ID

Copy your Ad units from the Admob dashboard to the Ad Settings Window in the Inspector.



Paste your Ad Unit ID in the **Admob Ad Units** Section



Mediation

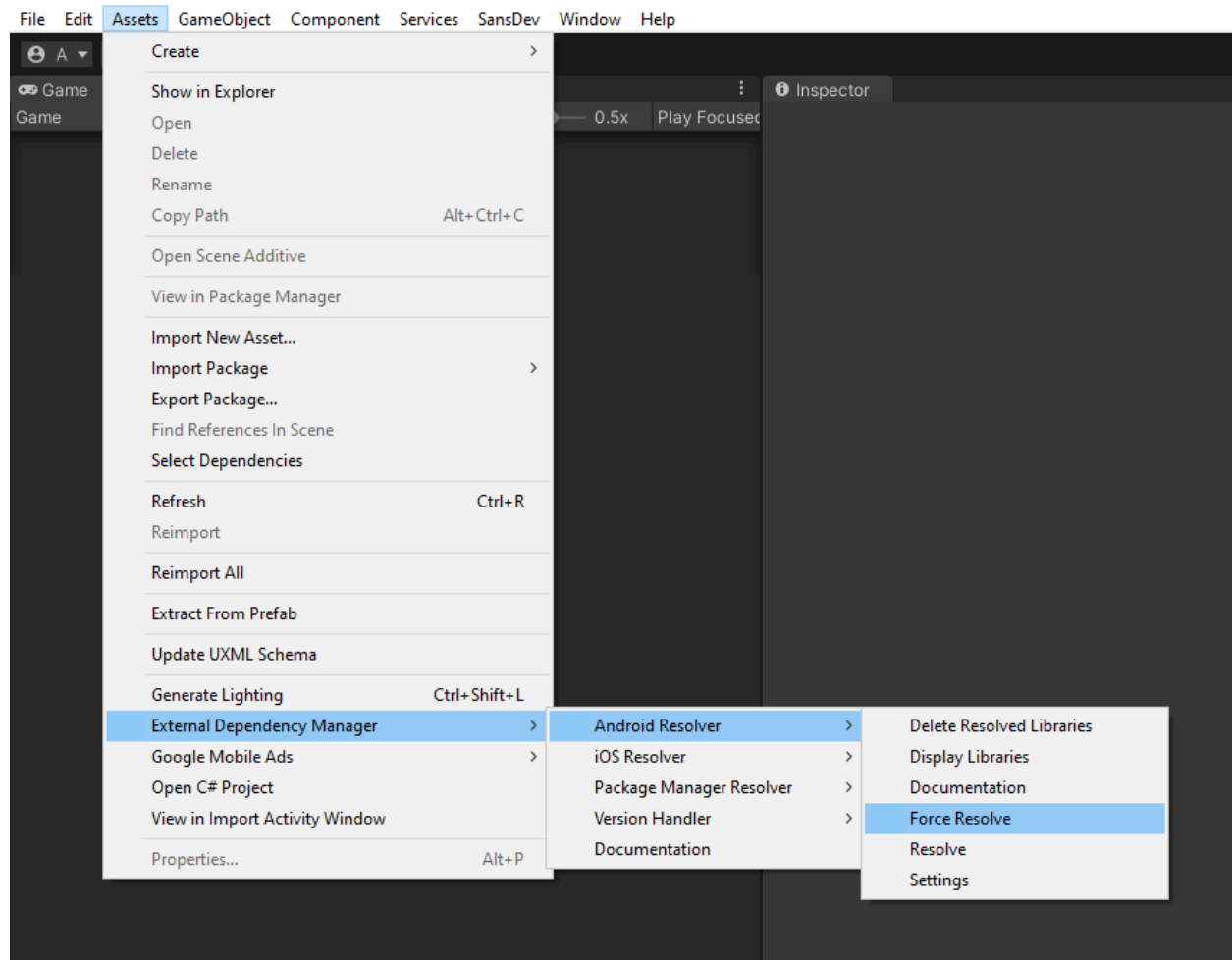
To implement mediation of multiple ad providers, follow the mediation section from the official Admob documentation on how to download and configure 3rd party SDKs.

