Word Line Documentation
(v1.0)

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

You can only publish game on Google Play, App store and other mobile stores.

Warning! We would recommended you to make a reskin for prevent problems with Google play. They don't like many the same games

1. **Overview**

   Word Line game template of the most popular genre for mobile platforms. You do not need to know any programming language to configure and use it. It is very easy to fill it with your own tasks, make UI changes , start to gain experience in promoting your game and earning money**.**

2. **Requirement**
   - Unity **2019.4.14f1** or higher
   - The template works best with the version used by our developers (Unity **2019.4.14f1**). 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.
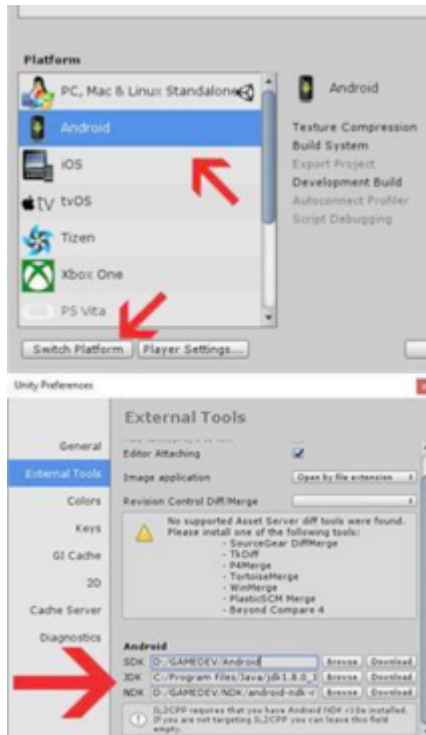
3. **How to import a project ?**

   - Open Unity **2019.4.14f1** , click "Open project" → Choose "WordLine_v1.0" folder → Wait until the import process complete.
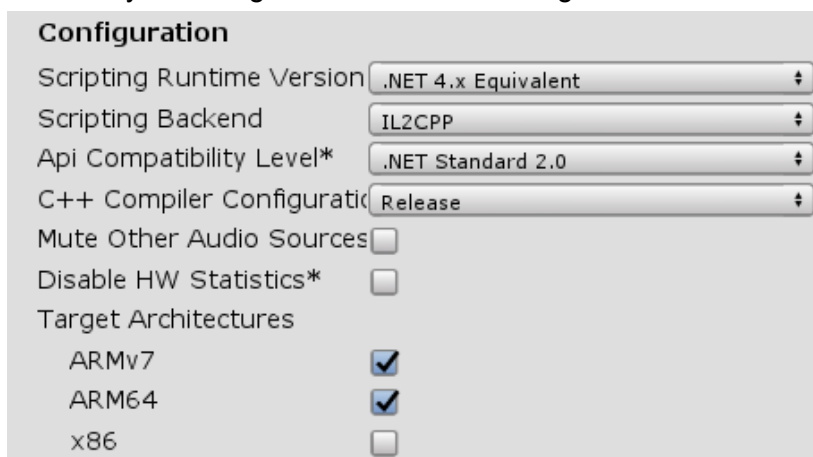
- Double click on **Loading** in Assets/Scenes folder → click Play button.

- 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:

 - 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 it failed to build, then you have to find a way to fix it.

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 **2019.4.14f1**)
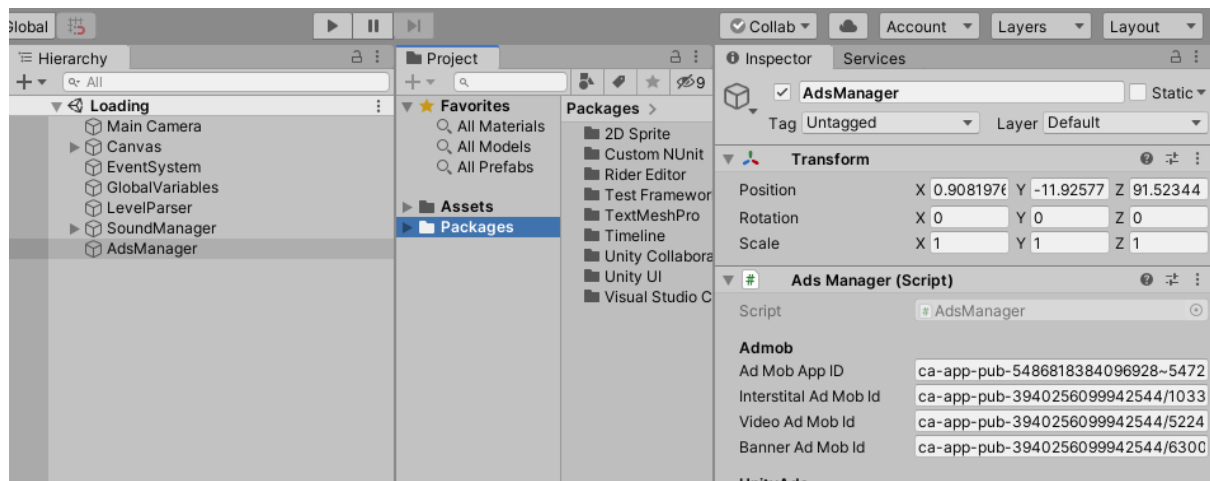- Feel free to contact us

