

# Documentation

## Crossy Rails

**Warning! We would recommend you to make a reskin to prevent problems with Google Play and App Store (game can be banned).**

**Integration of side plugins is your own responsibility. We don't support modified projects (except reskin).**

**We are not engaged in additional customization of the project.**

**All rights of the source code belong reserved by Watermelon Games. After purchase you will have right to use it to create your own games and publish it on stores. Resale of the source code is prohibited.**

# Technical Requirements

For correct work of the project, please observe all requirements

**Unity version:** Unity 2019.1.8f1

**Target platforms:** iOS, Android

**Minimum iOS version:** 9.0

**Minimum Android version:** Android 5.0 (API Level 21)

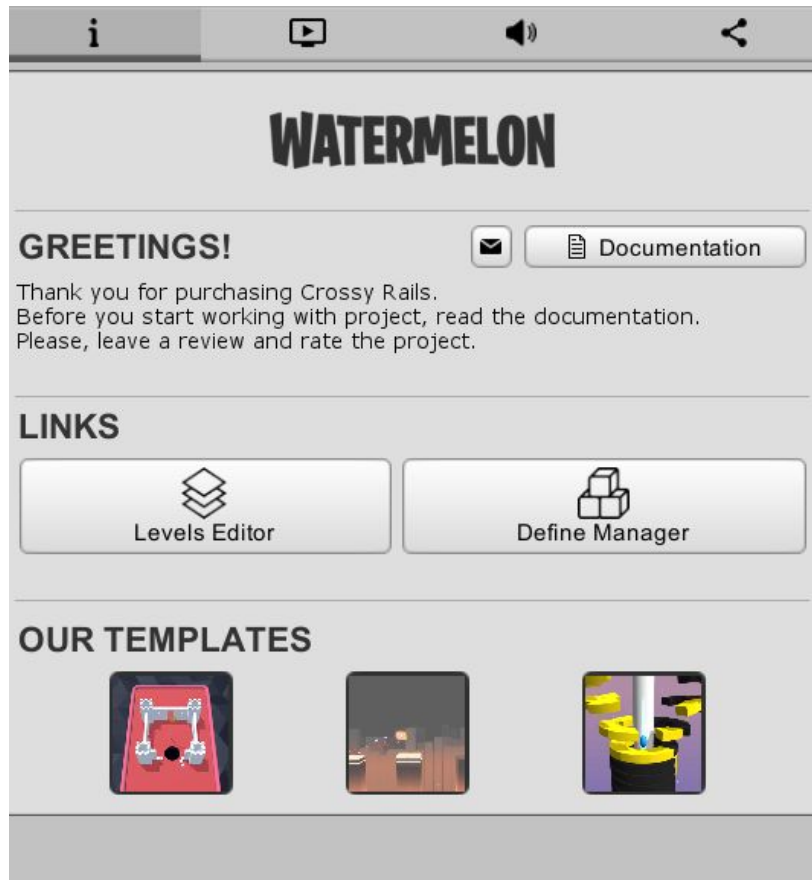
**Scripting Runtime Version:** .NET 4.x Equivalent

# Project Structure

Assets/Crossy Rails/Content - folder with all project data.  
Assets/Crossy Rails/Content/Ads Settings.asset - Advertisement settings.  
Assets/Crossy Rails/Content/Settings - Folder with all basic game settings.  
Assets/Crossy Rails/Content/Levels/Levels Database.asset - levels database object.  
Assets/Crossy Rails/Content/Levels/Levels/ - levels files location.  
Assets/Crossy Rails/Game/ - game resources.  
Assets/Crossy Rails/Game/Scenes/ - scenes folder.  
Assets/Crossy Rails/Game/Audio/ - game audio files.  
Assets/Crossy Rails/Game/Images/Icon/Icon.png - game icon.

