

# Global Mobile Game Community

## PLUG



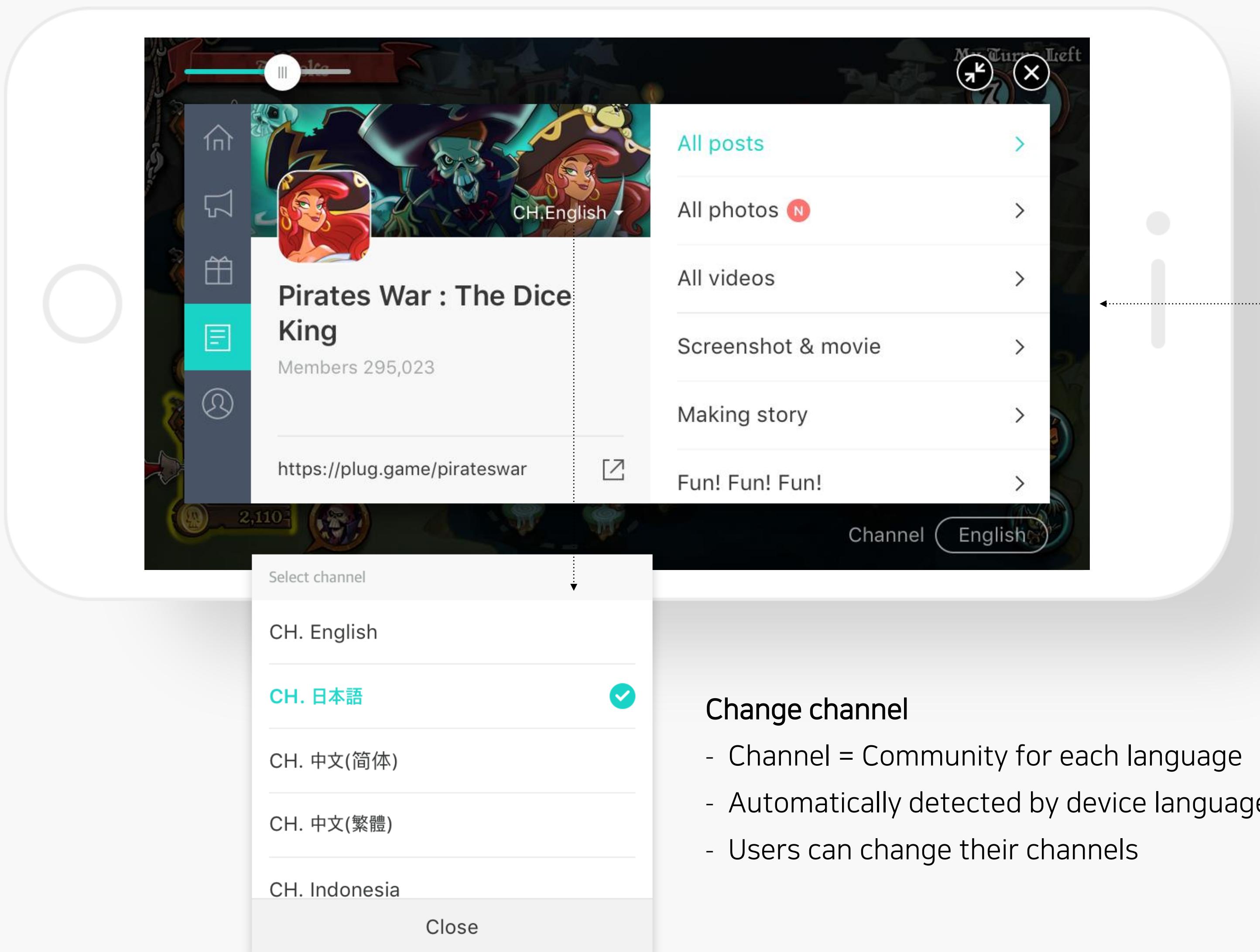
PLUG team.

# Summary

# Global community service for mobile games

Name	PLUG
Language	Supports 16 languages including English, Japanese, Chinese, Thai, Russian, etc.
Service Form	Provides in-game native community Provides a responsive webpage corresponding to mobile, table, and PC site: plug.game
Login	Offers email account login as well as social logins integrated with Facebook, Google, LINE, Twitter, Weibo, and NAVER
Channel	Vitalizes communities by supporting 16 languages (channels) (Allows "developers" to create and operate communities by channel and allows "users" to join communities in each channel)
Global One Build Support	

## 01 Service Screen – In-App



### Global (except Korean)

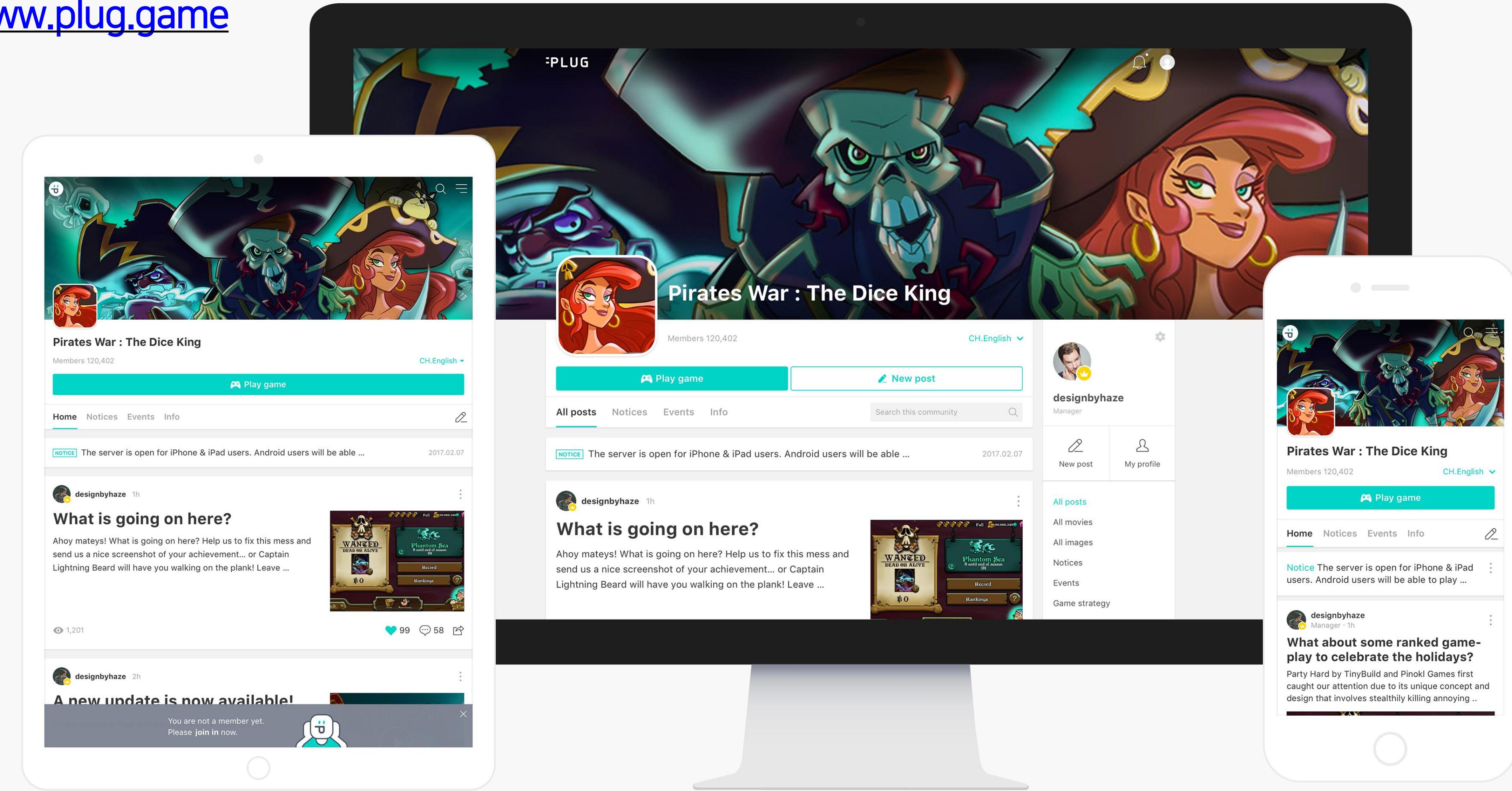
- English
- Japanese
- Simplified Chinese
- Traditional Chinese
- German
- Vietnam
- Spanish (Europe)
- Spanish (Mexico)
- Italian
- Indonesian
- Turkish
- Thai
- Portugal (Europe)
- Portugal (Brazil)

### Change channel

- Channel = Community for each language
- Automatically detected by device language
- Users can change their channels

## 01 Service Screen\_Web

<https://www.plug.game>



Tablet

Desktop

Phone

80

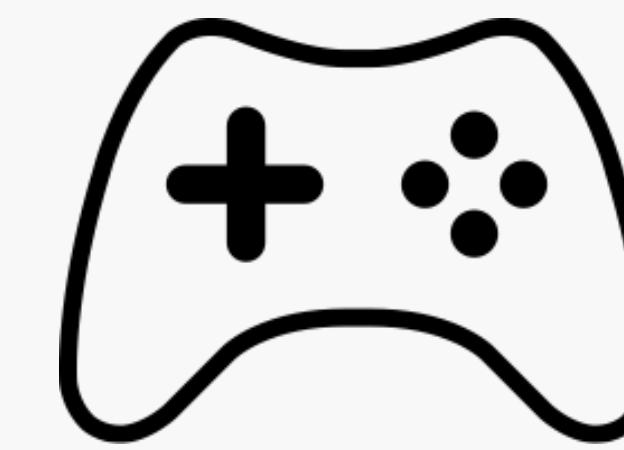
**Number of applied games**

Arena Masters by NEXON, Gunship Battle by JoyCity, Sword & Magic TH by LINE, Arami Puzzventure by Ncsoft, Club Audition by HanbitSoft, Goddess Kiss by FLERO GAMES, King's Raid by Vespa, Endless Frontier by ekkorr, etc.

140

**Number of alliance games**

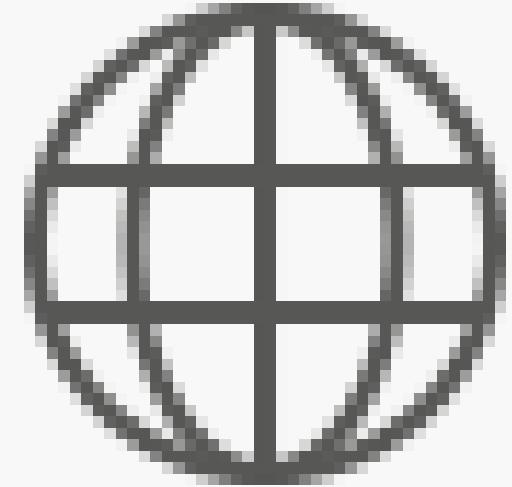
Mobile game waiting to open after affiliation  
60 or more (to be opened within the year)



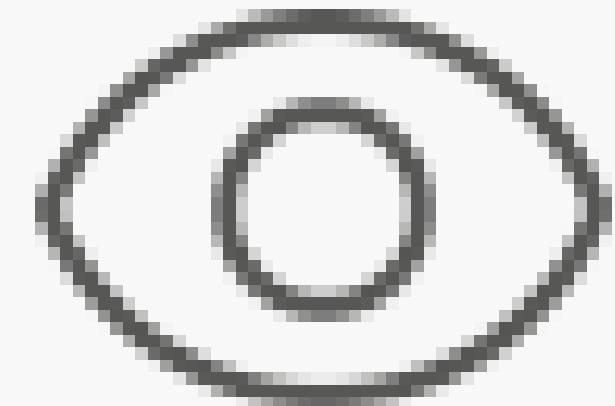
**Major development companies**

JAPAN : Square enix, LINE  
China : Longcheng, galasports(<http://www.galasports.net/>)  
KOREA : Com2US, Gamevil, NEXON, ncsoft, 4:33, Neowiz, JoyCity, Pearl Abyss, NHN Entertainment, YD Online, FLERO GAMES, LoadComplete,, HanbitSoft, etc.