BUILD THE GAME

Preparing for build

Before building make sure to Force Resolve your Android dependencies.

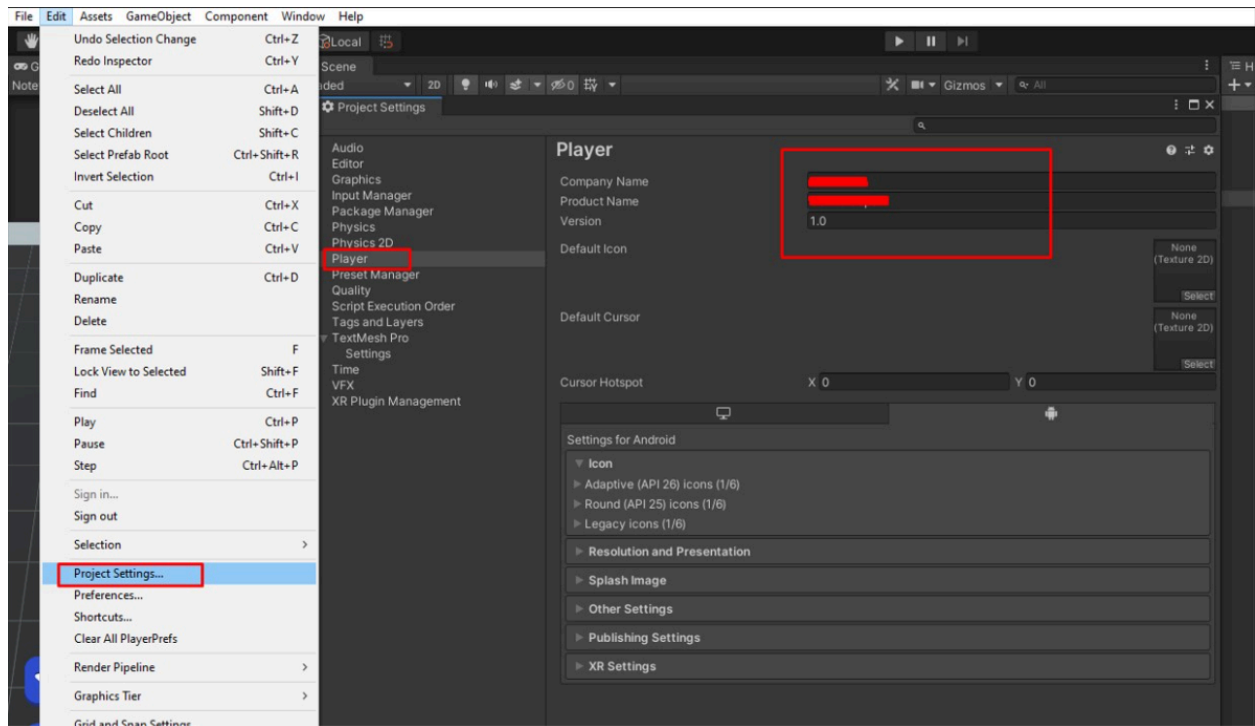
go to **Assets > External Dependency Manager > Android Resolver > Force Resolve**



