

Color Bump Documentation

(v1.0)

1. Overview

Color Balls Bump is the newest addictive balls game in 3D that will keep you hooked for hours and Best Relaxing Game 3D Balls!

Just drag your finger around to move the balls. Avoid color enemies of different shape and bump white bricks and balls to push through the levels. Very easy to play, too hard to master. Remember - do not touch other Colors

This game helps you reduce time to build a similar game. We are working hard to make more levels and update them in the next versions.

2. Requirement

- Unity 2018.2.4 or above.
- The template works best with the version used by our developers (Unity 2018.2.4). 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. Features

Game:

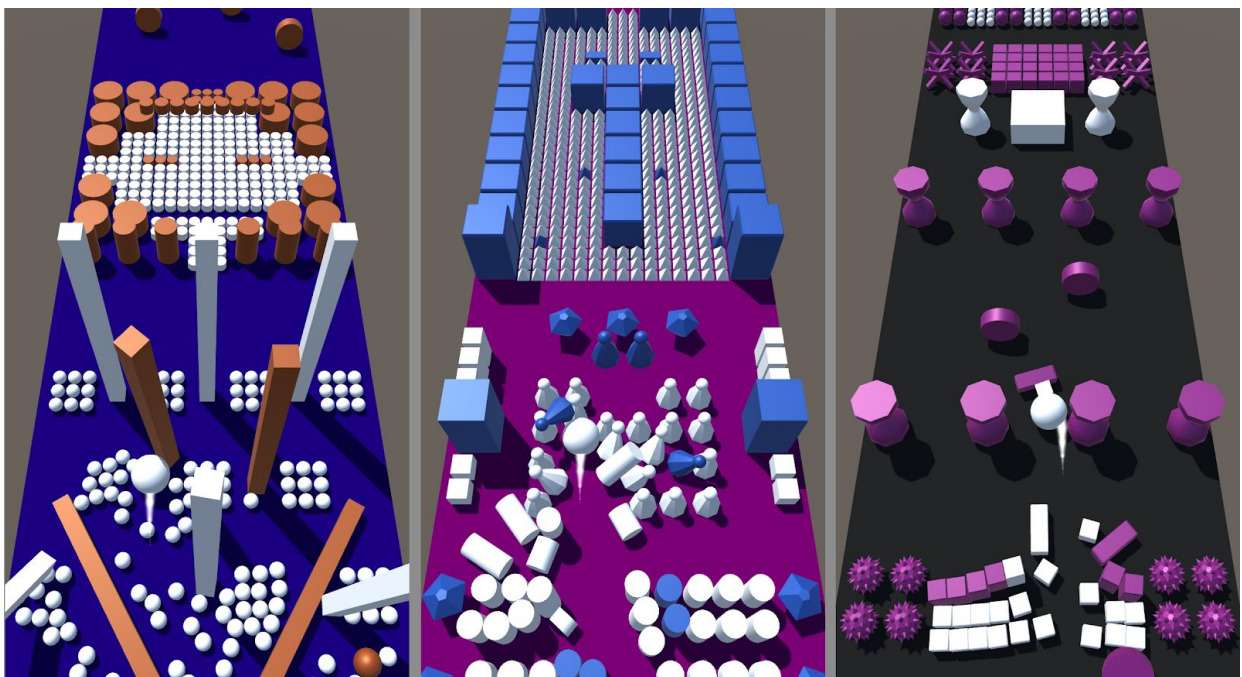
- 30 well-designed levels.
- Source code is clean and professional.
- Easy to build on multiple platforms.

Plugin:

- Admob integrated (banner, interstitial).
- Easy to make more levels.
- Fantastic bouncy and relaxed background musics.
- Run smoothly on mobile devices.

4. Import project and Play

- Open Unity 2018.2.4 or higher, click "Open project" → Choose "ColorBump_v1.0" folder → Wait until the import process complete.
- Double click on FirstScene scene in Assets/_Scenes folder → click Play button.