# Setup Guide Window

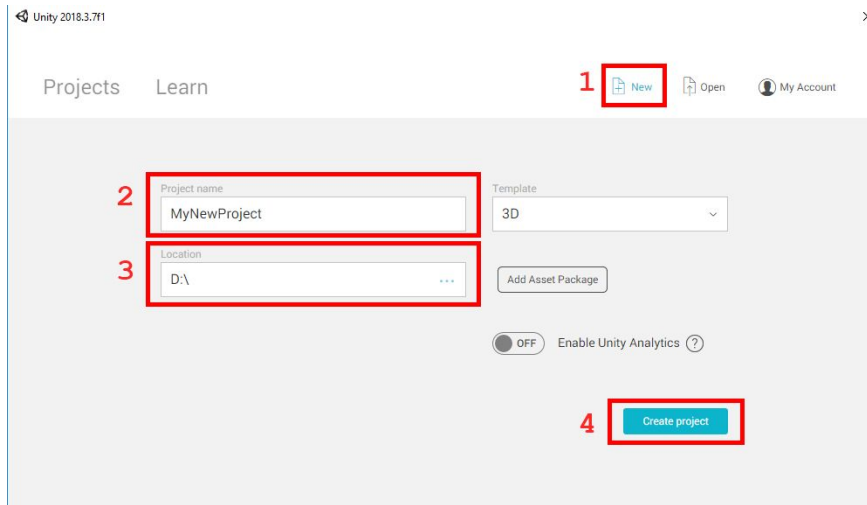
Click "Tools - Project Setup Guide" to open Setup Guide Window



Use Setup Guide Window to find all changeable settings, important files and custom editor windows.

# How to start

1. Download and install latest Unity version - [Download](#)
2. Create new Unity project



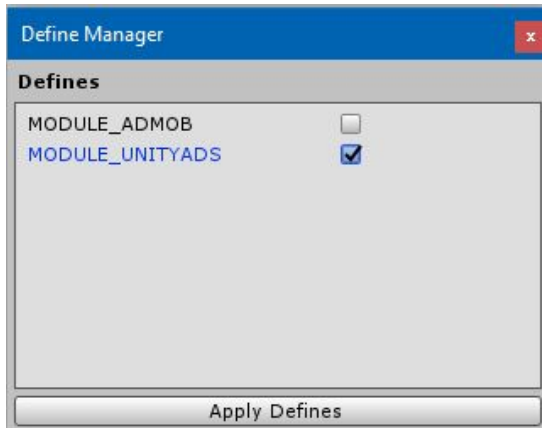
3. Click "Assets - Import Package - Custom Package..." and select project package.
4. Select all assets and press "Import".
5. Add Init and Game scenes (from Scenes folder) to "Scenes In Build".
6. Follow "Advertisement Setup" section to setup AdMob and Unity Ads
7. Build Game :)

# Advertisement Setup

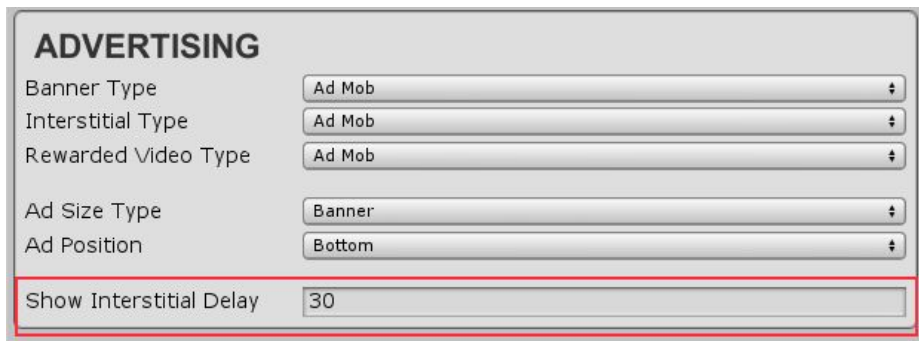
## Unity Ads

Unity Ads quick start guide - [link](#)

1. Follow Unity Ads quick start guide to setup services.
2. Click “Tools - Editor - Define Manager” to open Define Manager window.
3. Enable MODULE\_UNITYADS and press Apply Defines in Define Manager window.



4. Open Advertising tab of Setup Guide. Put data from site in the appropriate fields.
5. If you want to change advertising frequency set it no Advertising tab.



Showing Interstitial Delay - min delay in seconds between interstitial appearances.