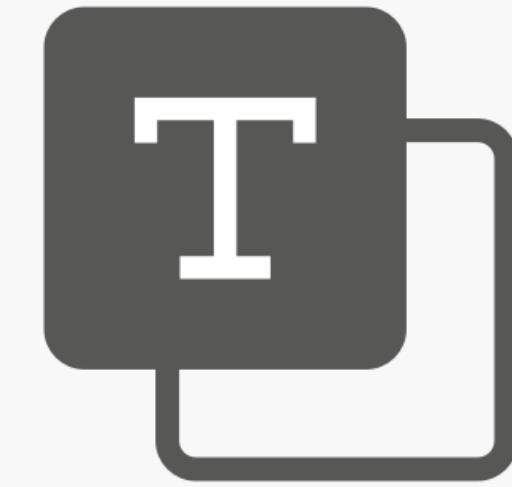
## 01 Service Summary - Characteristics



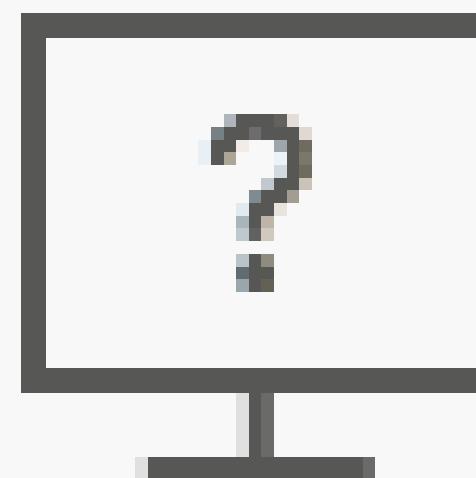
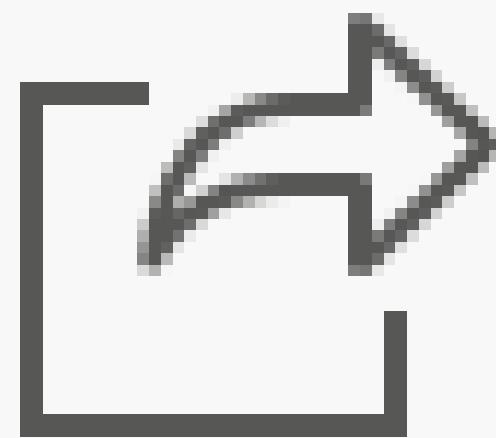
No difference in network speed among countries by enabling the global CDN and POP settings in local servers abroad



Real-time monitoring system for clean community (to be provided)  
(e.g. reporting and deleting obscene images)



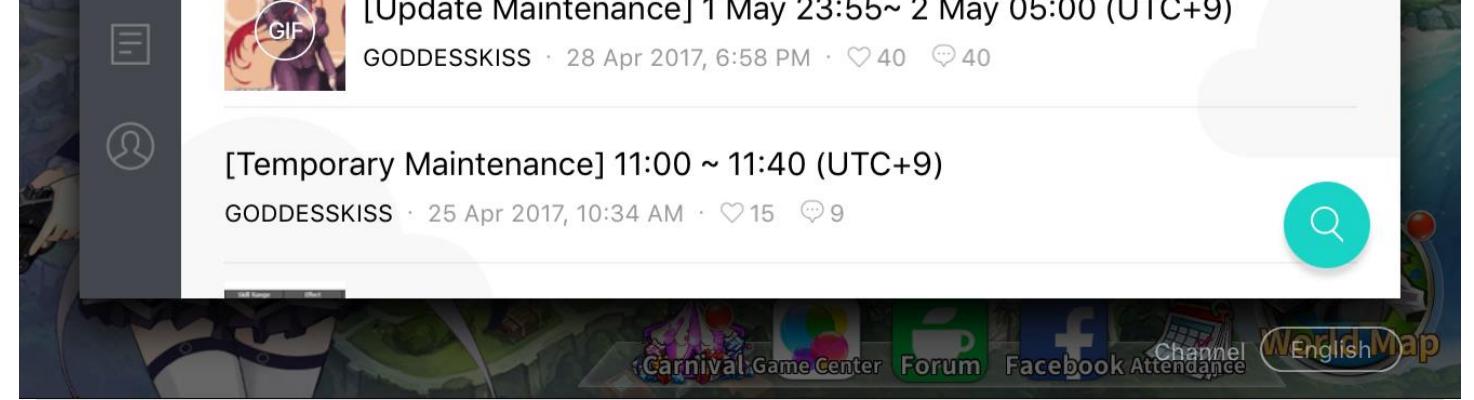
Automatic translation of posts and comments (12 languages)  
English, Japanese, Simplified/Traditional Chinese, Thai, Spanish, Portuguese, Russian, German, Vietnamese, Indonesian, and Hindi



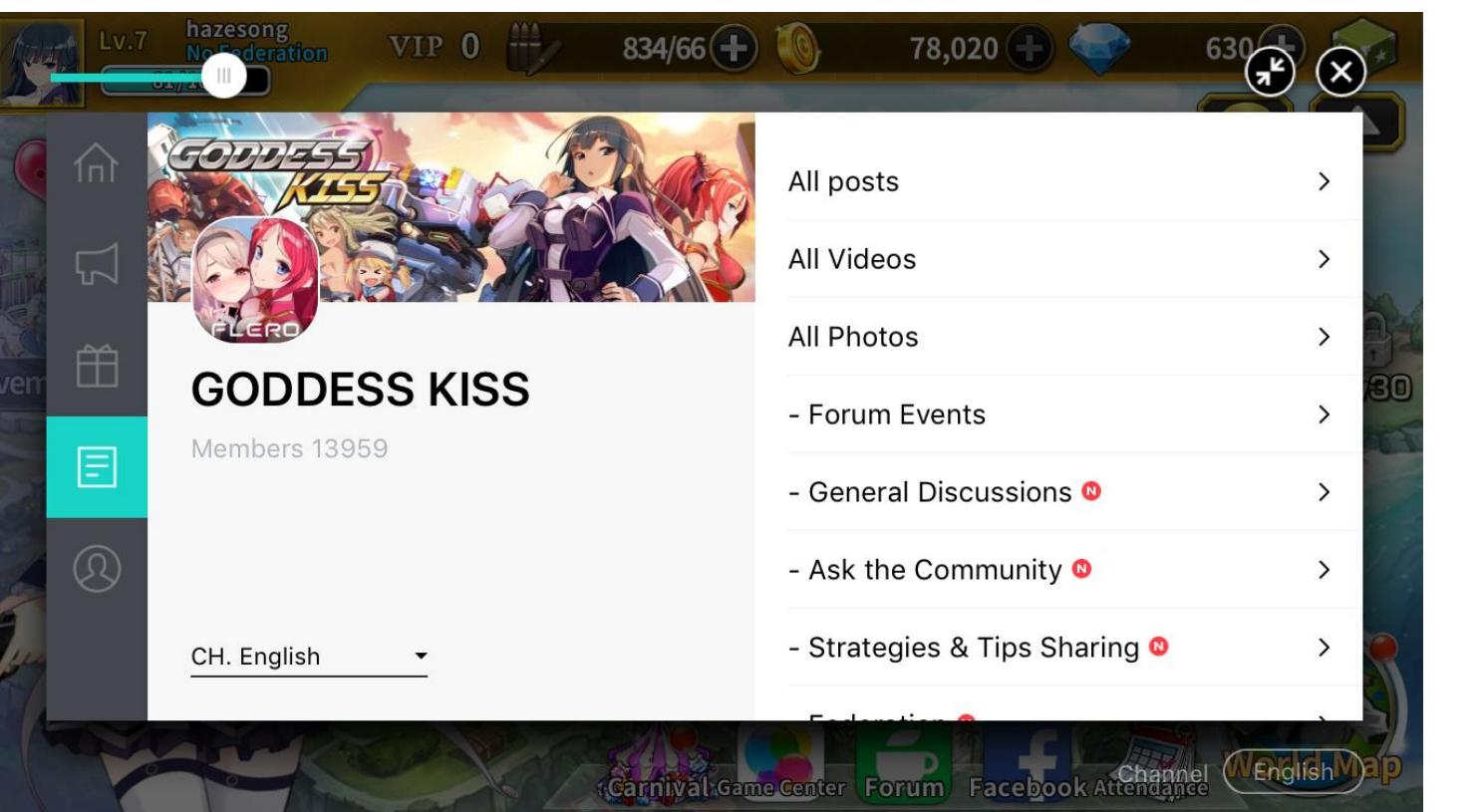
Sharing activities with your gamer friends via social media such as Facebook, Twitter, etc.

Game scheduling, LIVE Streaming, and chats (expected in second half of 2017)

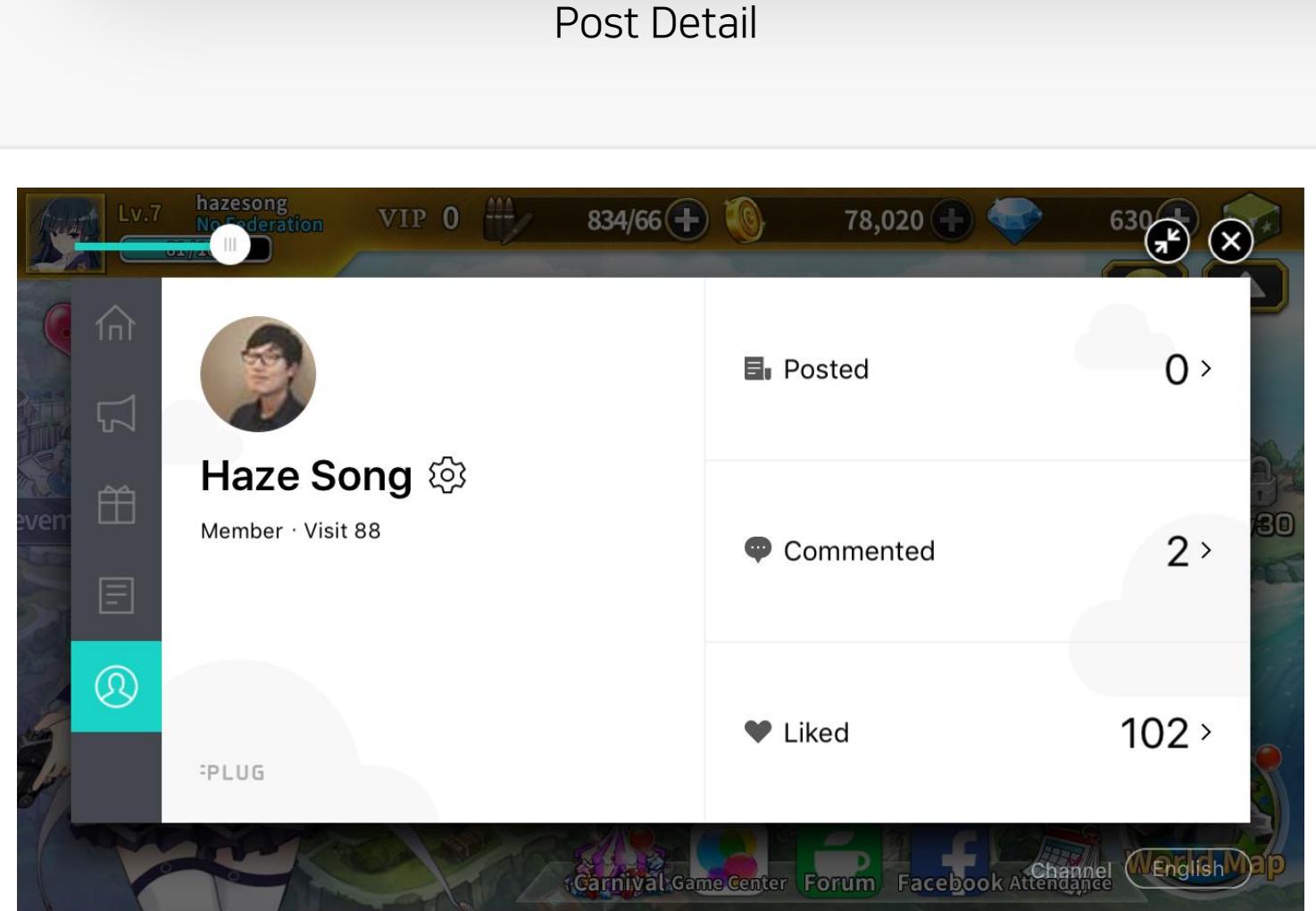
## 01 Service Summary – In-App (Landscape)



