Color Link Puzzle Documentation
(v1.0)

Thank you to anyone who bought this package. Please feel free to ask me any question about **Color Link Puzzle**

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

If you have purchased resources, please contact your email address

https://codecanyon.net/user/dotmob

get the unzip password thank you

1. **Overview**
   Color Link Puzzle is ready to publish game templates 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, and start to gain experience in promoting your game and earning money.

2. **Requirement**

- Unity **6000.0.23f1** or higher
  (How to download Unity : https://www.youtube.com/watch?v=hRKcbwUzjuQ)

- The template works best with the version used by our developers (Unity **6000.0.23f1**). 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 projects ?

- Open Unity **6000.0.23f1** , click "Open project" → Choose "**ColorLink_v1.0**" folder → Wait until the import process completes.

- Double click on **Game** in the **Assets/ColorLink/DM_Scenes** folder → click Play button.

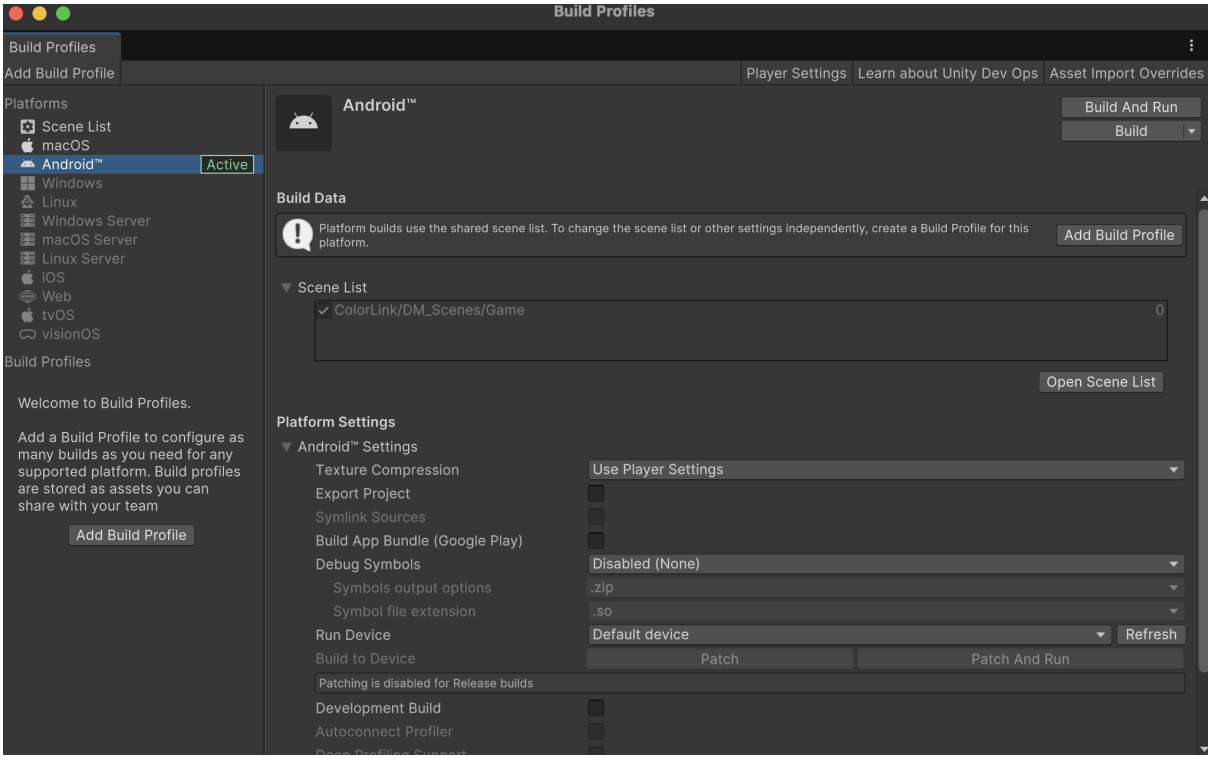
4. How to build for Android (64 bit complaint Google Play)

Refer tutorial :
https://learn.unity.com/tutorial/publishing-for-android#5ecf930aedbc2a002088a2cc

Refer video how to update SDK

https://youtu.be/fP1moOOWhrY

- Click **File/Build Profiles** : Choose Android Platform -> Click Switch Platform and wait until the import process completes.