5. **How to change package name**

Click File/Build Settings : Choose Player Settings . On Inspector panel, click Other Settings. And edit your Package Name
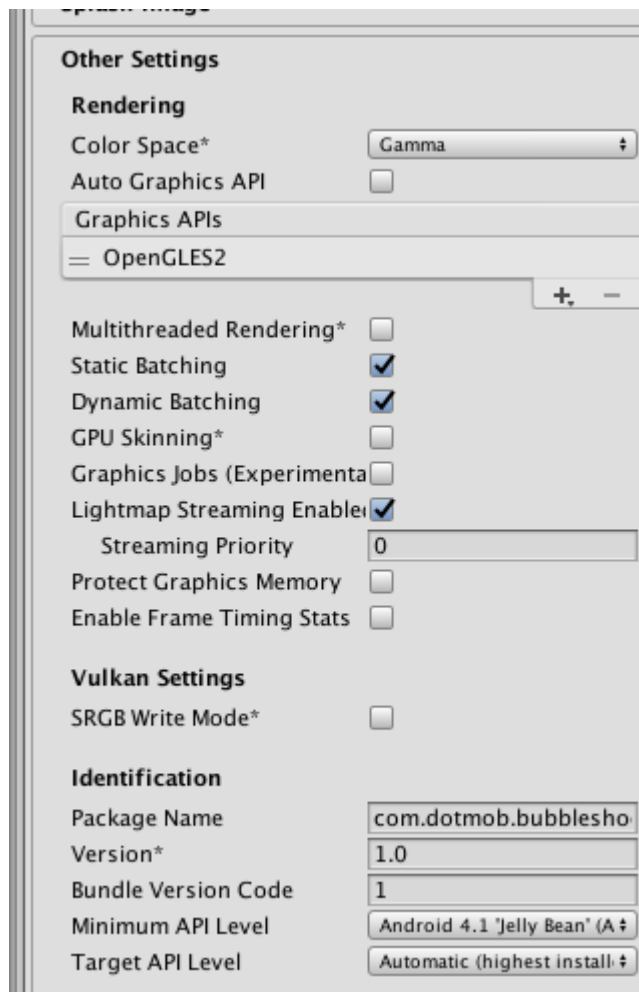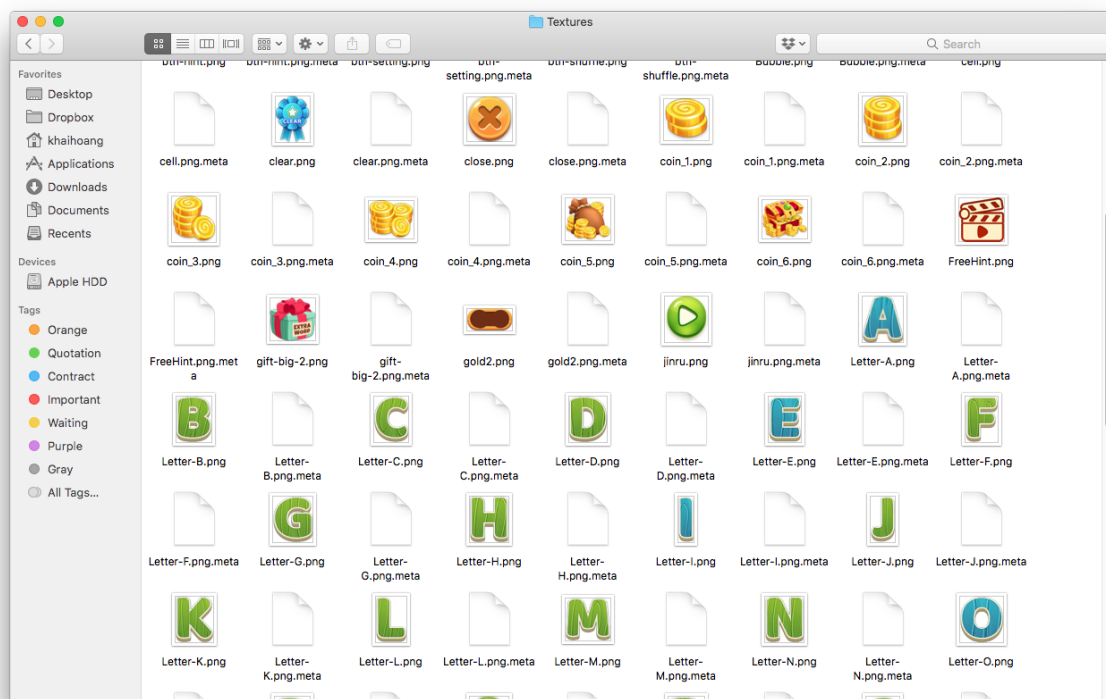