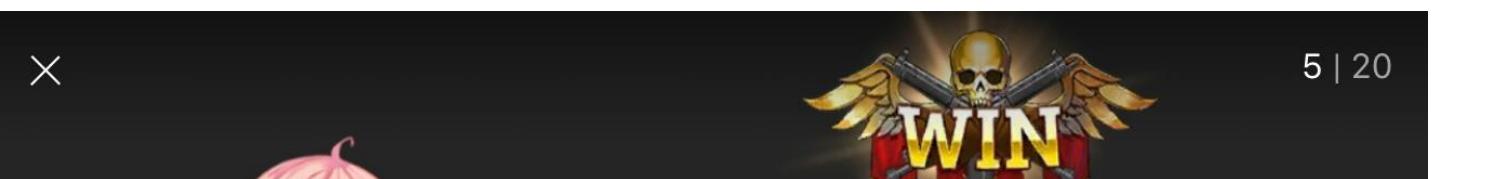
Home



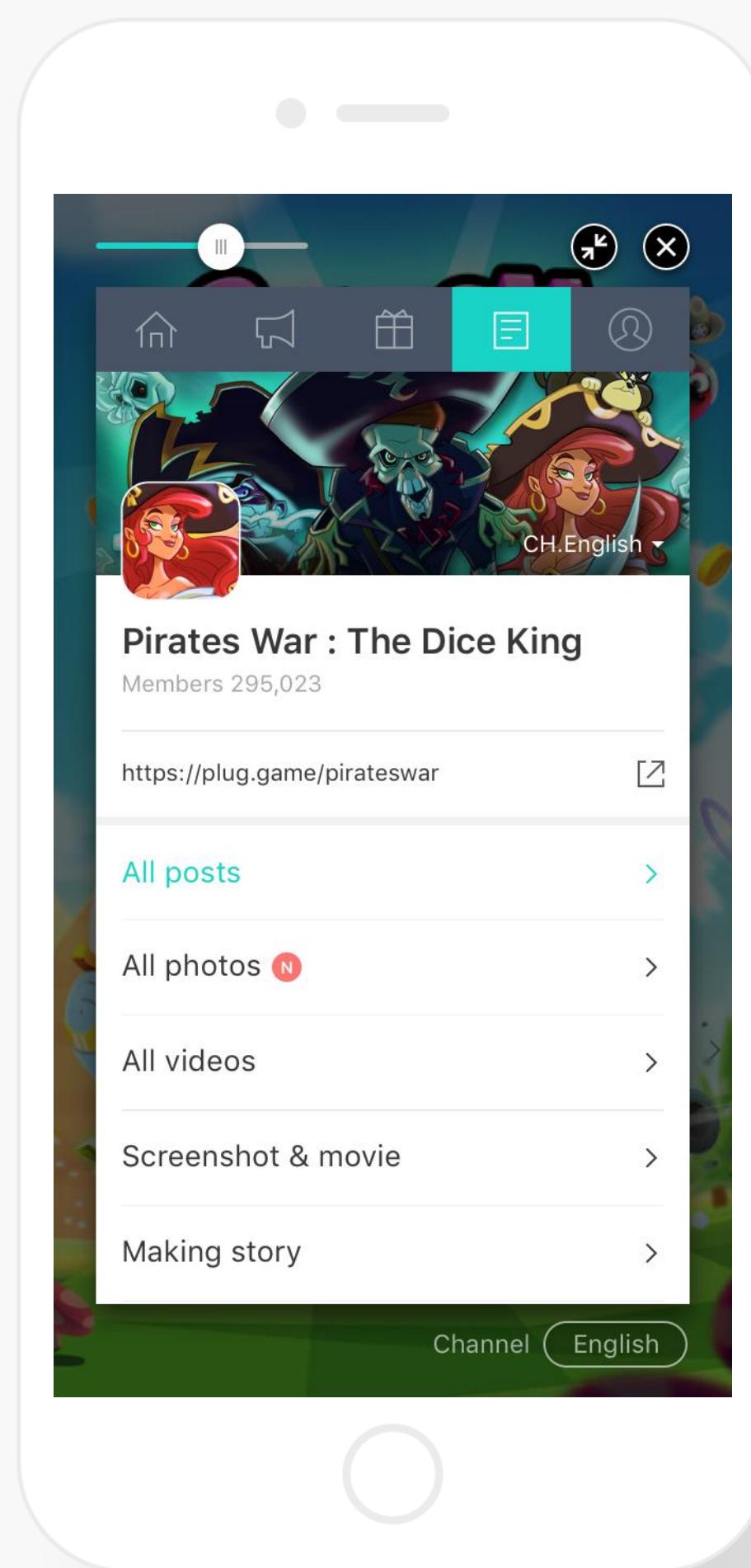
All Boards



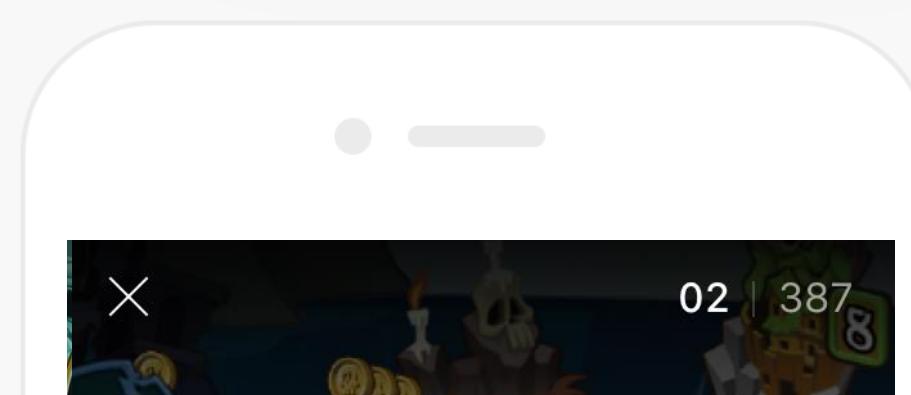
Profile



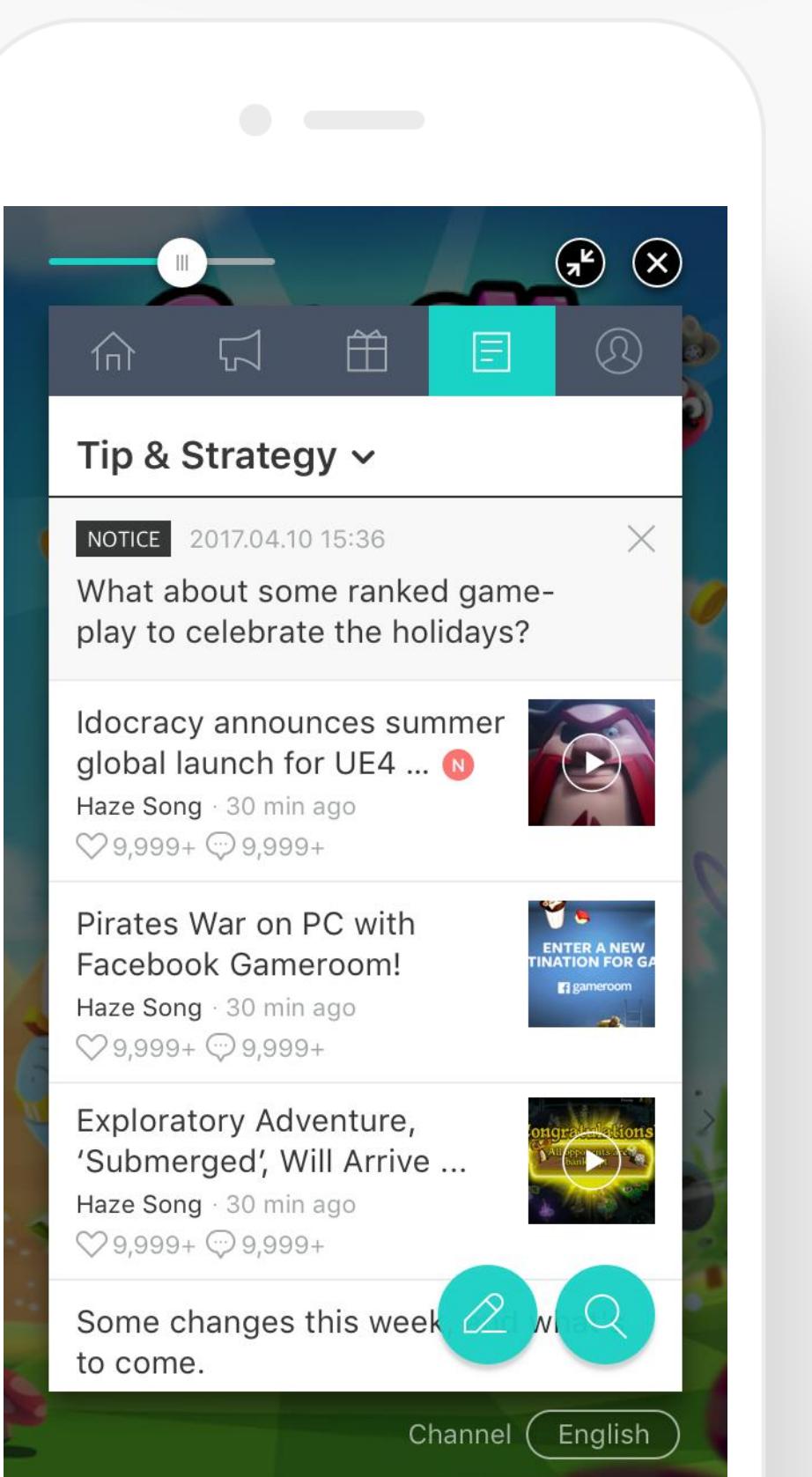
## 01 Service Summary – In-App (Portrait)



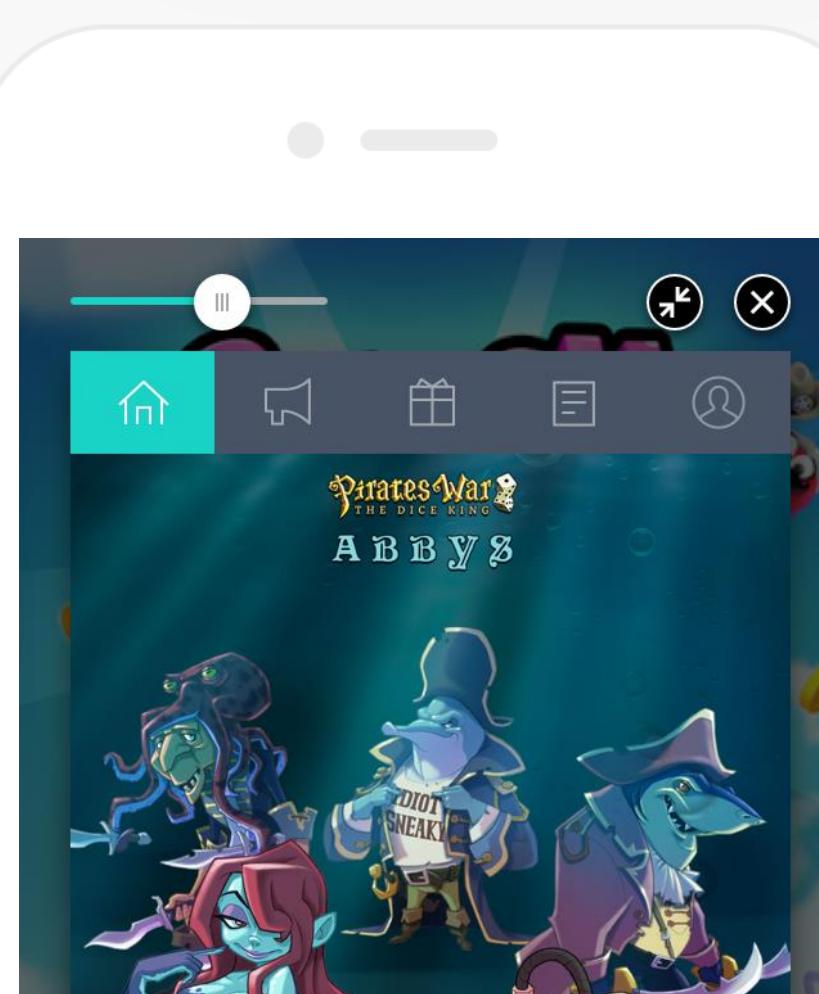
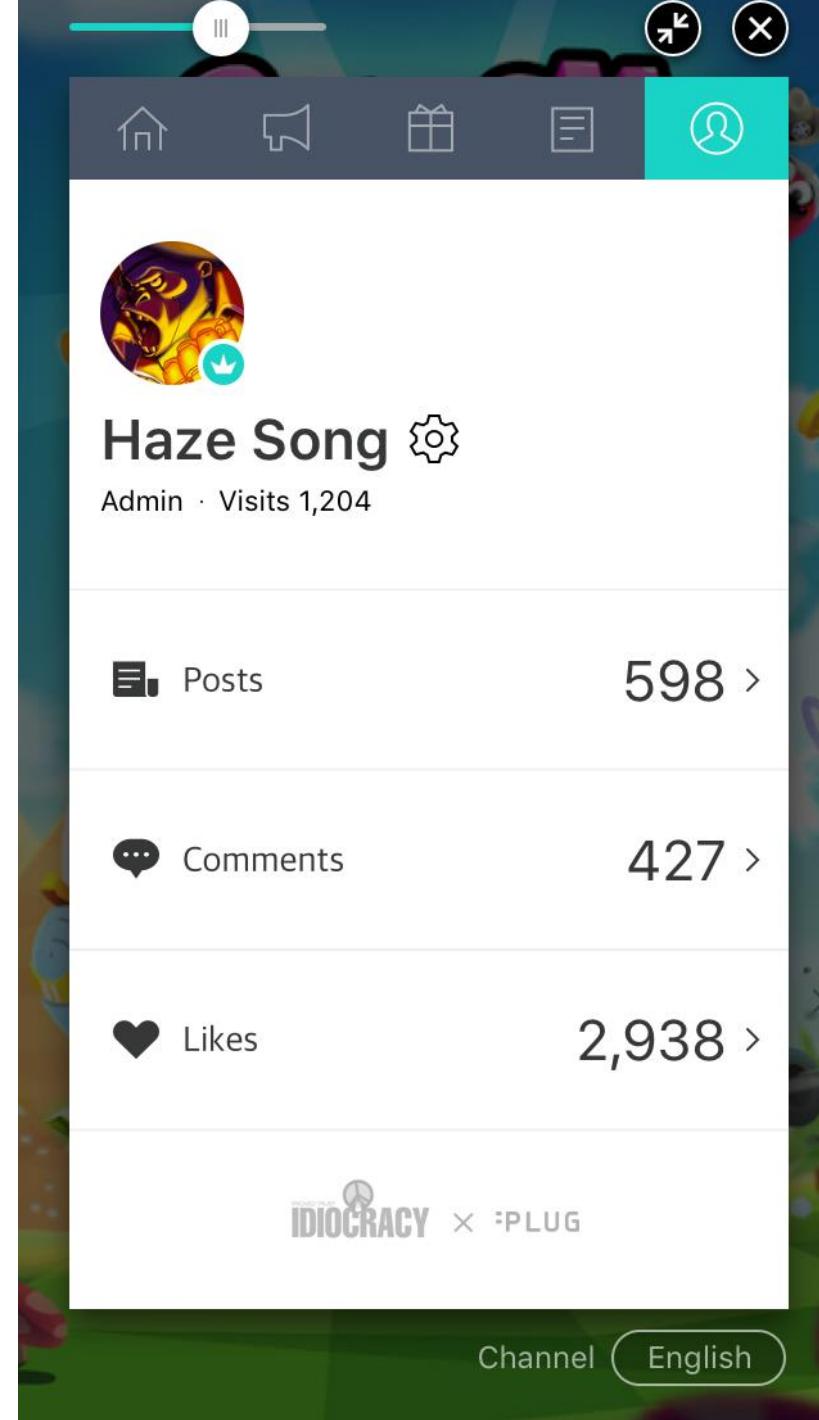
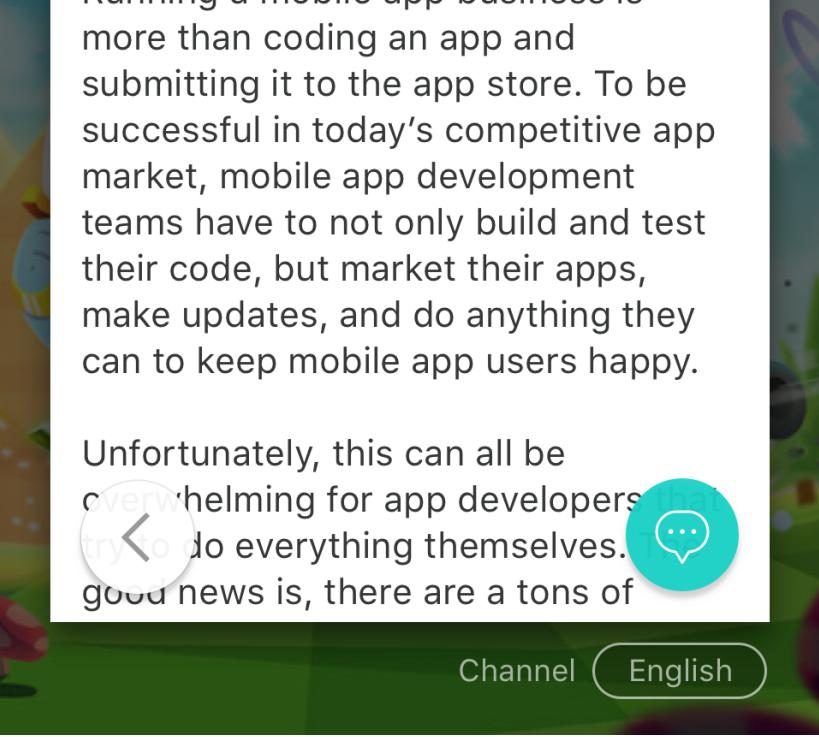
Post List