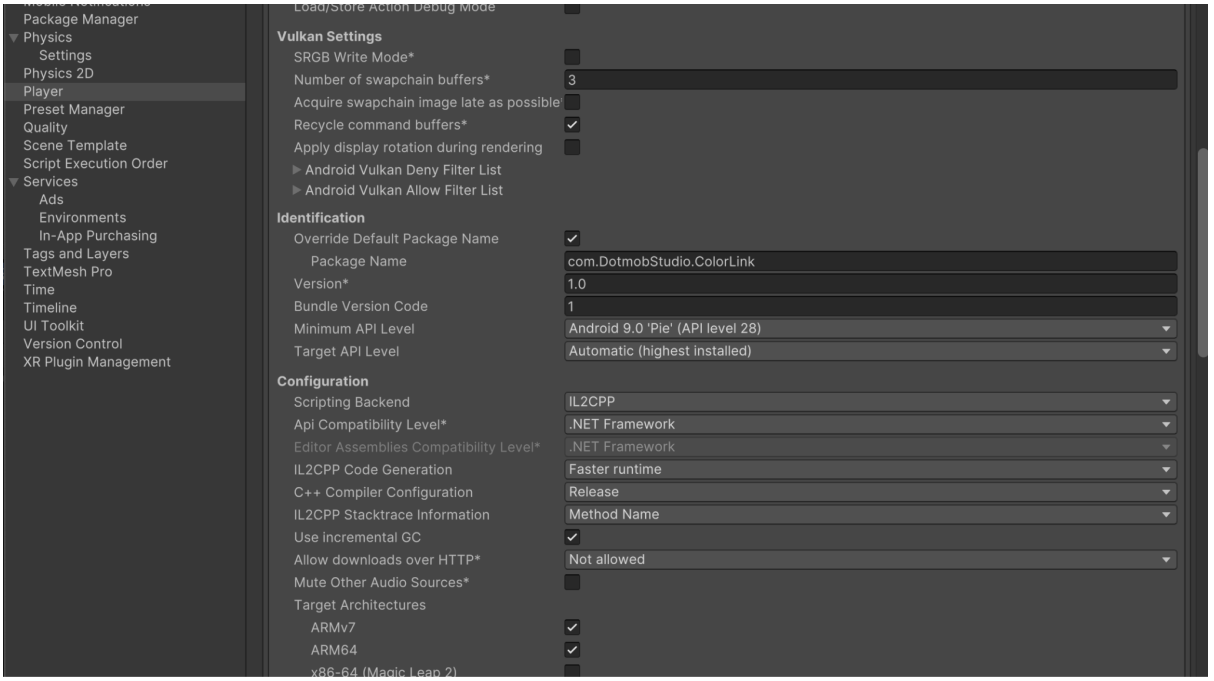
Building for Android sometimes gets errors because of your environment. If you encounter any errors, please make sure that your building environment is set up correctly by creating a new empty project and then building. If it fails to build, then you have to find a way to fix it.

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

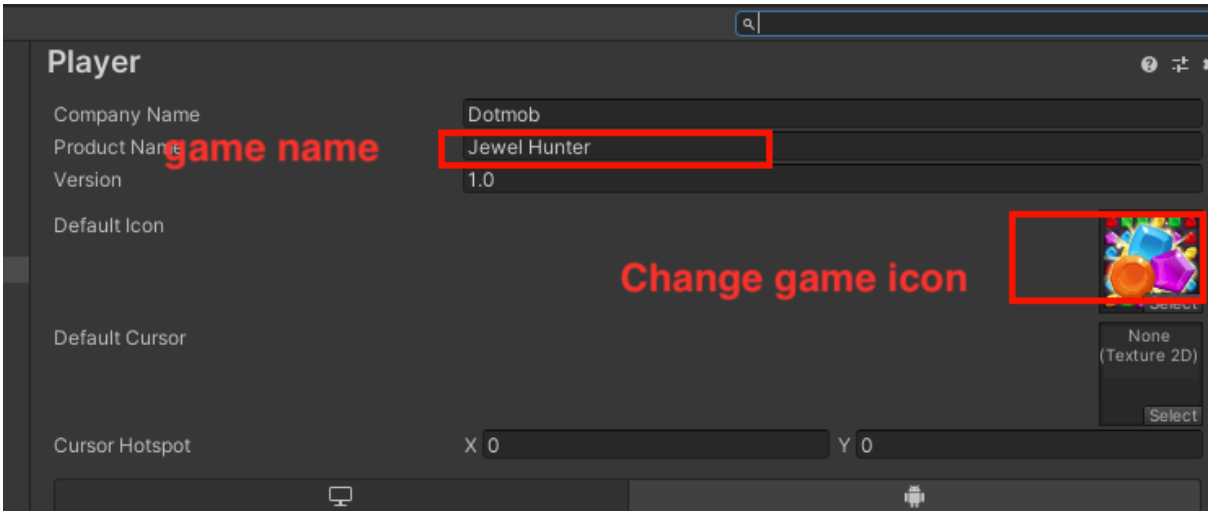
- Use the same Unity version with us (Unity **6000.0.23f1**)
- Feel free to contact us

5. How to change package name

Click menu Edit/ Project Settings . On the Inspector panel, click Other Settings. And edit your Package Name