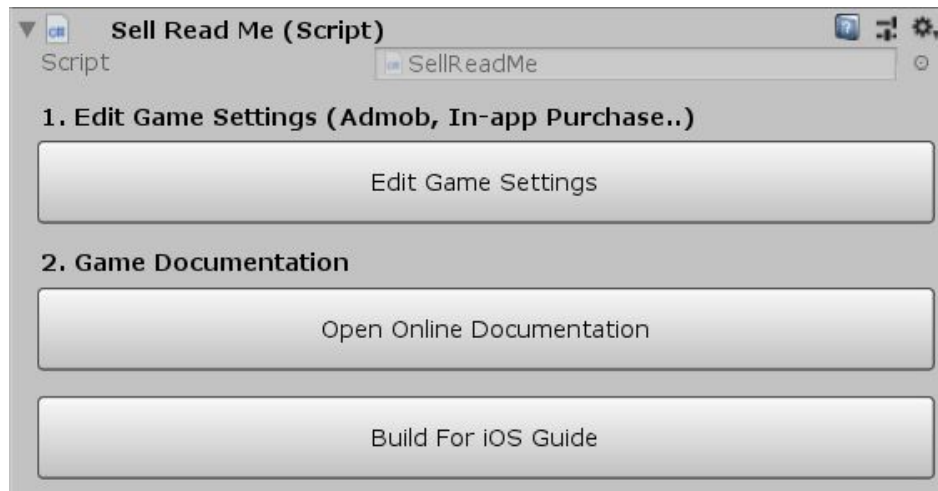


5. Read me (IMPORTANT)

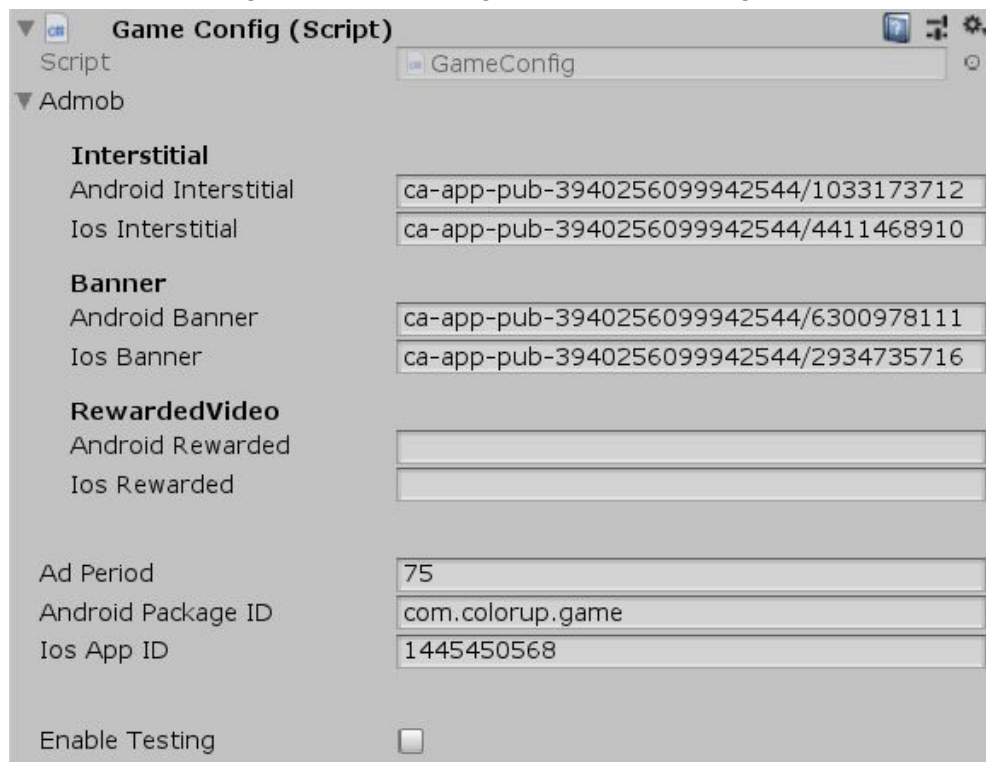
You are required to achieve this before doing anything else. This is where you can:

- Edit game settings (Admob, In-app purchase, ...)
- Open online documentation (useful to get the latest information such as bug fixes, ..)
- See our other fantastic templates.

To see the README, please double click on Home scene in Assets/_Scenes folder → Select Read_MEEEE object in Hierarchy tab → look at the Inspector at the right side.



Click on “Edit Game Settings” button to change Admob id, package name id, in-app id ...



6. How to add more levels.

<https://www.youtube.com/watch?v=tcawbPKA4Us>

Remember to adjust the value TOTAL_LEVEL in Const.cs file.

7. How to show the level selector in devices?

Open Edit Game Settings → Check the toggle “Enable Testing”.

8. How to build for iOS.

<https://www.youtube.com/watch?v=15aWg2dAHf8>

Google Mobile Ads SDK for iOS:

<https://developers.google.com/admob/ios/download>

Above is video guide for “Plumber” game, but it applies to all our games. If you encounter any problems related to building game, please contact us.

Notes:

- In Xcode, please go to tab Build Phases and expand “Link binary with libraries” and remove the file **-IPods-Unity-iPhone.a** if it exists.
- If you get the error “**Module GoogleMobileAds not found**”, please follow this guide to fix it: <https://youtu.be/b573NVs0X0>
- If your iOS device doesn't show Rewarded Video ad, please make sure that **Limit Ad Tracking** is turned off (in Settings → Privacy → Advertising in your iOS device)

9. How to build for Android

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

- Use the same Unity version with us (Unity 2018.2.4)
- Feel free to contact us

10. Why does Admob ads not show when I use my own ad ids?

If your game is not published, this might happen. Admob check your package name and if it is not live in the store, your ads will not show.

So here are 3 ways to see the rewarded video work:

- Publish your game, or
- Temporarily change your package name to a certain live package name (for example: com.king.candycrushsaga). It will work for sure.
- Enable test device and insert your device id in the function CreateAdRequest in AdmobController.cs script (this is complicated, check out this link: https://developers.google.com/admob/android/test-ads#enable_test_devices)

Note: Sometime you need to wait a few hours or a few days after publishing to see Admob ads work. (We don't know why Admob does this)

11. Contact us

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

Email: moana.gamestudio@gmail.com