Post Detail

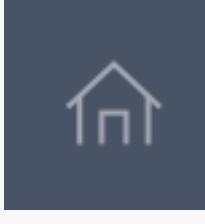
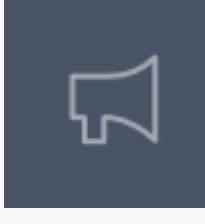
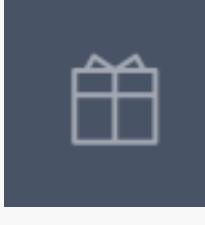
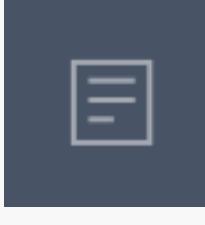
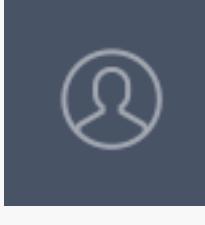


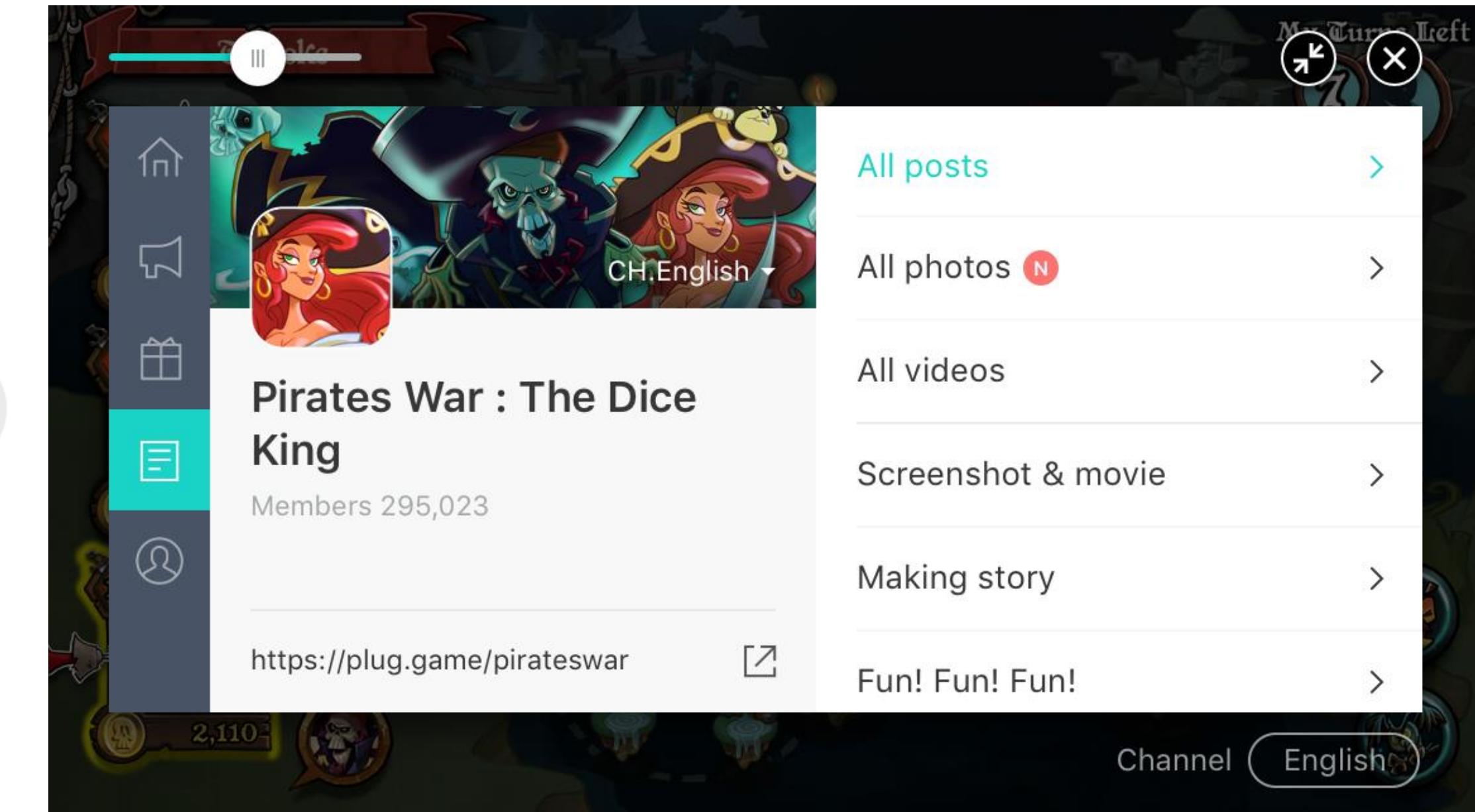
Profile



# In-App/Web community

# Navigation

	Home	<a href="#">Introduction to game content</a> <a href="#">Shortcut to posts and videos, and app schemes</a>
	Notices	<a href="#">Notice Introduction</a>
	Event	<a href="#">Event Introduction</a>
	Menus	<a href="#">Shows all menus except for Notices and Events</a>
	Profile	<a href="#">Edit your nickname / profile image</a> <a href="#">Written, commented, and liked</a>

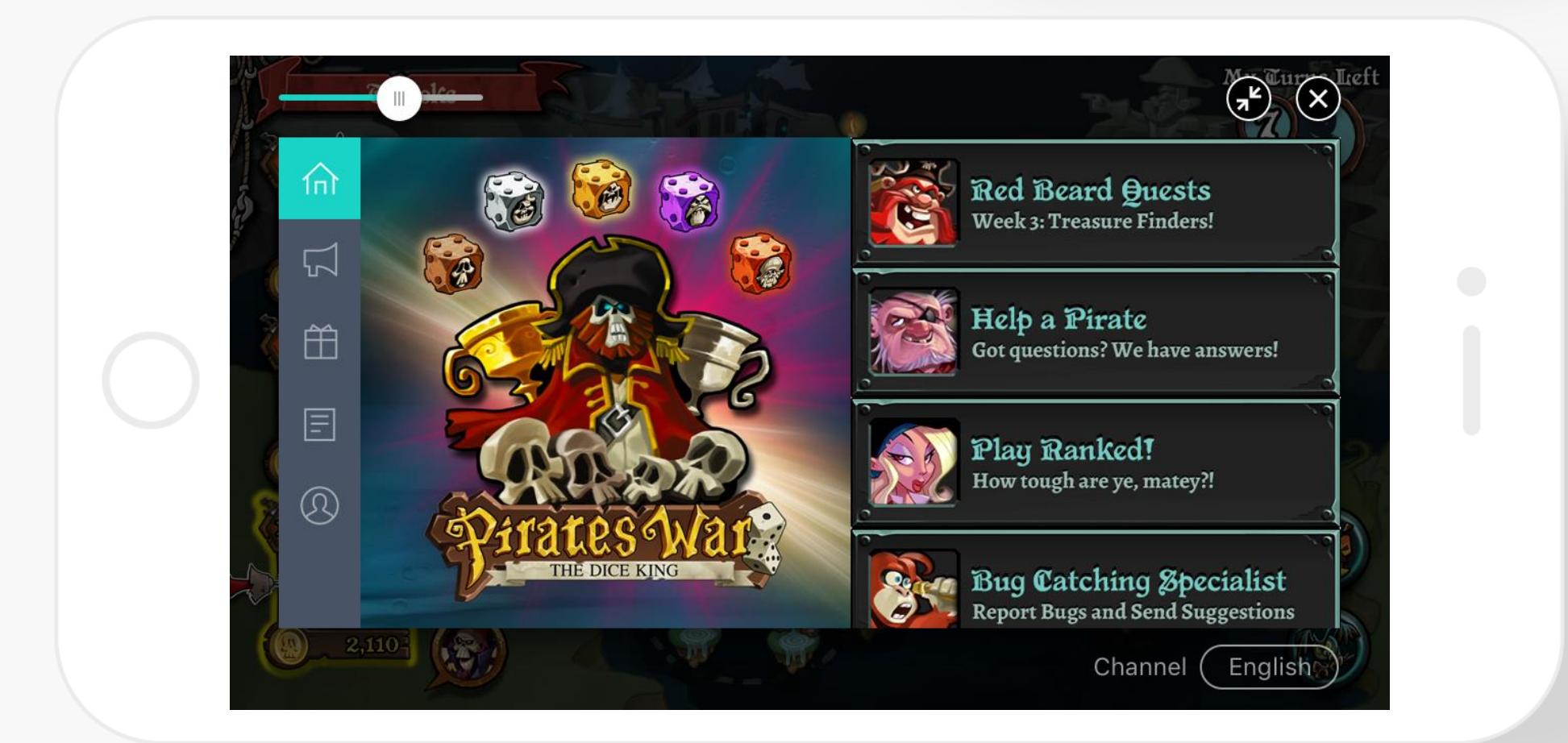
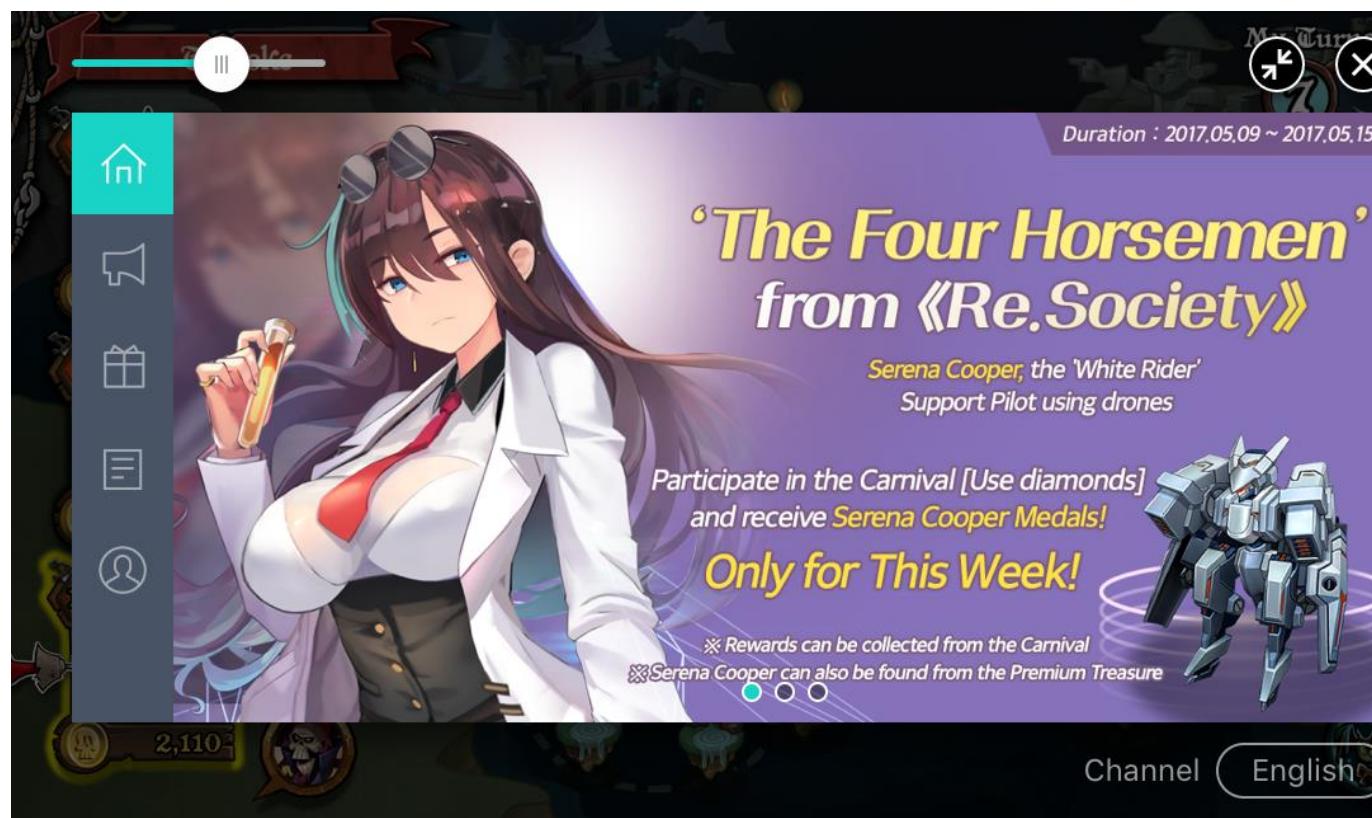
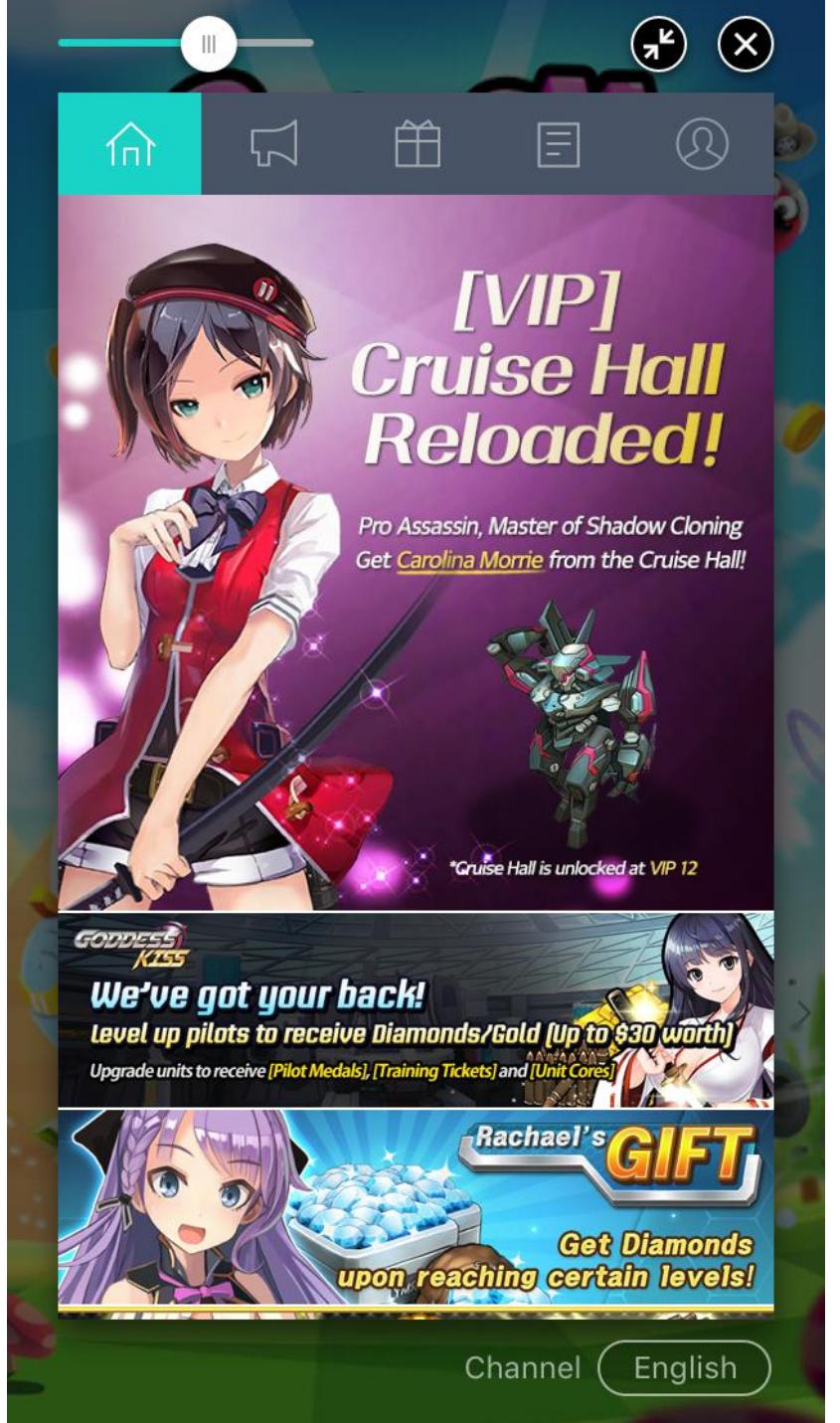