- Change game name ,icon

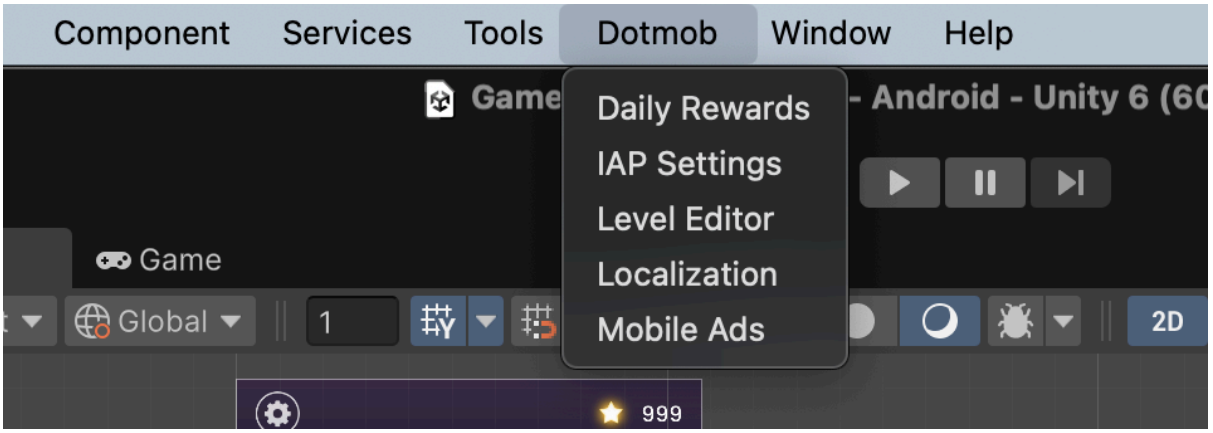


6. How to CONFIG(Admob, In-app purchase)

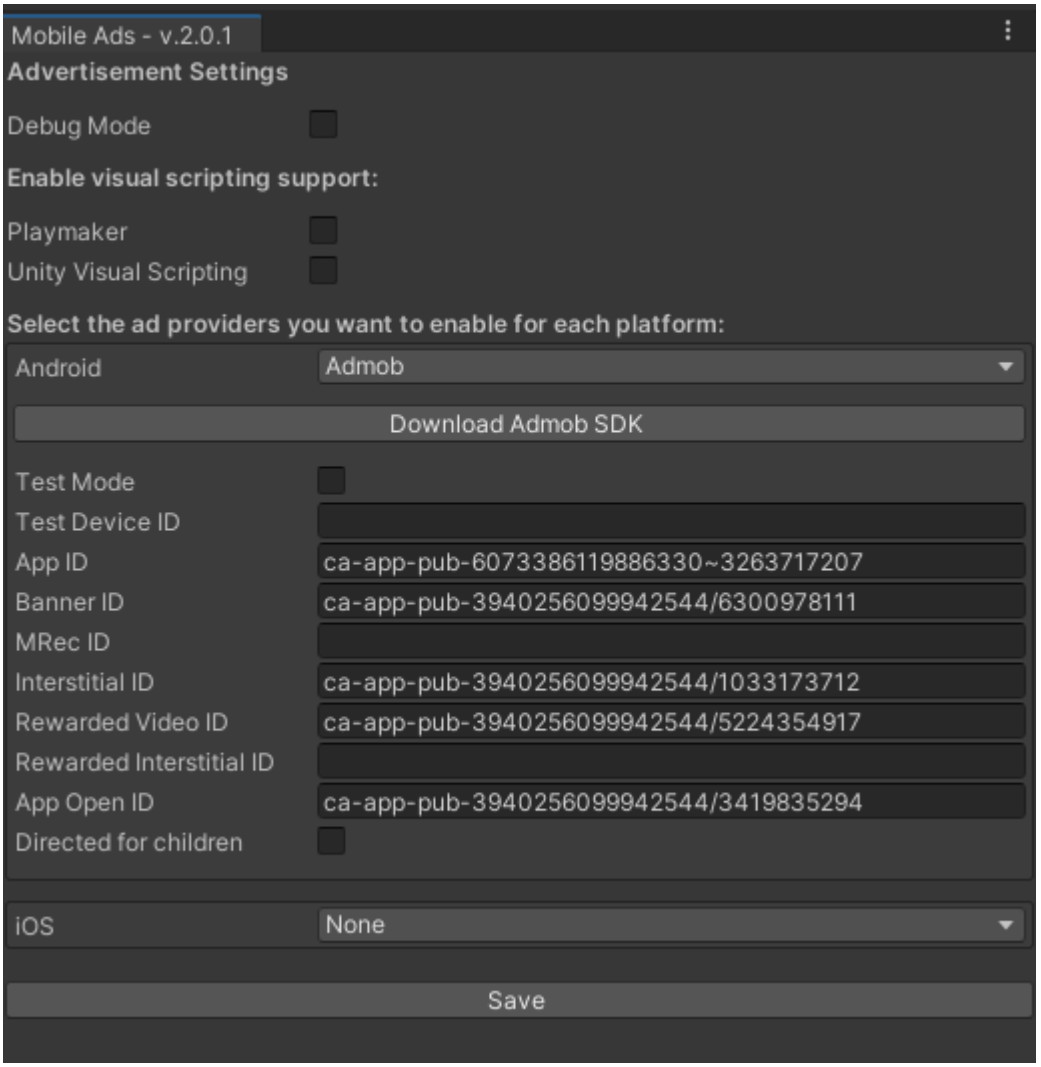
You are required to achieve this before doing anything else. This is where you can:

- Edit game settings (Admob, In-app purchase, Admob…)