How to get .aab file (Android App Bundle) ready to publish

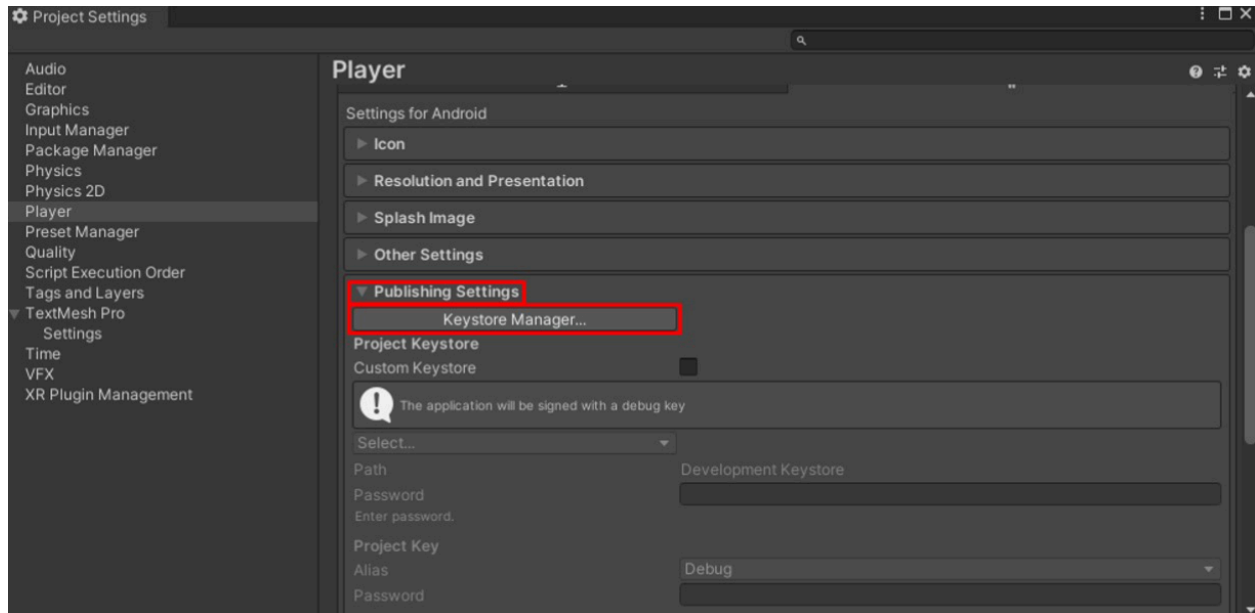
Go to **Edit** and select **Project Settings..** to open Project Settings window.

On the Project Settings window, select **Player** on the left panel and then fill your **company name**, **product name** & **version**.

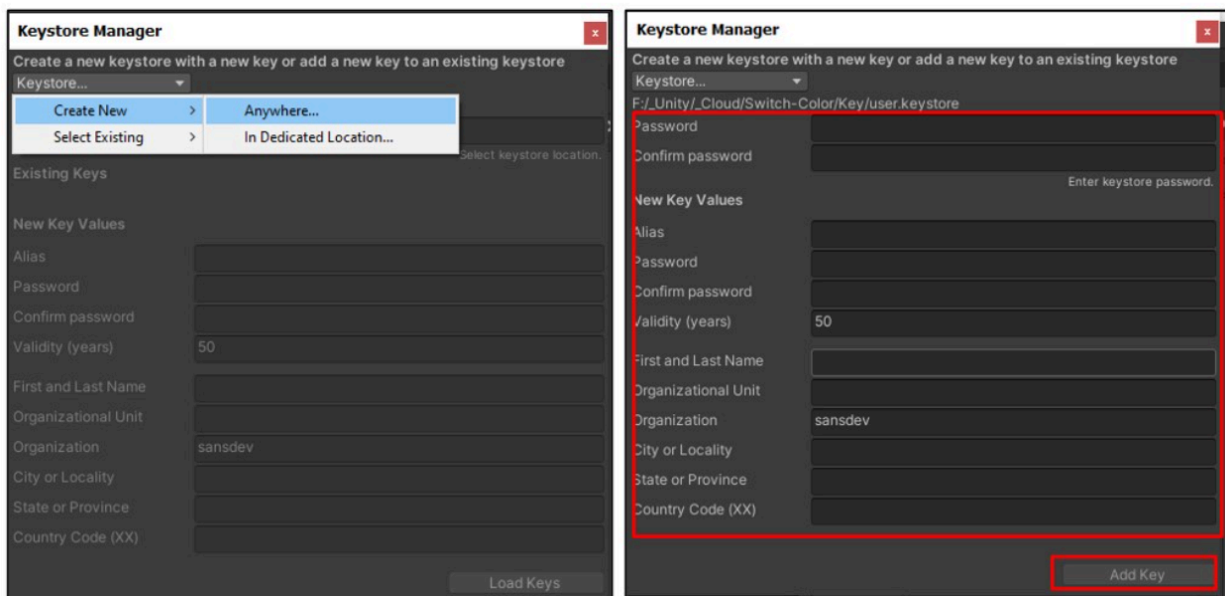


Create Keystore

To create a Key, Scroll Down again and find **Publish Settings**. Click Publishing Settings to open a menu within it, and then select Keystore Manager.. to open **Keystore Manager Window**