\* On the Channel Management page, click Settings.

## 02 In-App/Web community

# Home banner

- Allows you to add videos and images
- Shortcut to various content such as posts, videos, and app schemes
- Supports for full-view/spilt-view banners for games in portrait and landscape modes



\* On the In-App Administration page, click Settings.

# Transparency adjustment

Allows you to implement the transparency feature so that users can enjoy game and community at the same time.

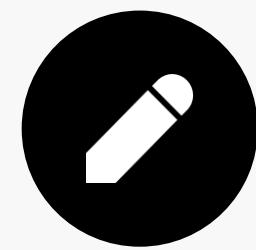
10% ————— III ————— 100%



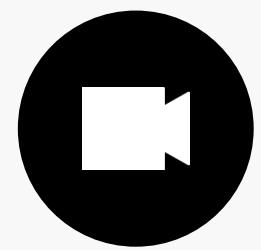
## 02 In-App/Web community

# Widgets

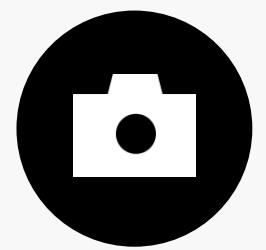
Always press the Floating button in the game Support for community use



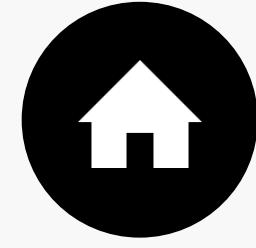
Post



Record



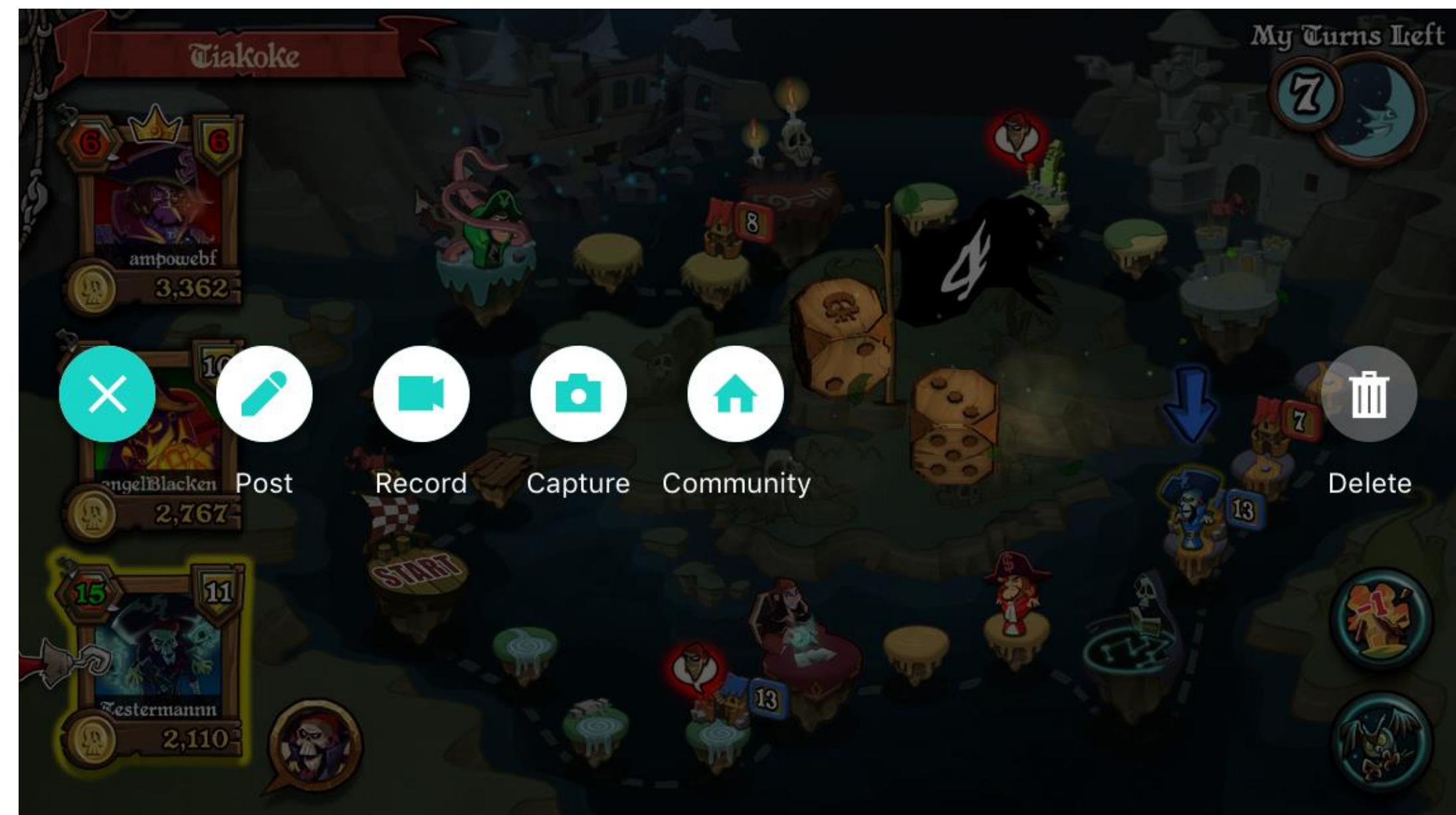
Capture



Community

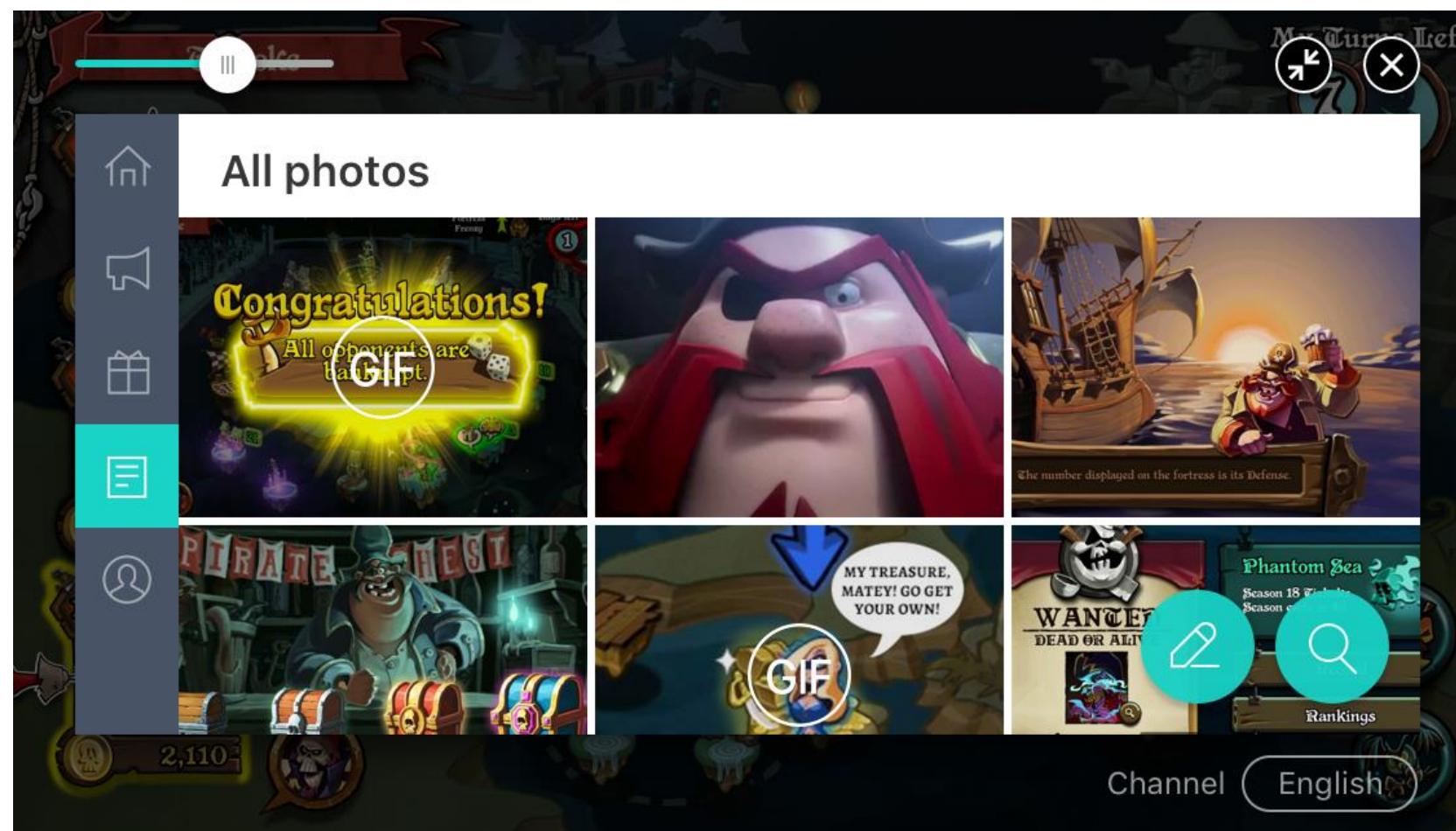


Delete

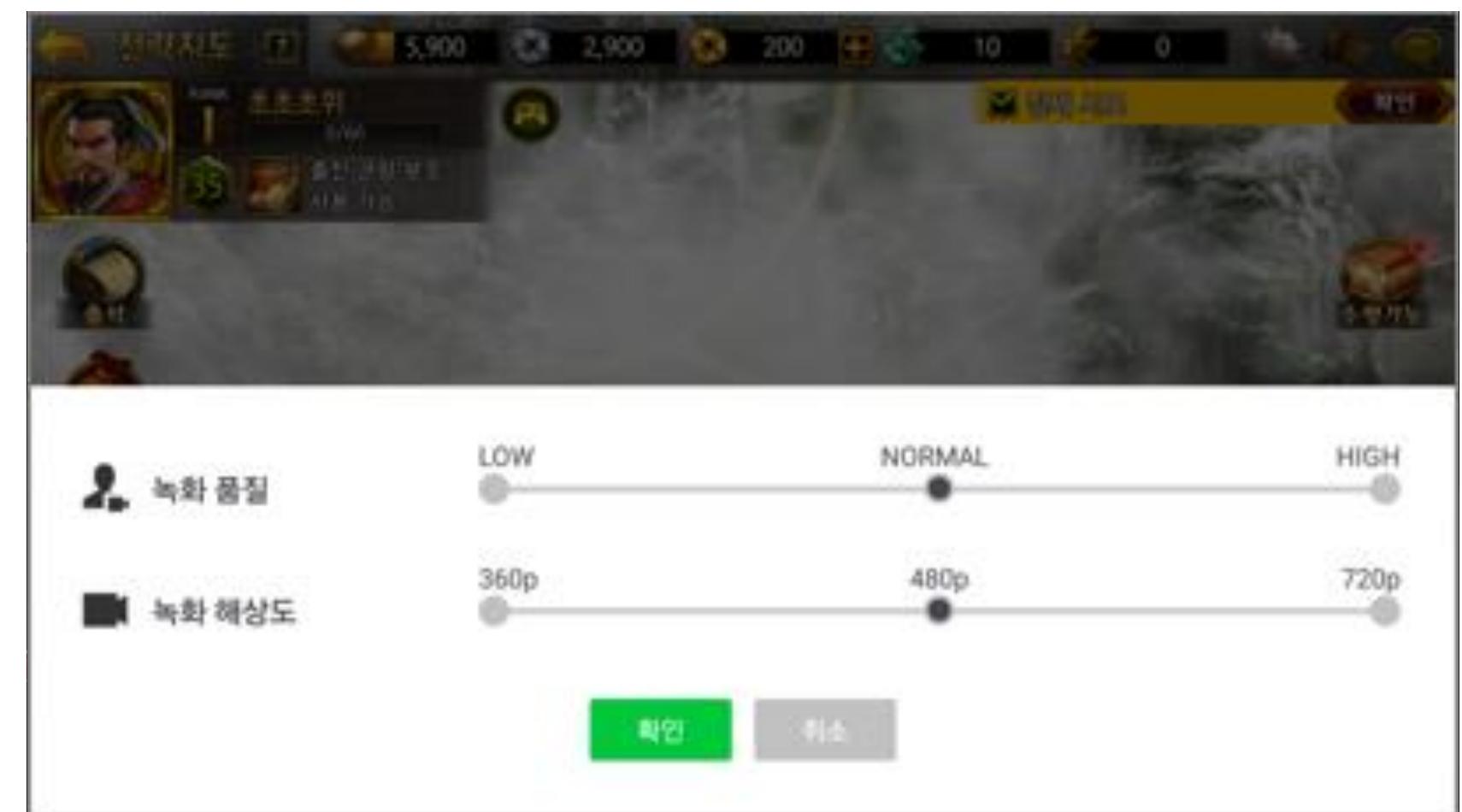