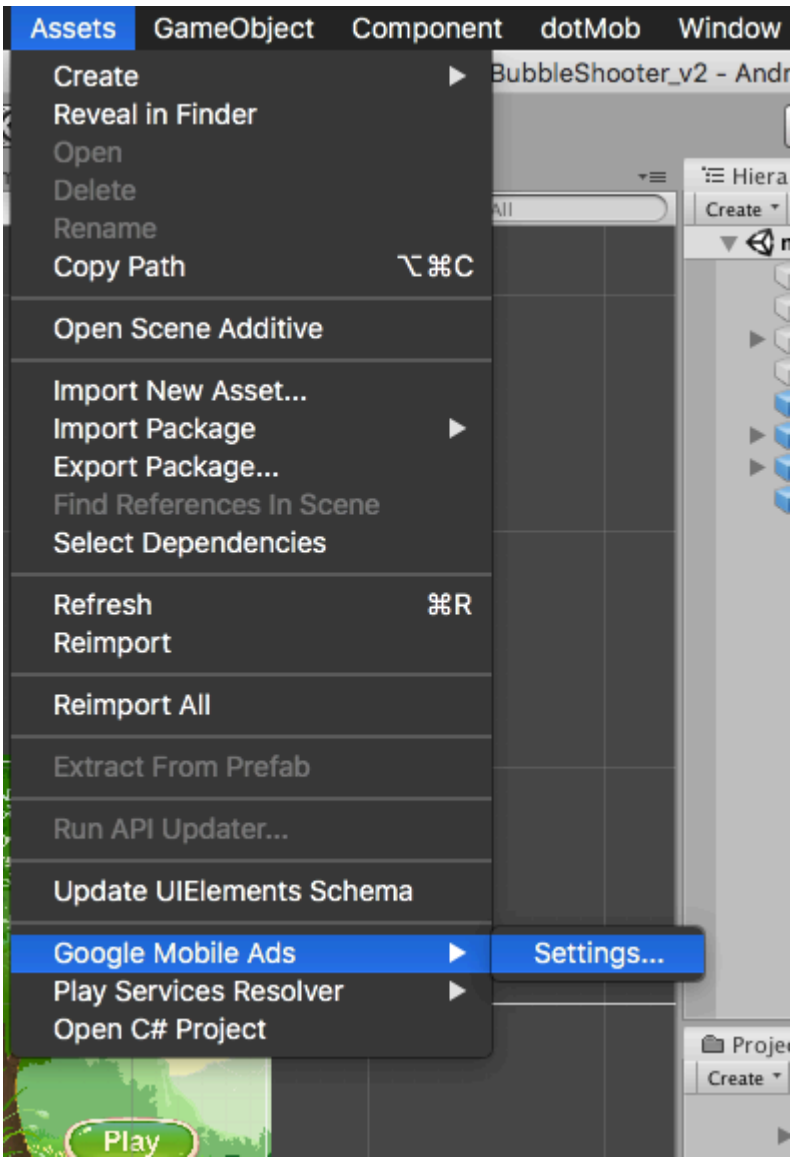
To see the **CONFIG Mobile ads**, please click on the menu **Dotmob/Mobile Ads** → look at the Inspector at the right side

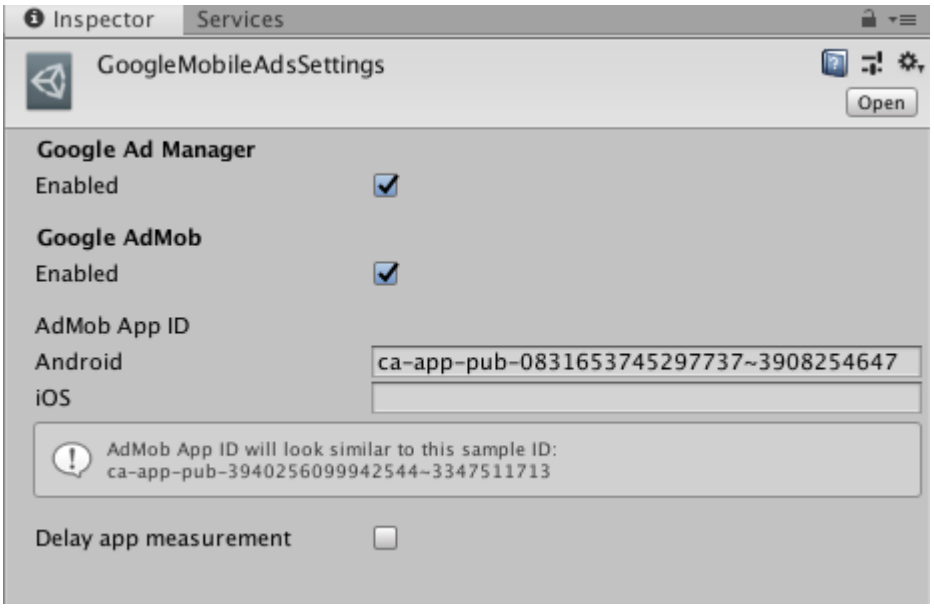


Change your Admob id and click **Save**



- Click Menu Assets/Google Mobile Ads


Assets
GameObject
Component
dotMob
Window
Create
Reveal in Finder
Open
Delete
Rename
Copy Path ⌥⌘C
Open Scene Additive
Import New Asset...
Import Package
Export Package...
Find References In Scene
Select Dependencies
Refresh ⌘R
Reimport
Reimport All
Extract From Prefab
Run API Updater...
Update UIElements Schema
Google Mobile Ads
Settings...
Play Services Resolver
Open C# Project
Play


Inspector
Services
GoogleMobileAdsSettings
Open
Google Ad Manager
Enabled
Google AdMob
Enabled
AdMob App ID
Android
ca-app-pub-083165374529737~3908254647
iOS
AdMob App ID will look similar to this sample ID:
ca-app-pub-3940256099942544~3347511713
Delay app measurement

Note : You can check admob works in 2 ways:
- Use your admob id (authenticated account) and add test devices: https://support.google.com/admob/answer/9691433