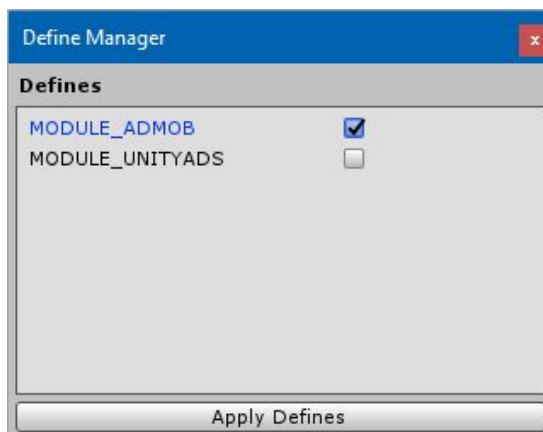
# AdMob Unity

Google Mobile Ads Unity plugin integration guide - [link](#)

1. Download the latest version of Google Mobile Ads Plugin - [download](#)



2. Click “Assets - Import Package - Custom Package” and select downloaded file to import.
3. Click “Tools - Editor - Define Manager” to open Define Manager window.
4. Enable MODULE\_ADMOB and press Apply Defines in Define Manager window.



5. Go to your Google Mobile Ads account - [link](#)
6. Set up an app in AdMob. [Help](#)
7. Add your AdMob [app ID](#) to the AndroidManifest.xml file in the Assets/Plugins/Android/GoogleMobileAdsPlugin directory. You can find your app ID in the AdMob UI. For android:value insert your own AdMob app ID in quotes.

```
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    package="com.google.unity.ads"
    android:versionName="1.0"
    android:versionCode="1">
    <uses-permission android:name="android.permission.WRITE_EXTERNAL_STORAGE" />
    <uses-sdk android:minSdkVersion="14"
        android:targetSdkVersion="19" />
    <application>
        <!-- Your AdMob App ID will look similar to this sample ID:
        ca-app-pub-3940256099942544~3347511713 -->
        <meta-data
            android:name="com.google.android.gms.ads.APPLICATION_ID"
            android:value="YOUR_ADMOB_APP_ID" />
    </application>
</manifest>
```

8. Open Advertising tab of Setup Guide. Put data from site in the appropriate fields.

<b>Application ID</b>	
Android App ID	ca-app-pub-3940256099942544~3347511713
IOS App ID	ca-app-pub-3940256099942544~1458002511
<b>Banner ID</b>	
Android Banner ID	ca-app-pub-3940256099942544/6300978111
IOS Banner ID	ca-app-pub-3940256099942544/2934735716
<b>Interstitial ID</b>	
Android Interstitial ID	ca-app-pub-3940256099942544/1033173712
IOS Interstitial ID	ca-app-pub-3940256099942544/4411468910
<b>Rewarded Video ID</b>	
Android Rewarded Video ID	ca-app-pub-3940256099942544/5224354917
IOS Rewarded Video ID	ca-app-pub-3940256099942544/1712485313

9. If you want to change advertising frequency set it no Advertising tab.

<b>ADVERTISING</b>	
Banner Type	Ad Mob
Interstitial Type	Ad Mob
Rewarded Video Type	Ad Mob
Ad Size Type	Banner
Ad Position	Bottom
Show Interstitial Delay	30