# Screen Capture & Video Recording

- Users can take screenshots or record videos during the gameplay
- Video recording: Users can use the widget's "Record Video", which is implemented by using the built-in feature of the operating system, to record a video
- Screen capture: You can locate the "Capture Screen" button anywhere you want or use the widget's "Capture Screen" to provide this feature



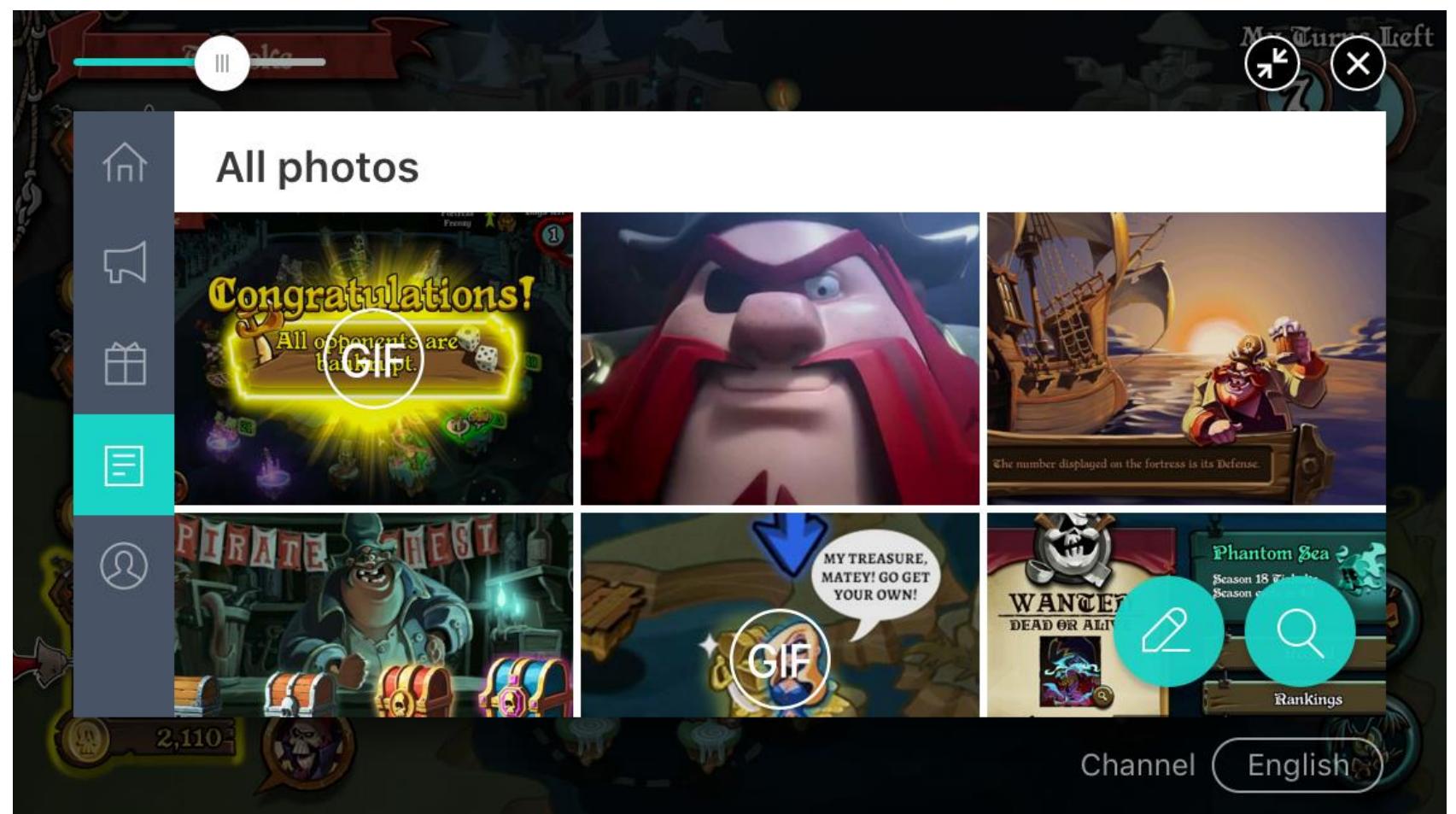
Screen capture



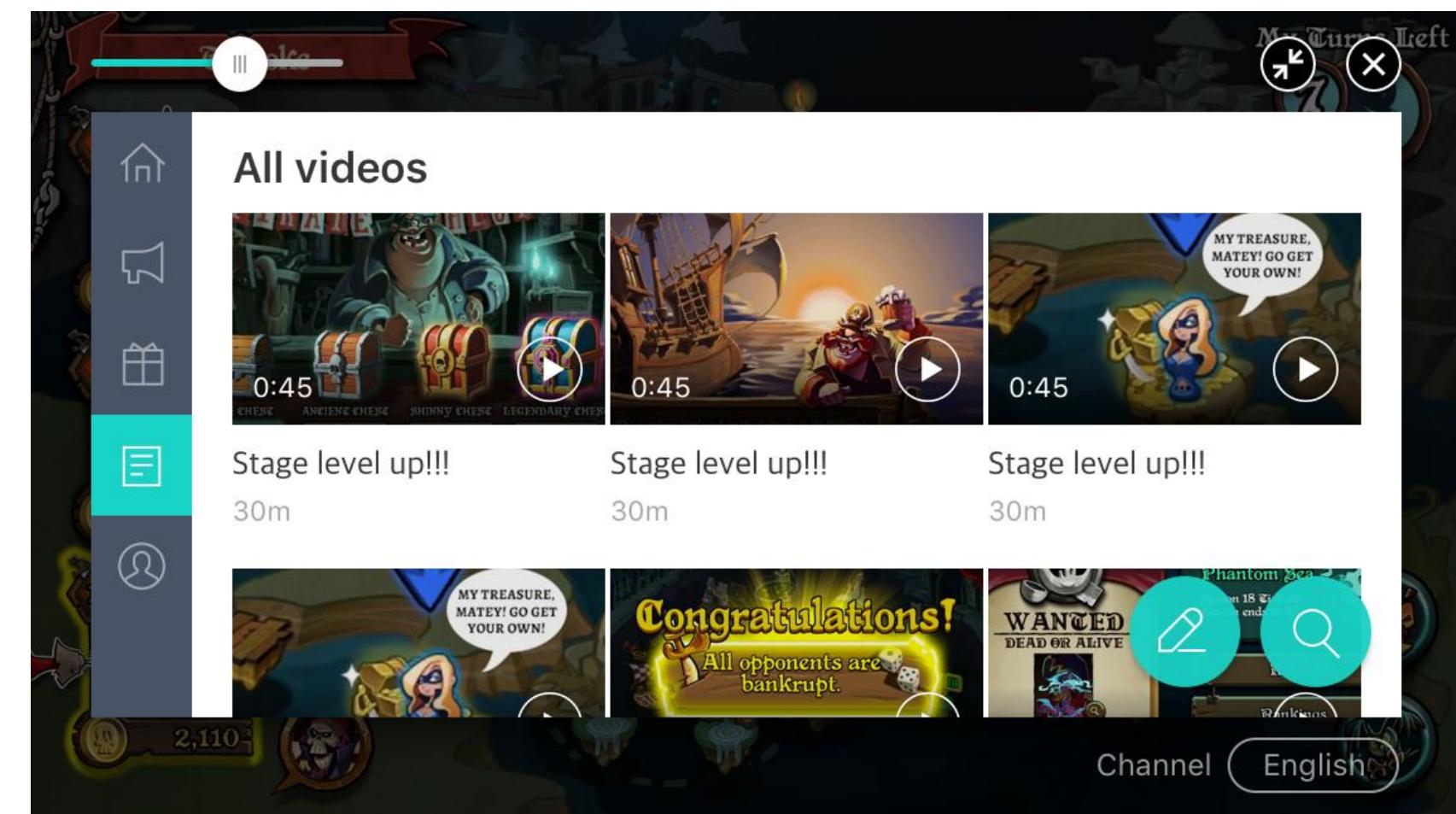
Record video

# Show videos or images together

Provides forums that show videos or images included in posts together



See more images



Watch a video collection

# Call Back API

Helps you hold game events conveniently

Automatically gives in-game items to users on a real-time basis when they sign up for the communities, or write posts or comments

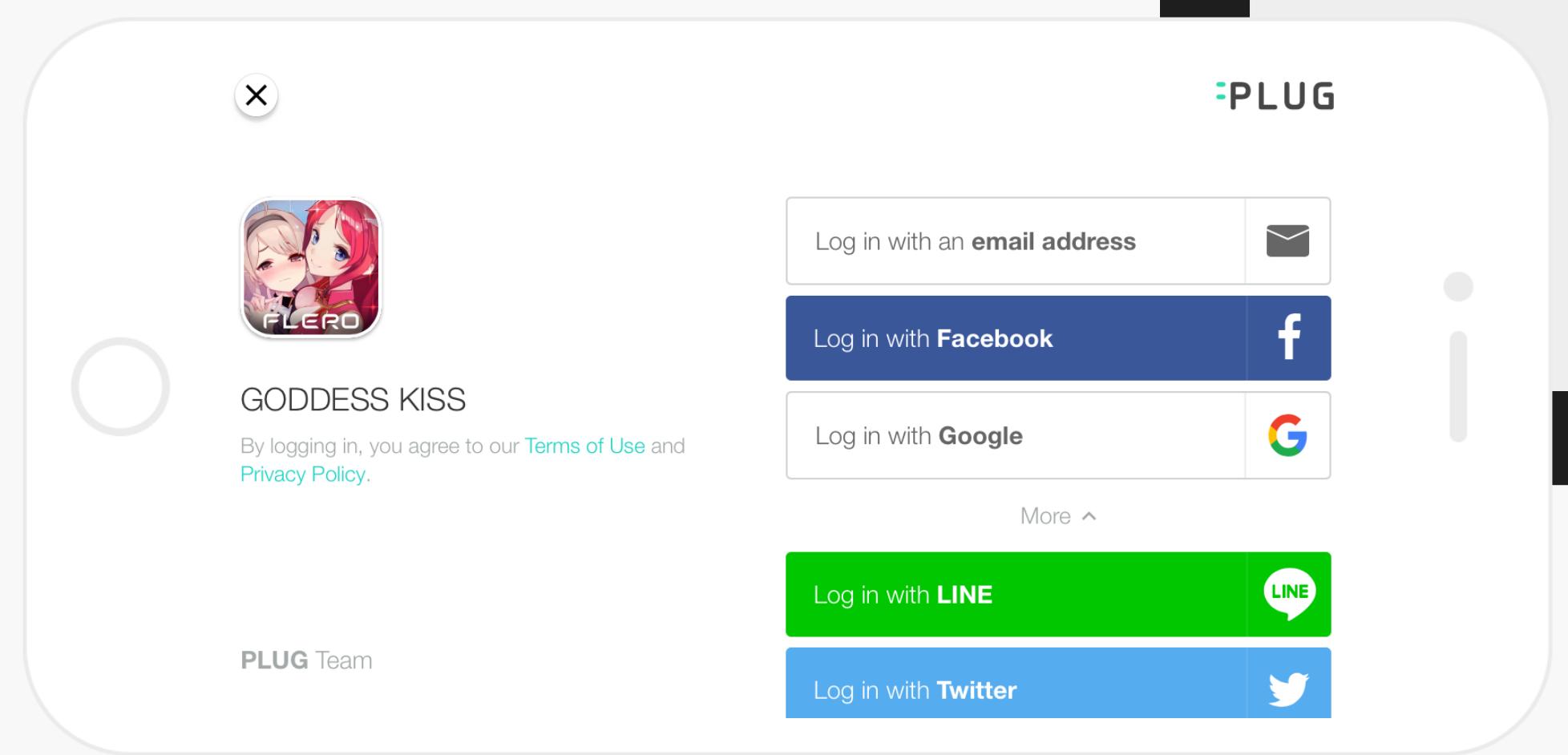
Signup conversion rate has reached 40% during the event when using callback API upon launch