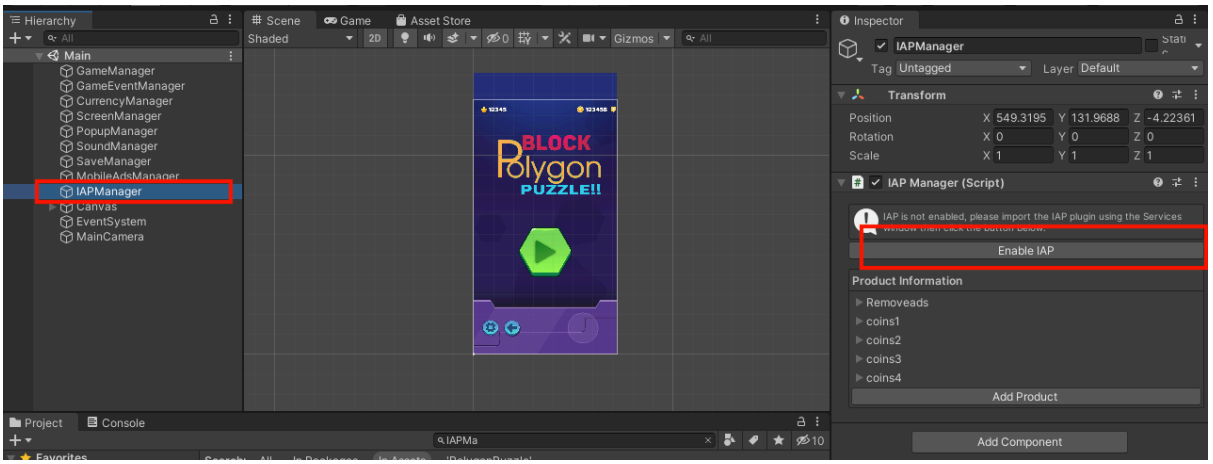
- Use Google's admob test ID: https://developers.google.com/admob/android/test-ads

Alternatively, you can check including the required Google Play dependencies in your Unity project. Ensure the required AAR and JAR files are located in the Assets / Plugins / Android directory. You can perform dependency resolution by selecting Assets -> external dependency manager -> Android Resolver -> Force Resolve in the Unity editor

7. IAP(In-app purchases)

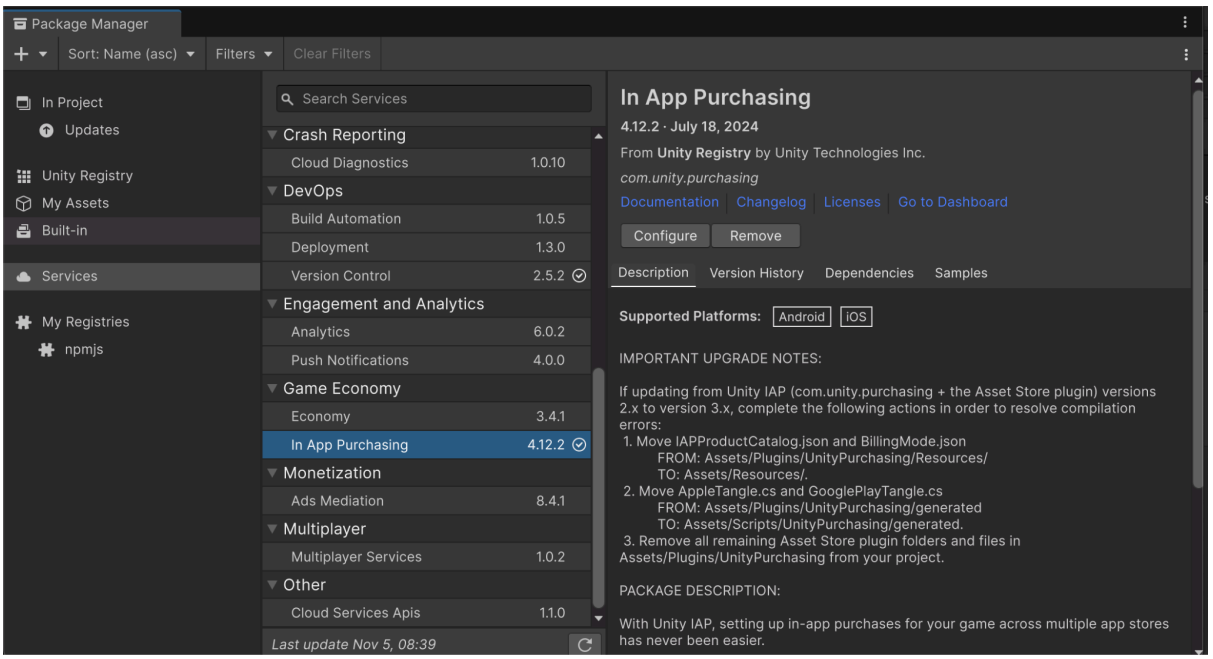
https://youtu.be/_gZMPjSJxhA

IAP is setup using the IAP Settings window which can be opened by clicking the button on the IAPManagers inspector



Enable IAP

To enable IAP first you need to import the Unity plugin from the Services window (Window/Package Manager/Services). Open the
Services window and turn on IAP then click the Update the latest version



Once it has finished importing you can open the IAP Settings window and click the Enable IAP button which will enable the code in the project