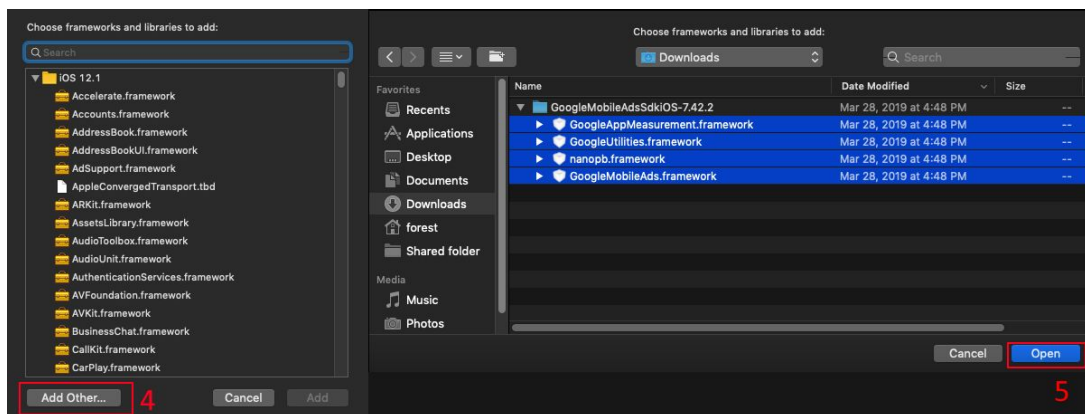
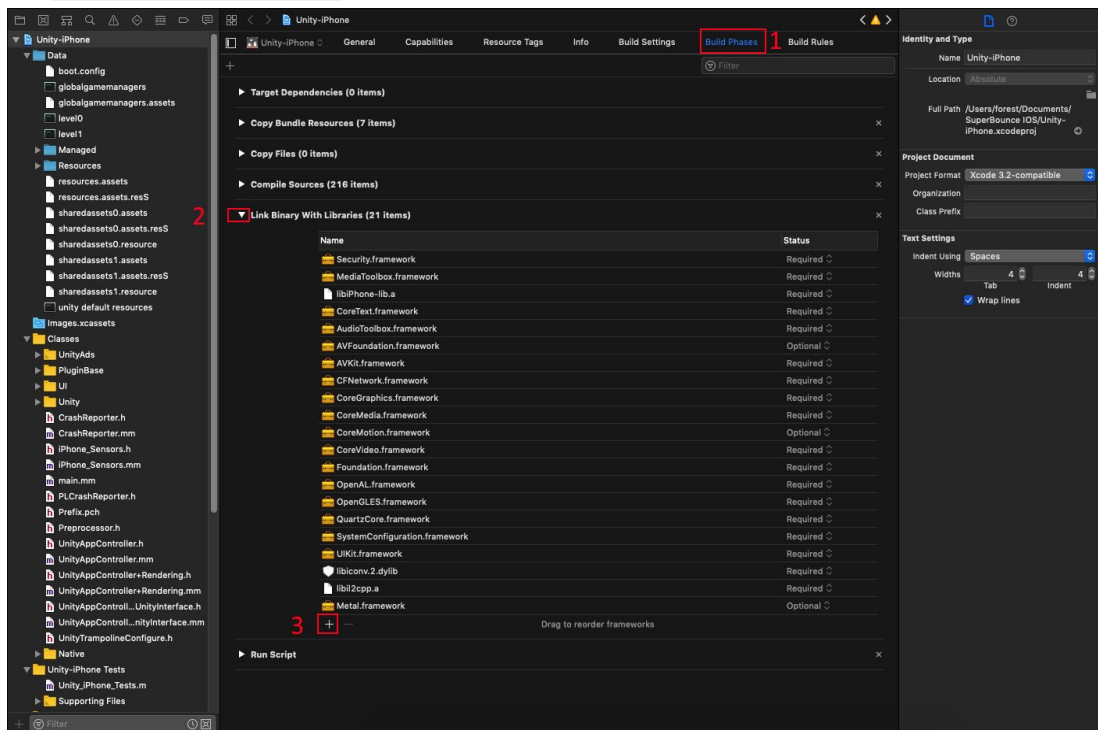
Show Interstitial Delay - min delay in seconds between interstitial appearances.