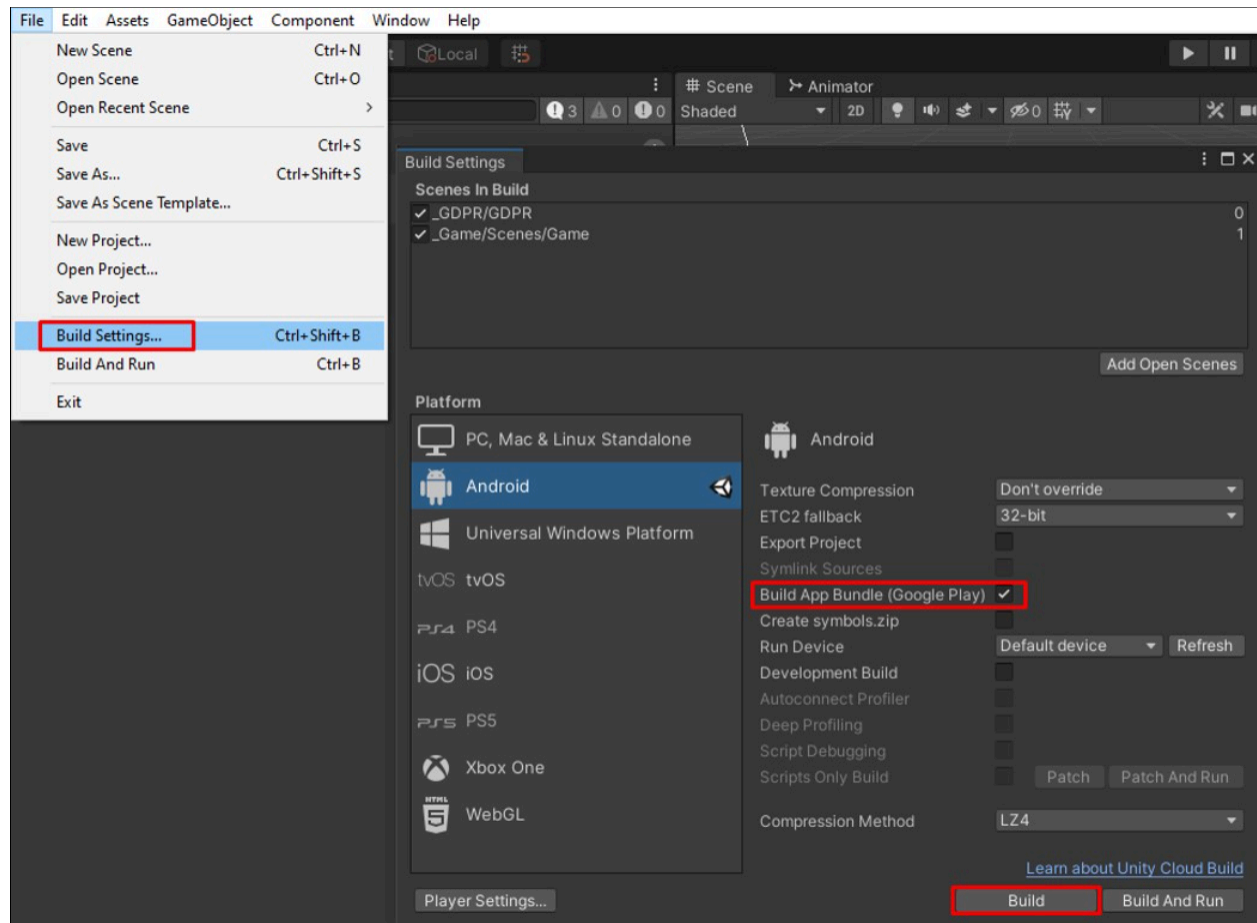


In Keystore Manager Window, select **Keystore > Create New > Anywhere..** to locate keystore save location in your directory and then, fill your key data and click **Add Key** to save your keystore.



You can now build your Android App Bundle(.aab file) by selecting **File > Build Settings..** and then click Build in the Build Settings window.

Make sure to enable the checkbox **Build App Bundle (Google Play)** to export Android App Bundle (.aab File).



If you find some issues, please contact me by email: sansdevs@gmail.com

Regards,