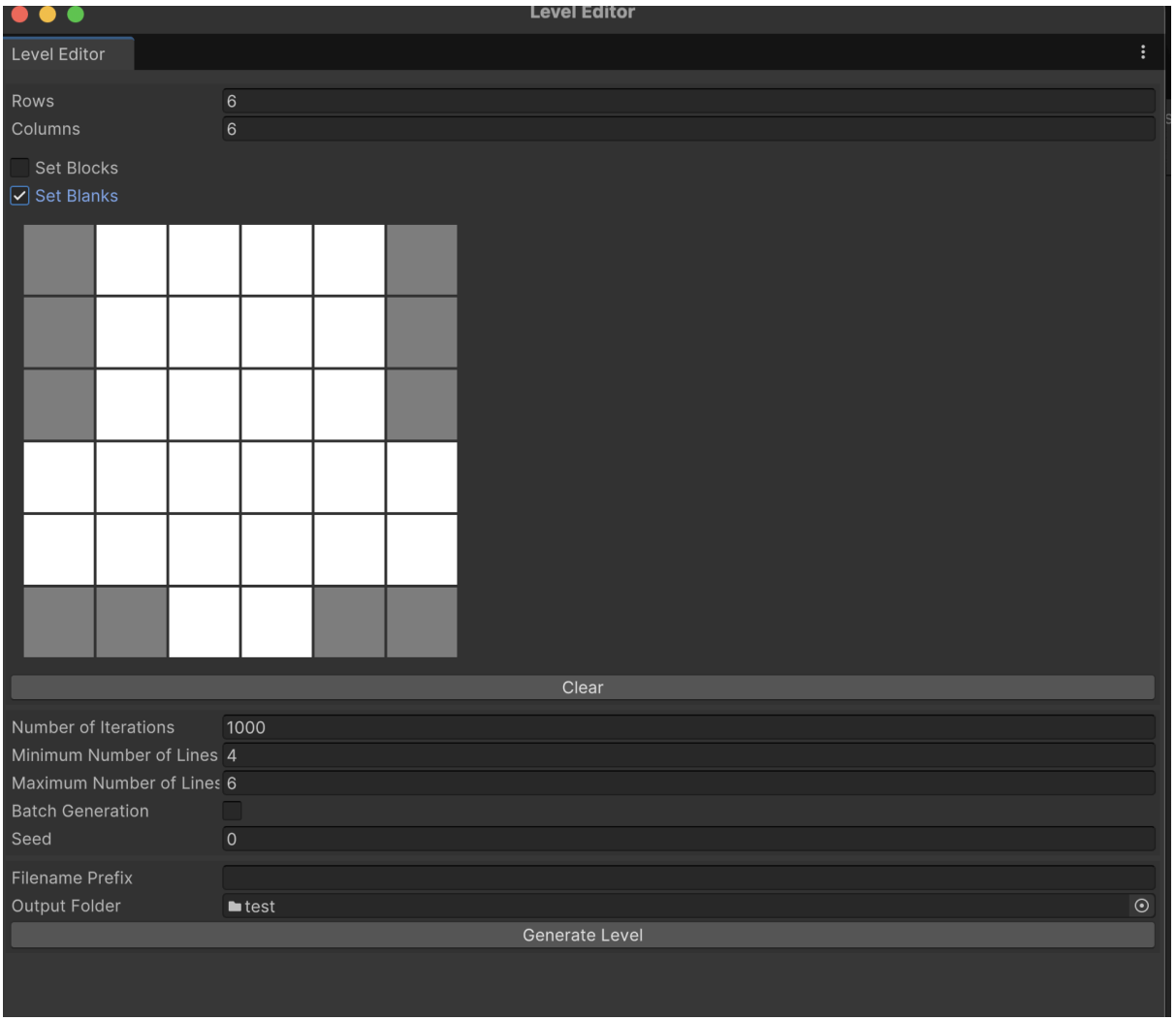
- The price of each product ID will map according to the price you configure on Google Play or AppStore

- When you register in-app products on stores (Google Play, iTunes), make sure that the product ids are identical in both places (the stores and Unity).
- In-app purchase only works in your device (Android, iPhone ..) **after** you publish the game.

8. Level Editor Tool

https://youtu.be/Xj_uRO24ZE4

To open the window, select the menu item **Dotmob/Level Editor**



Rows	The number of rows in the level
Columns	The number of columns in the level.
Set Blocks	If this is selected then clicking a cell on the window will toggle it as a “block” cell. When the game runs, the grid cell will display a grey block and lines will not be able to move into that cell.
Set Blanks	If this is selected then clicking a cell on the window will toggle it as a “blank” cell. When the game runs, the grid cell will be blank and lines will not be able to move into that cell.
Number of Iterations	default set 1000
Minimum Number of Lines	The minimum number of lines that should be in the level.

Maximum Number of Lines	The maximum number of lines that should be in the level.
Batch Generation	Select this if you want to create multiple levels at once.
Seed	default set 0
Number of Levels	If Batch Generation is selected then this field will appear and specifies how many levels you want to create
Filename Prefix	A prefix to append to the level file that is created.
Output Folder	The project folder to place the created level files (Choose from your Project window)