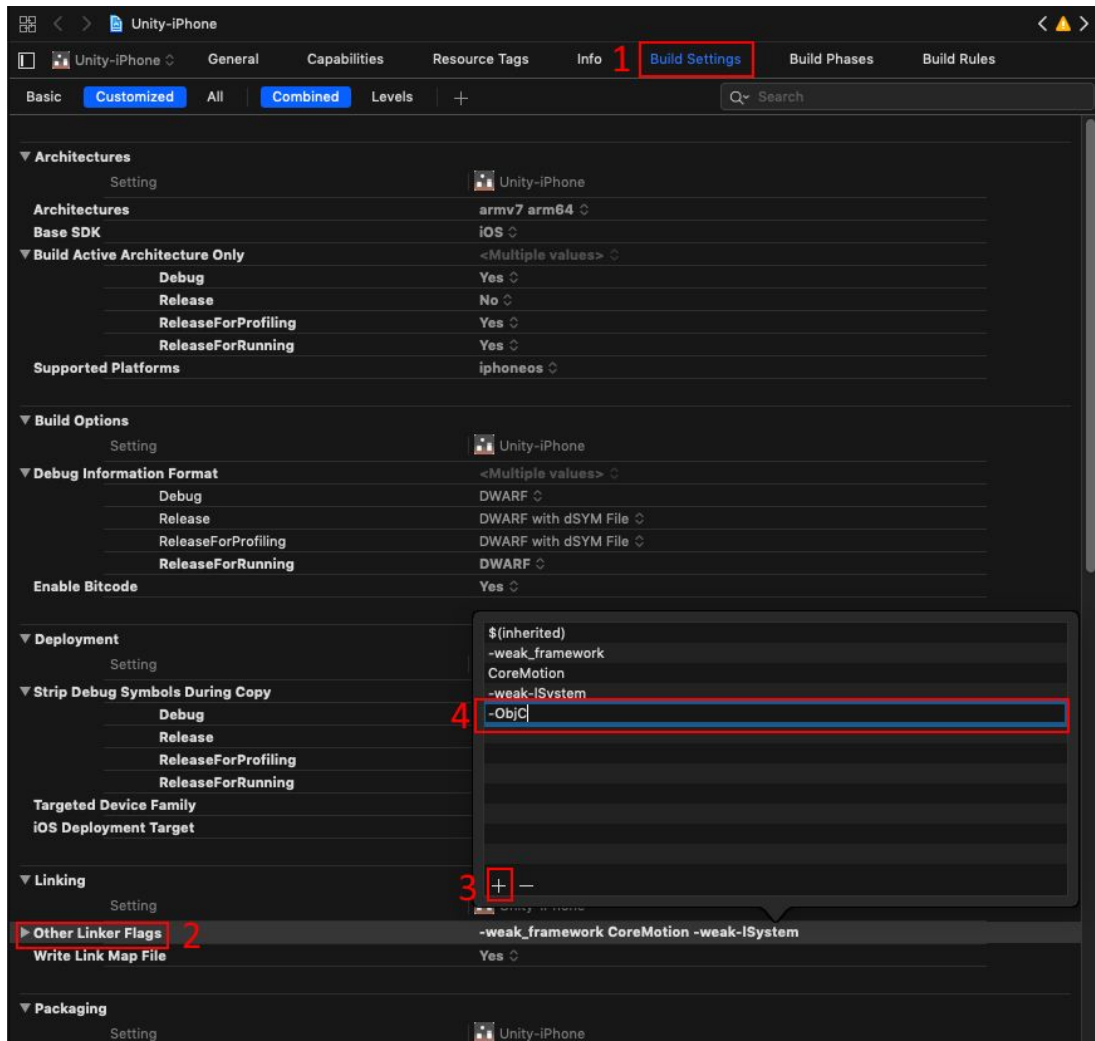
# Xcode

Integrating the Google Mobile Ads SDK guide - [link](#)