# Social login & Easy signup

Provides one-click service enabling users to become the members of communities as soon as they sign up

Allows to select the default login media by channel



In app sign in

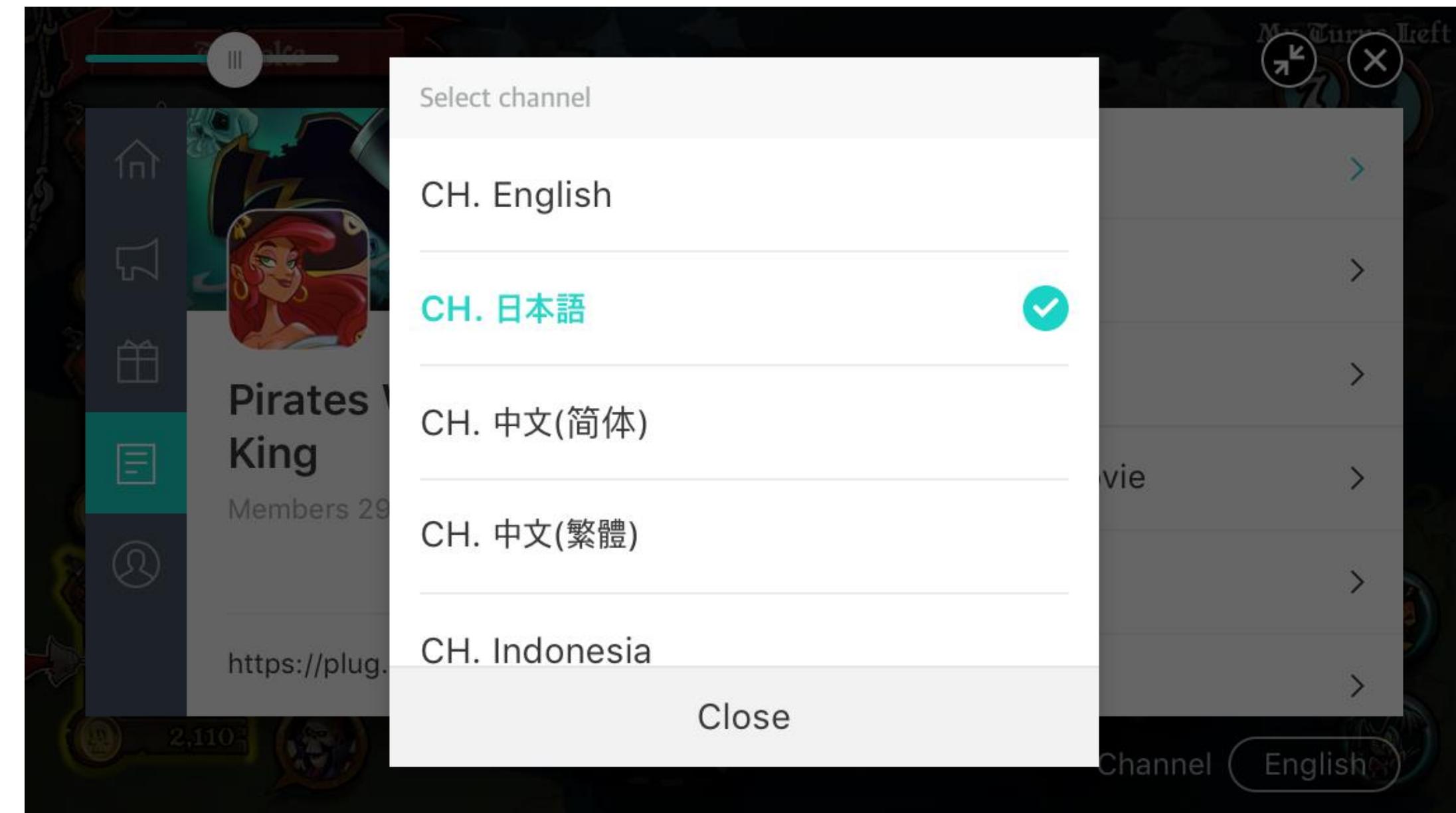
A screenshot of a web-based management interface for social login. The header includes the "PLUG" logo, the channel name "GODDESS KISS", "Channels Settings", "CH. English", and a user profile icon. The navigation bar has tabs for "Channel Info", "Menus", "Content", "Members", and "In-App Community Settings", with "In-App Community Settings" being the active tab. Below the navigation is a secondary navigation bar with "Home", "Menus", "Gamer ID", and "Log In". The main content area is titled "Set login method per channel" with a sub-note: "\* You can set the login method order for each channel." and "\* Email log in is exposed at the top area." It shows a progress bar with "01. Select the login that will be displayed first" and "02. Complete". A section titled "Select Social Media Login" lists various options with checkboxes: "Log in with Facebook" (checked), "Log in with Google" (checked), "Log in with LINE" (unchecked), "Log in with Twitter" (unchecked), "Log in with Weibo" (unchecked), and "Log in with NAVER" (unchecked). A "Next" button is at the bottom right.

Manage social sign in

# Change of language channels

Basically provides channels based on device's language setting, and allows users to simply change their languages

- Language change available in the Menus tab
- As the channel changes, so does its content

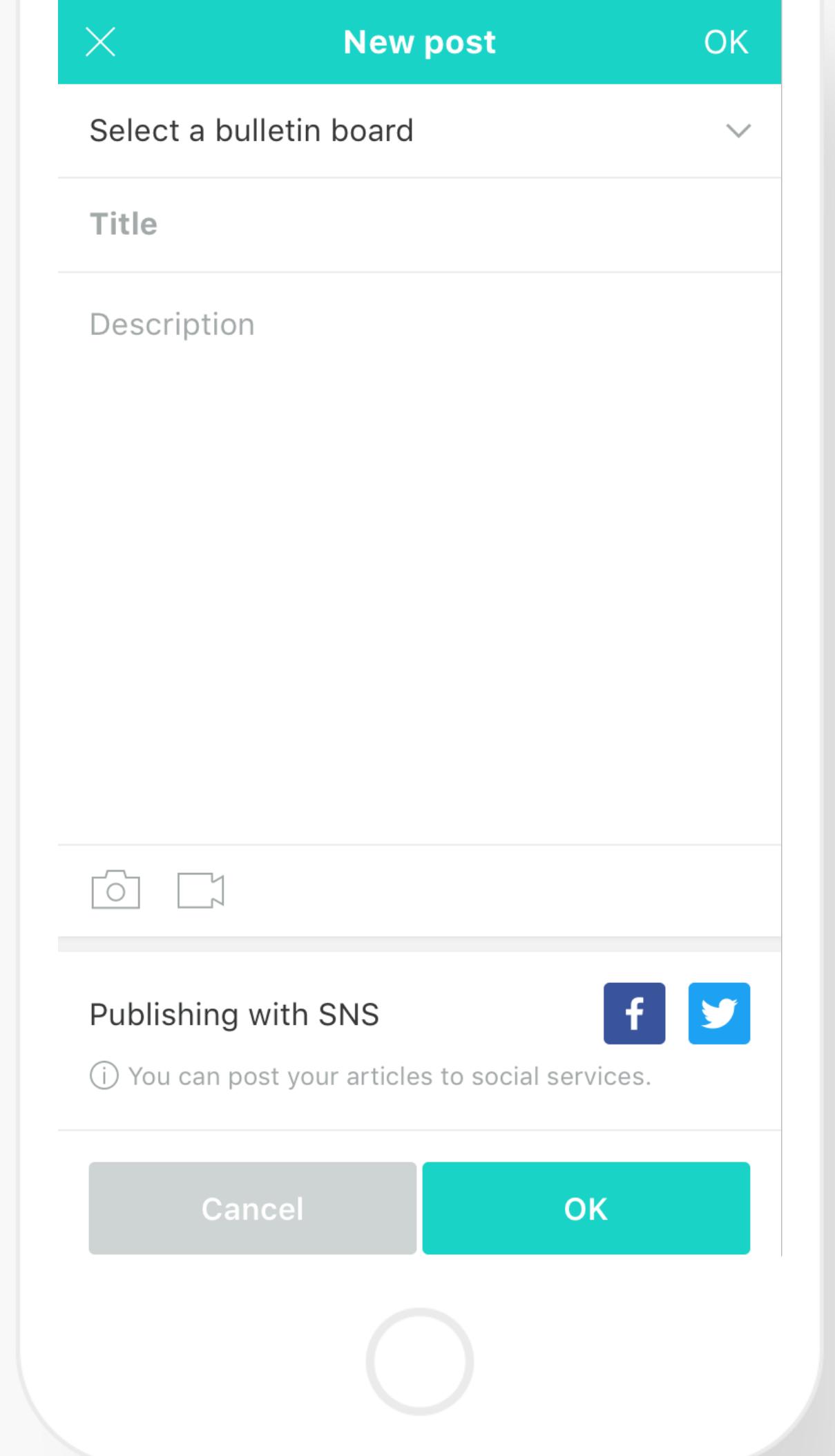


## 02 In-App/Web community

# Share

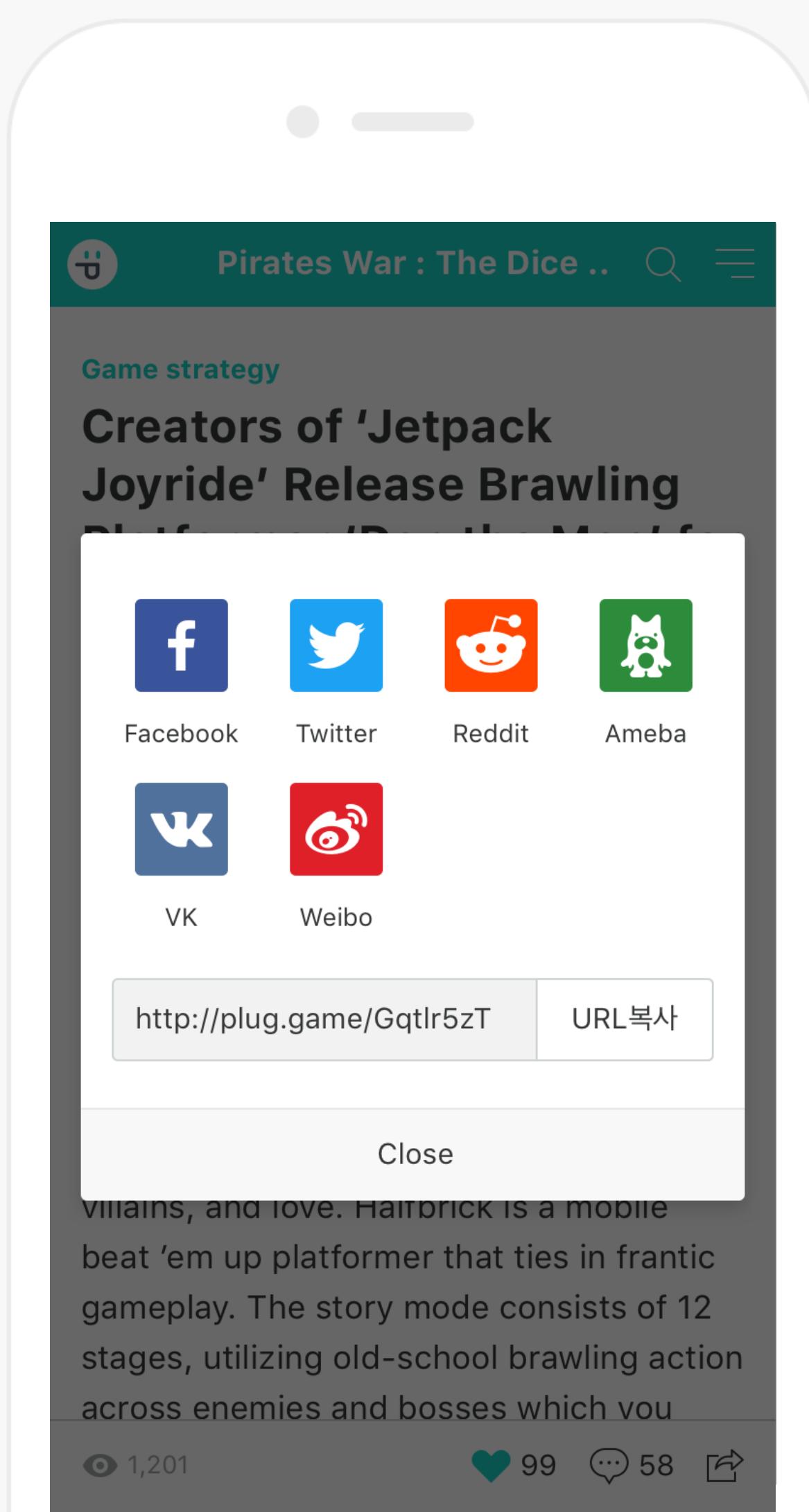
At the time of posting, you can post to the desired SNS account at the same time

Provides multi publishing function to upload. In addition, the created posts are Facebook and Twitter Various social services such as Reddit, Ameba, VK, Weibo You can share.