9 How to change YOUR_ONESIGNAL_APP_ID (Notification only for Android)

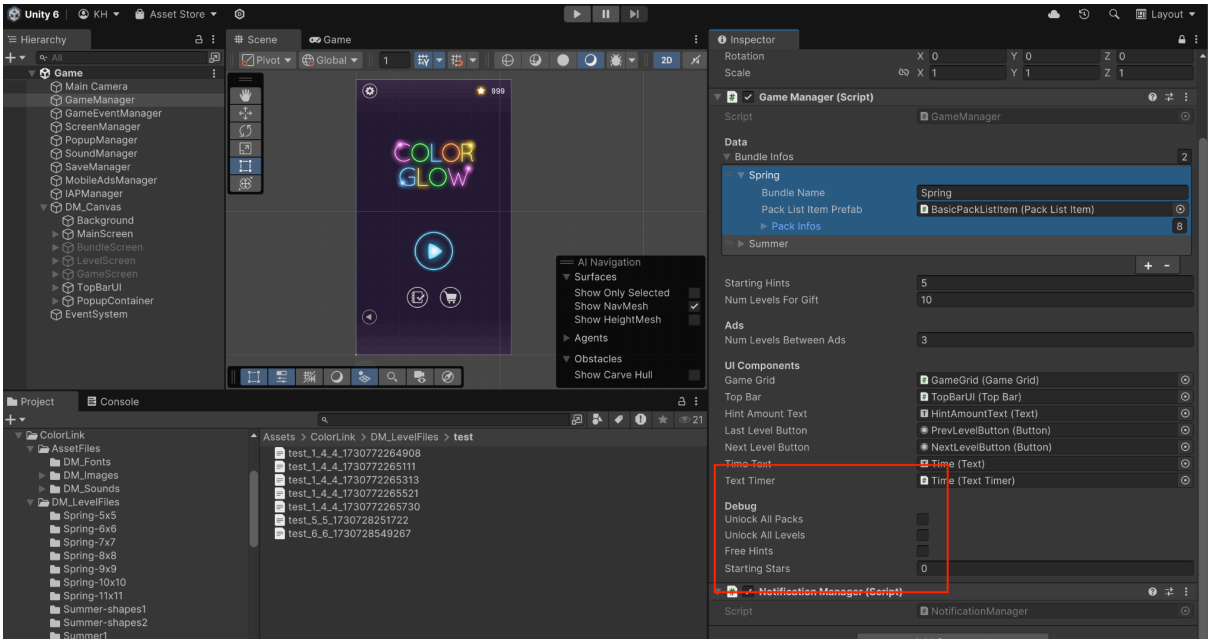
Replace "YOUR_ONESIGNAL_APP_ID" with your OneSignal app id in **NotificationManager.cs**

```
public class NotificationManager : MonoBehaviour
{
    private void Start()
    {
        //Debug.Log("CHAY VAO DAY");
        RequestAuthorization();

        // Replace 'YOUR_ONESIGNAL_APP_ID' with your OneSignal App ID from app.onesignal.com
        OneSignal.Initialize("5cff07b2-03f9-4f8a-98c2-72284f471e3a");
    }
```

How to get OneSignal APP ID
https://documentation.onesignal.com/docs/android-firebase-credentials

9. How to debug disable level Locking

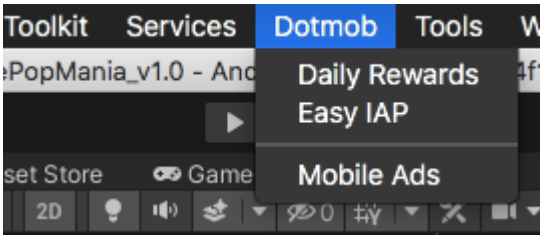


10. How to reskin

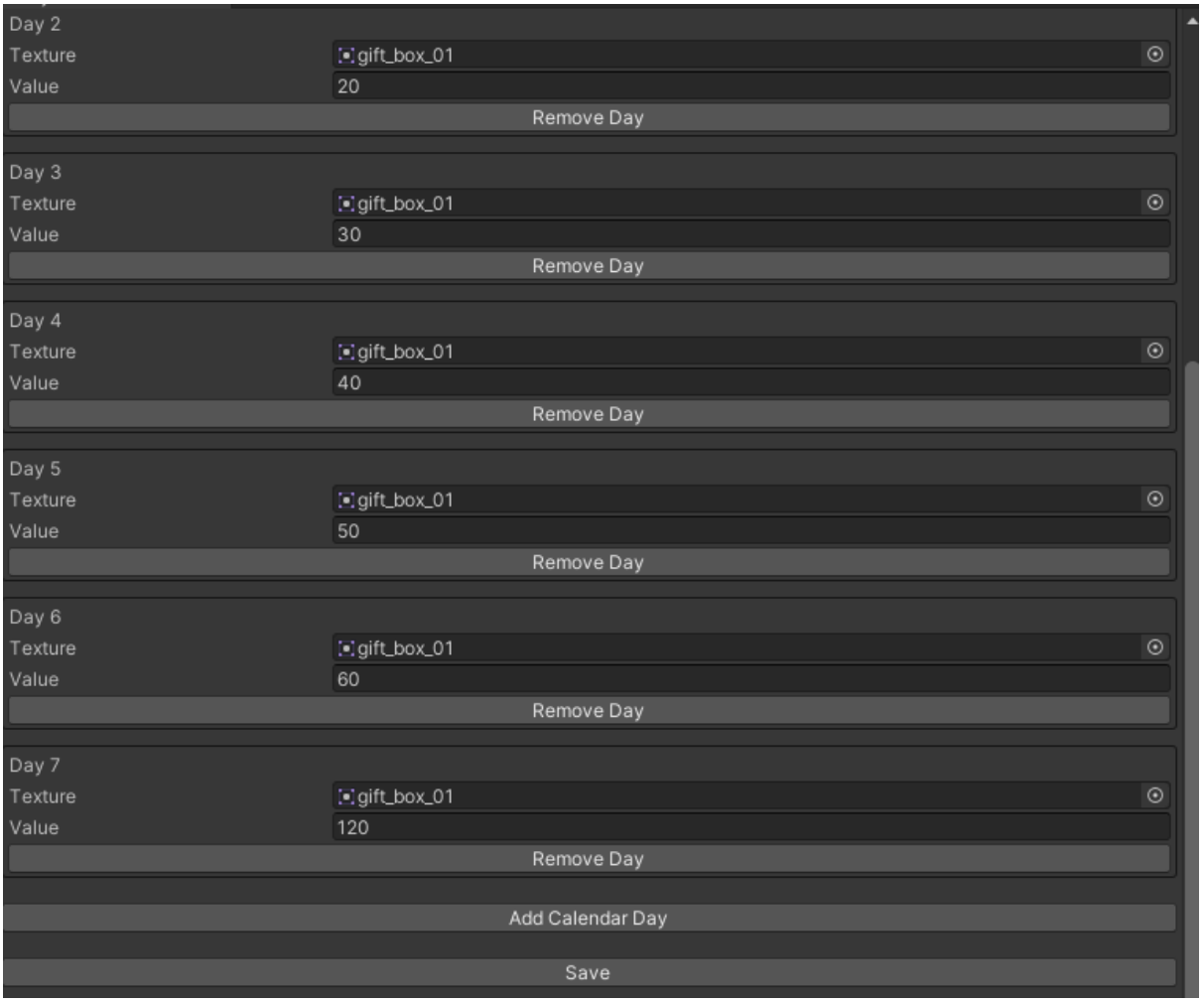
Almost all graphics are located in the folder **ColorLink_v1.0/Assets/ColorLink/AssetFiles/DM_Images**. You need just replace your art in this folders, keep the same name, same size in PNG format