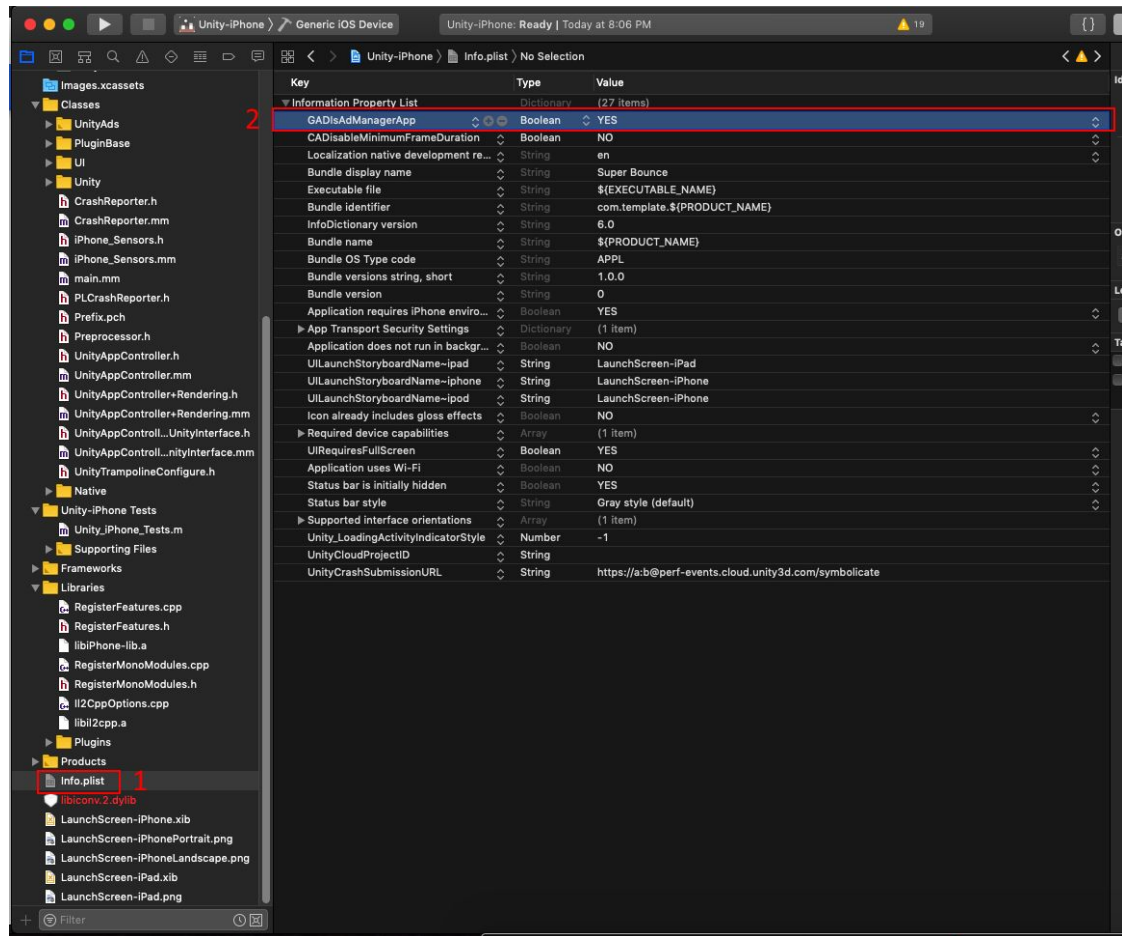
1. Download **Mobile Ads SDK** - [link](#)
2. Unzip and import the following frameworks into your Xcode project:
  - GoogleMobileAds.framework
  - GoogleAppMeasurement.framework
  - GoogleUtilities.framework
  - nanopb.framework



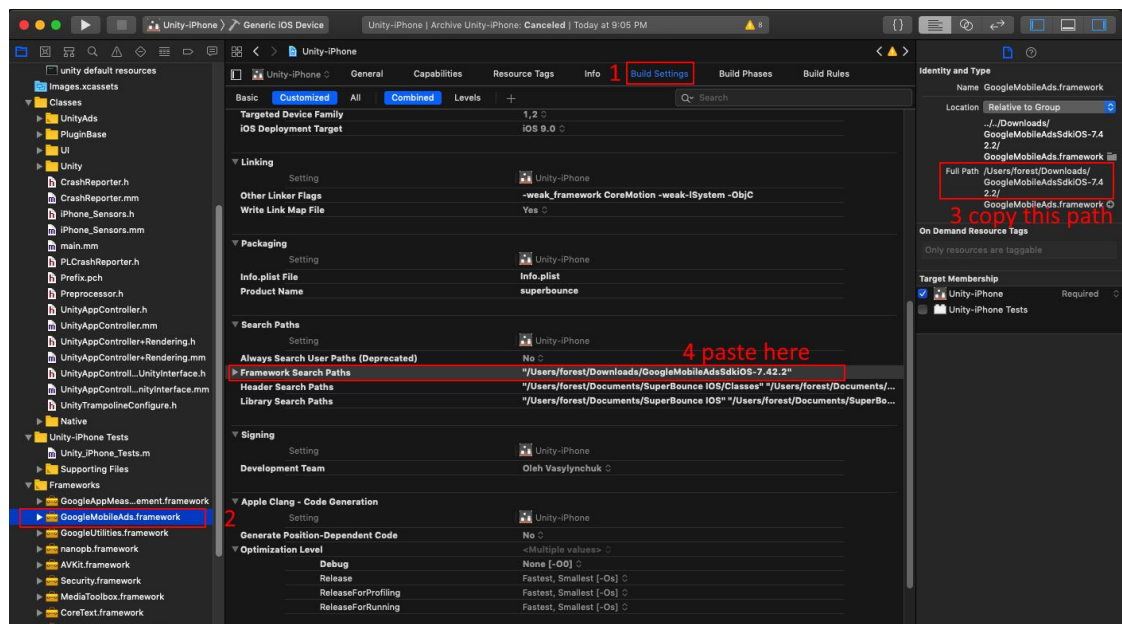
3. Add the -ObjC linker flag to Other Linker Flags in your project's build settings:



#### 4. Update your Info.plist:

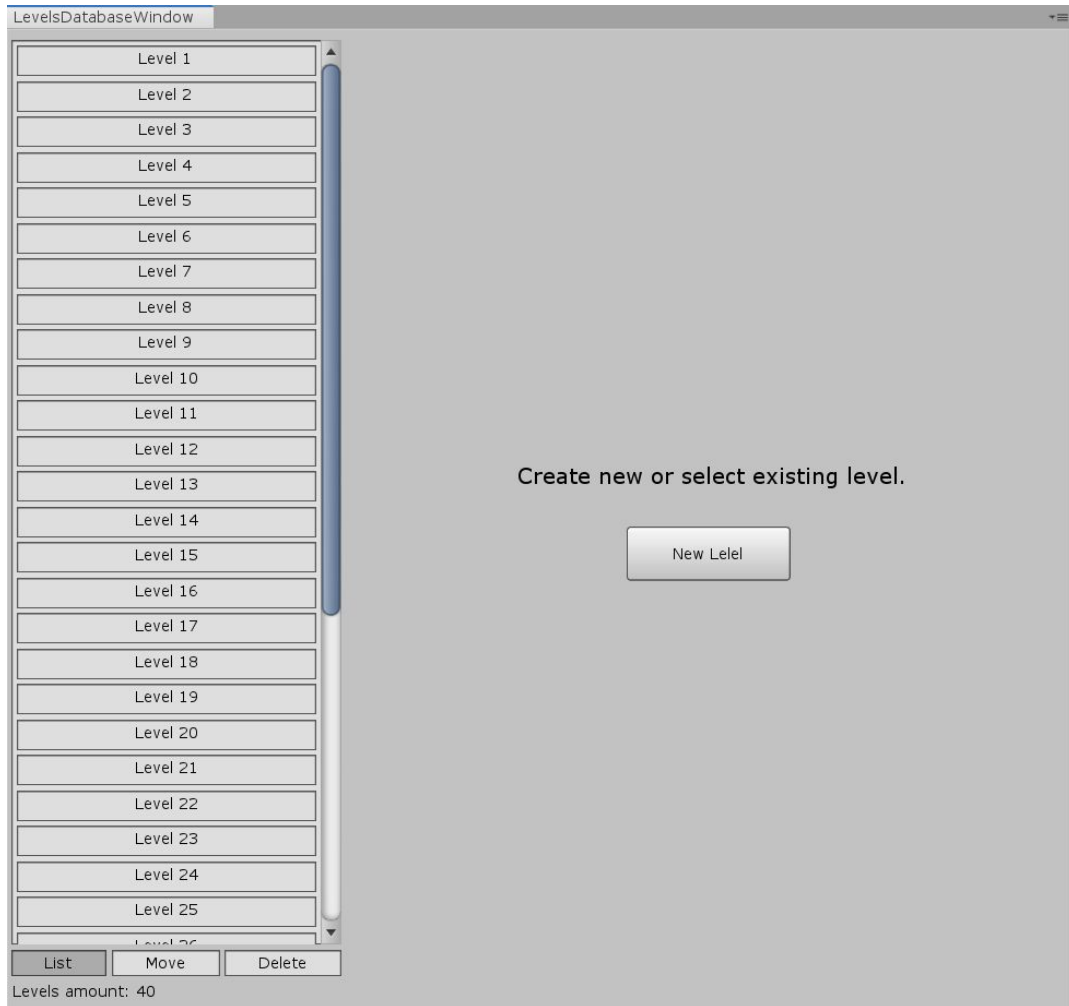


#### 5. Update framework search path:



# How to add new level

1. Open LevelDatabaseWindow: "Tools - Levels Database".




2. At the bottom of levels list you can see 3 buttons:
  - List - activates normal levels view mode
  - Move - activates levels move mode. Use buttons with arrows to move level in list.
  - Delete - activates levels delete mode. Use red "X" buttons to delete levels.

To create new level press New Level button.

3. Newly created level appeared in the bottom of list. Select it to edit.

Level 41 [NOT CORRECT]

 Level should have 1 empty cell (to be able move other). Please add one.