6. **How to CONFIG(Admob)**

To see the **Admob**, in Loading scene , please click on the object **AdsManager**→ look at the Inspector at the right side , Change your Admob id
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7. How to reskin

Almost all graphics located in the folder Assets/Textures. You need just replace your art in this folders, keep the same name, same size in PNG format:
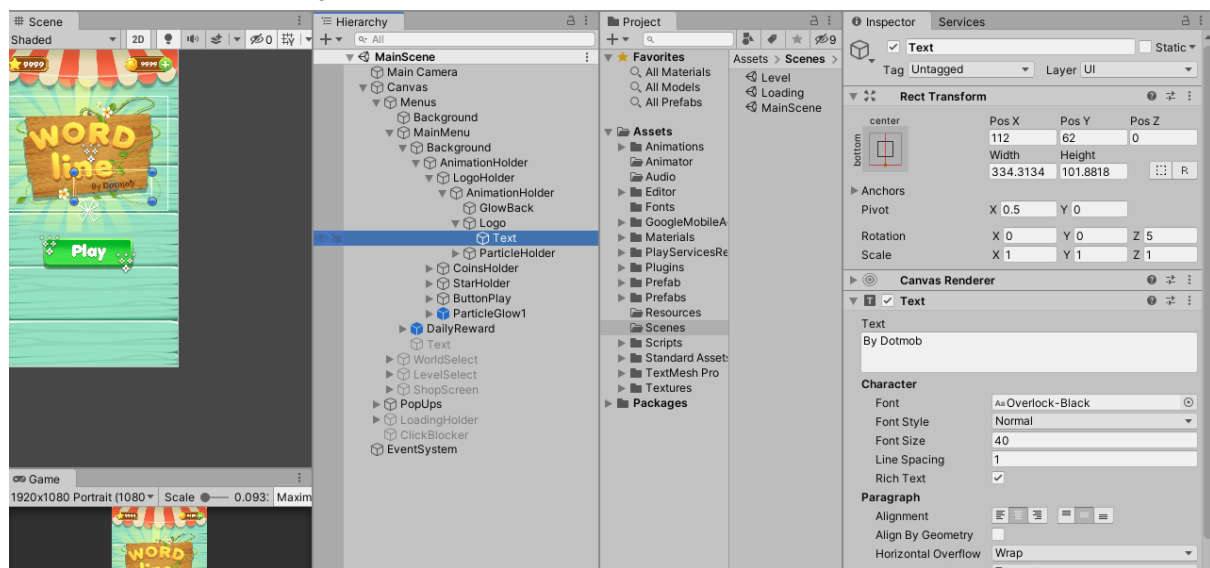
9. How to add more Level, edit Category name

All levels, package names and Category names are defined in the file **Assets/Resources/WordLine.xml**. You can easily edit or add new.

Video tutorial : https://youtu.be/0kRHQCmGilw

9. How to change text By Domot

In Main Scene , Click object

10.Contact us

If you have any questions, do not hesitate to contact me via
Email: dotmobstudio@gmail.com