11.How to change Daily Reward value

Click menu Dotmob/Daily Rewards



Change value and click SAVE

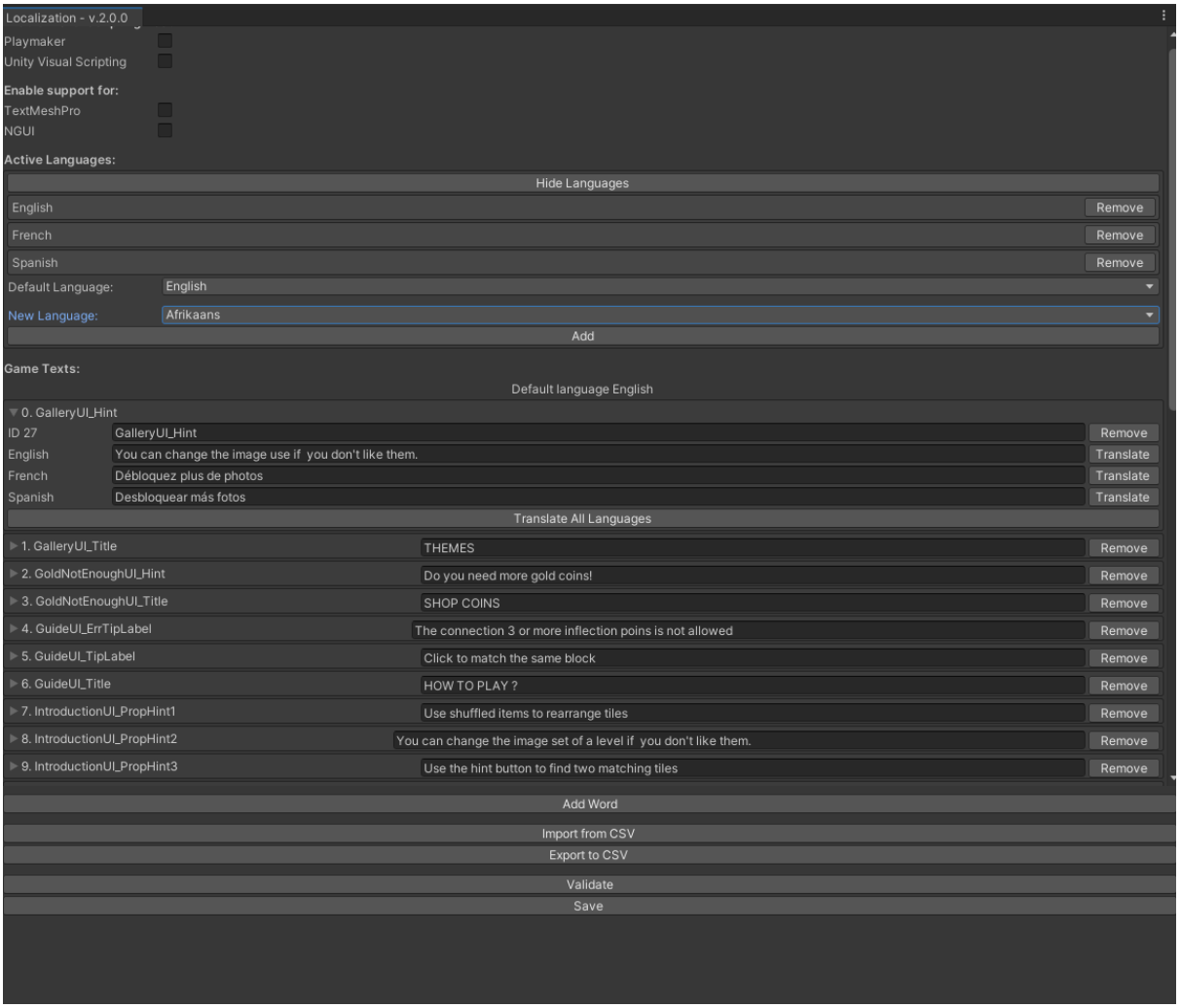


12. How to change UI localization

All UI text is localized, making it easy for you to add or edit text in various languages.

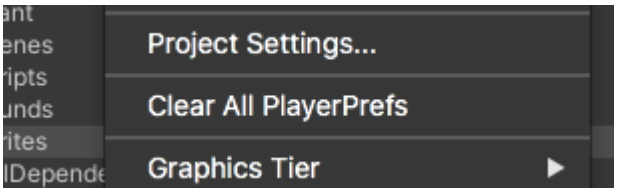
Click Menu : Dotmob/localization

Change your text and click **SAVE**



13. How to Reset Game

Click menu Edit/Clear All PlayerPrefs to reset game



14. Contact us

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

Email: dotmobstudio@gmail.com