Level:

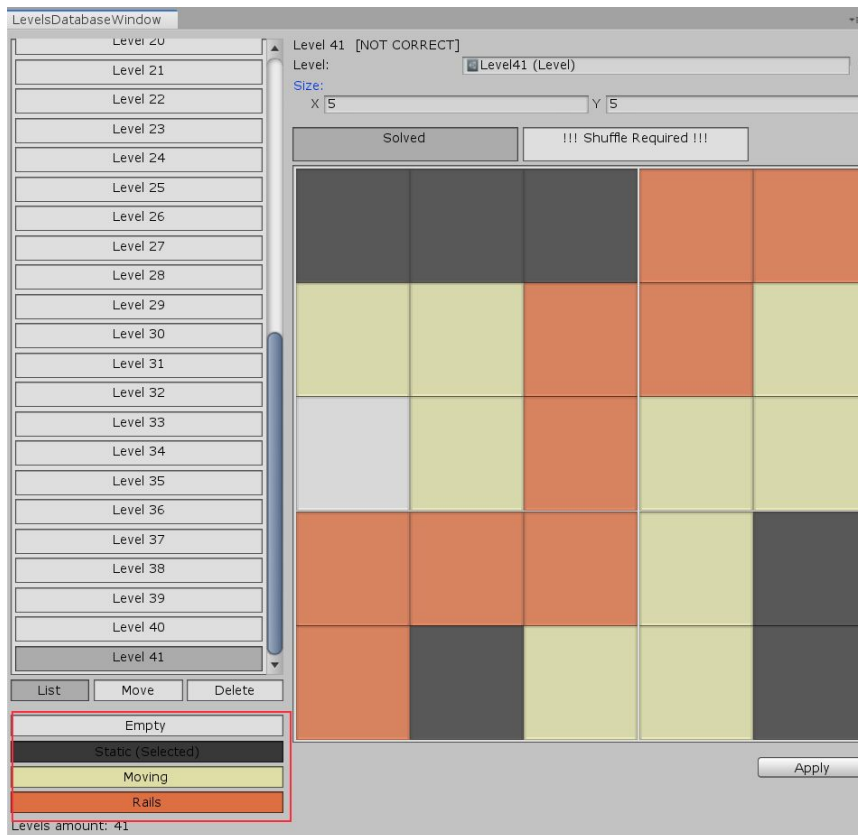
Size:

X  Y

Please, set level size above.

Enter level size on Size field.

4. Draw level on grid using 4 colors appeared in the bottom of the list.



LevelsDatabaseWindow

Level 20  
Level 21  
Level 22  
Level 23  
Level 24  
Level 25  
Level 26  
Level 27  
Level 28  
Level 29  
Level 30  
Level 31  
Level 32  
Level 33  
Level 34  
Level 35  
Level 36  
Level 37  
Level 38  
Level 39  
Level 40  
Level 41

List Move Delete

Empty  
Static (Selected)  
Moving  
Rails

Levels amount: 41

Level 41 [NOT CORRECT]

Level:

Size:

X  Y

Solved !!! Shuffle Required !!!

Apply

- Empty - defines empty cell position on level. Each level should have only one empty cell. Using it player is able to move other cells and solve a puzzle.
- Static - defines unmovable cells on level.
- Moving - defines movable cells.
- Rails - defines cell with rail on top.

Level concept:

Each level should have one path (draw it using Rails color) starting on the grid bottom and finished on grid top. And one empty cell (to be able to move). Other cells could be Empty or Static depend on your level design.

If one of this rules are violated you will see error message on top of the window which will explain what's wrong.

You can also add gold items and mine objects simply right clicking Rail cells and selecting needed from context menu. You can add any amount of gold items to

level, each gold item should be collected to be able pass level. Also you can add 2 mines which will work as teleport.

5. After you draw a completed level press Shuffled (or Shuffle Required) button on top.

Then press Shuffle button which appeared in the right. It will shuffle solved level and display in which state it will be spawned at level beginning. You can press this button until you will be happy with this cells positions.

You can also manually draw shuffled level but please ensure that it's playable and could be completed.

6. Now you can play your level! For comfortable testing there is developer buttons which allow you to move fast between levels. On Game scene find Canvas and activate its child [DevPanel].