## SNS Sharing

### How to Share



## 02 In-App/Web community

# Translation

Any post in any language

You can translate it. (13 languages supported)

It also supports the ability to translate  
comments and replies.

Pirates War : The Dice ..

Game strategy

**Creators of 'Jetpack Joyride' Release Brawling Platformer 'Dan the Man' for Mobile**

designbyhaze Manager · 2016.09.07 21:10

日本語 See translation

한국어 English(US)  
中文(简体) 中文(繁體)  
日本語 ภาษาไทย  
Bahasa Indonesia Tiếng Việt  
Español Português  
Русский Deutsch  
हिन्दी

## Post Translation

## Translate Comments

Comment 15

Submit

Language settings to translate 日本語

**designbyhaze** 5 days ago

Supercell's Clash Royale has been out and in "testing" in places like Canada and New Zealand since January. [Translate](#)

**designbyhaze** 5 days ago

Supercell's Clash Royale has been out and in "testing" in places like Canada and New Zealand since January. [Translate](#)

**designbyhaze** 5 days ago

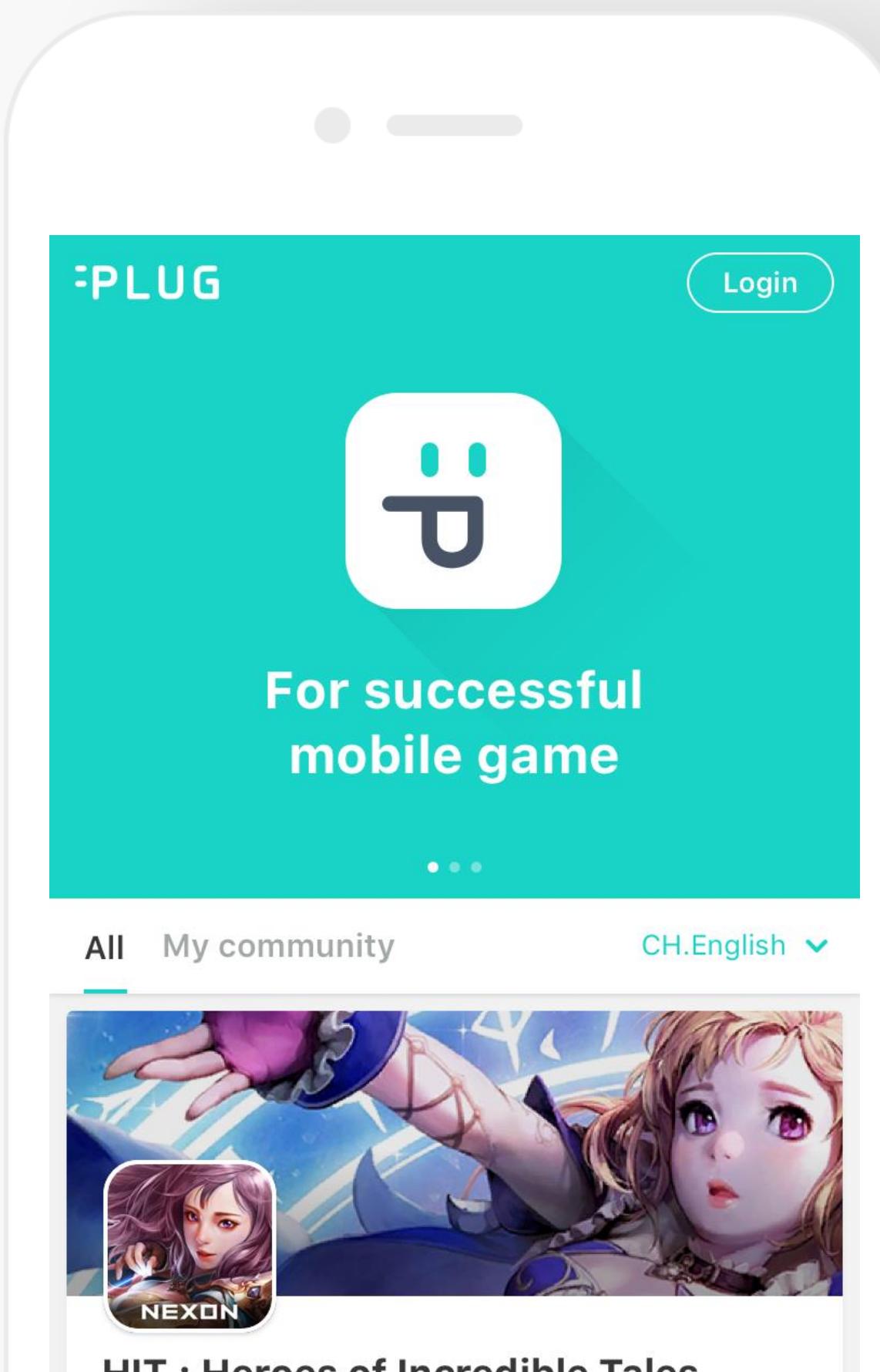
Supercell's Clash Royale has been out and in "testing" in places like Canada and New Zealand since January. [Translate](#)

**designbyhaze** 5 days ago

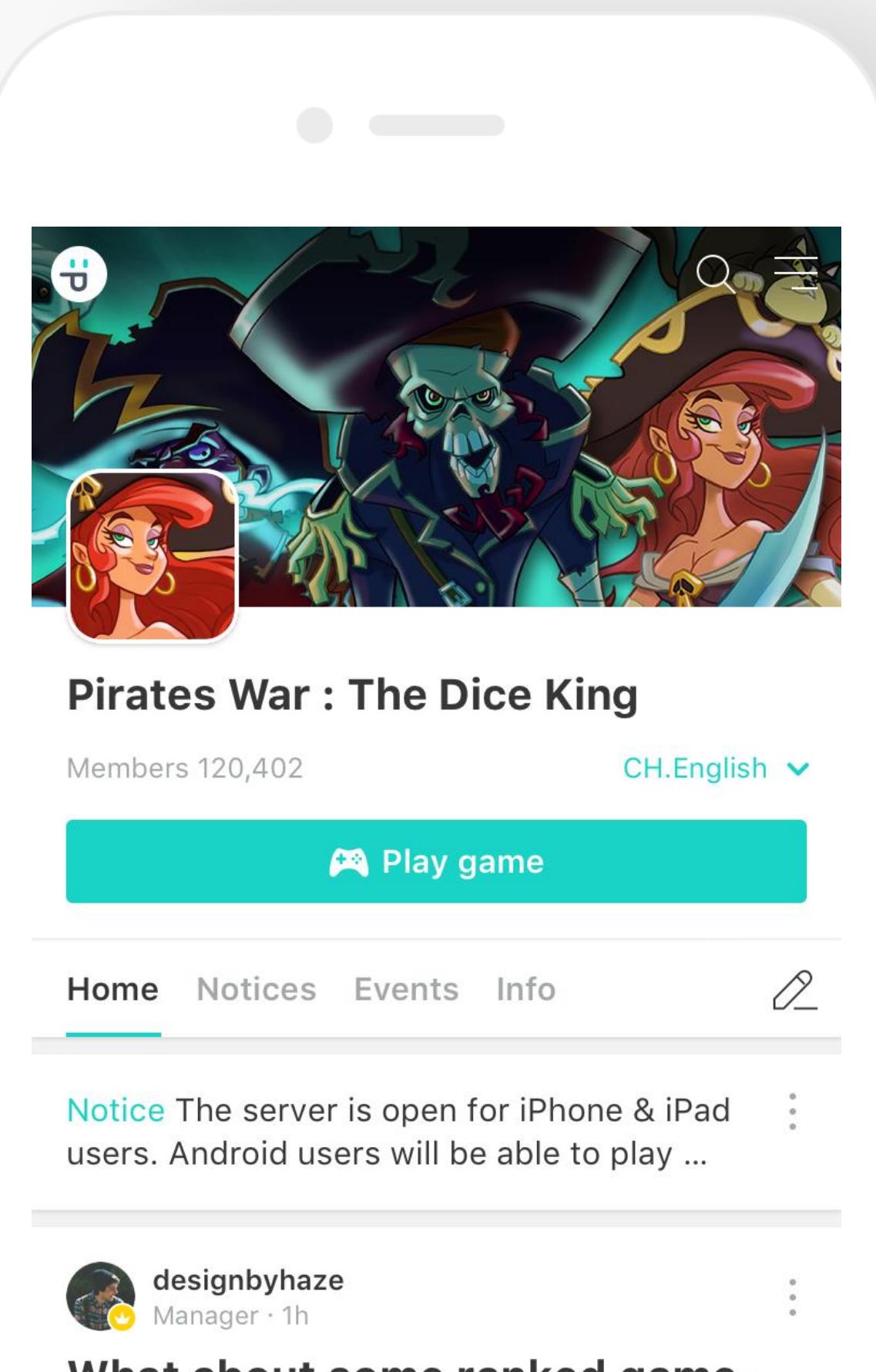
Supercell's Clash Royale has been out and in "testing" in places like Canada and New Zealand since January. [Translate](#)

# Mobile Web

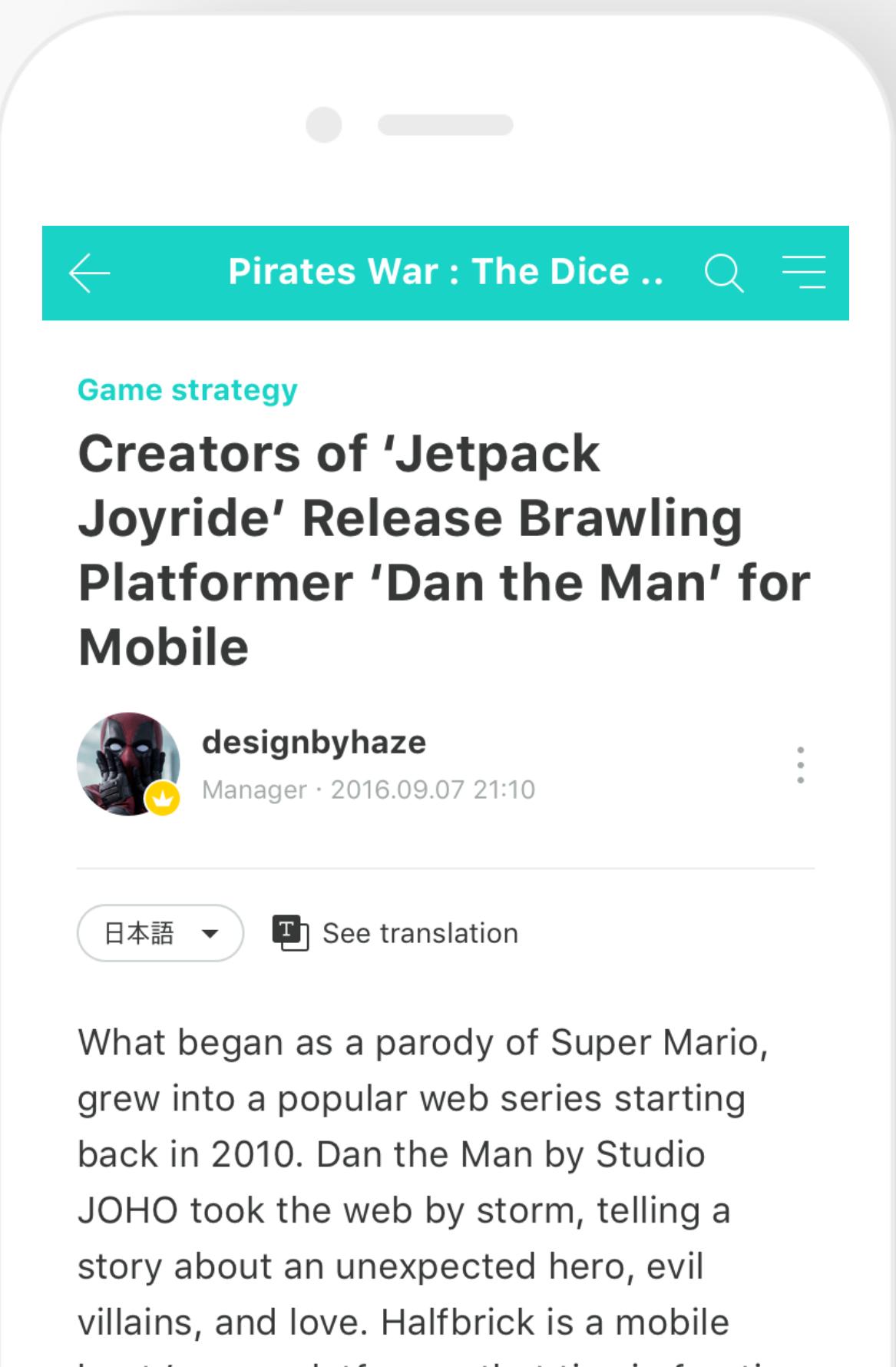
Home



Game Home by Channel



View Posts



# Operation Guide

# Affiliates and Communities

## Opening procedure

NAVER

Partnership  
discussion

Developer

Submit  
partnership  
form in Excel  
via email

Create new  
community

Sign up and  
send manager  
account info

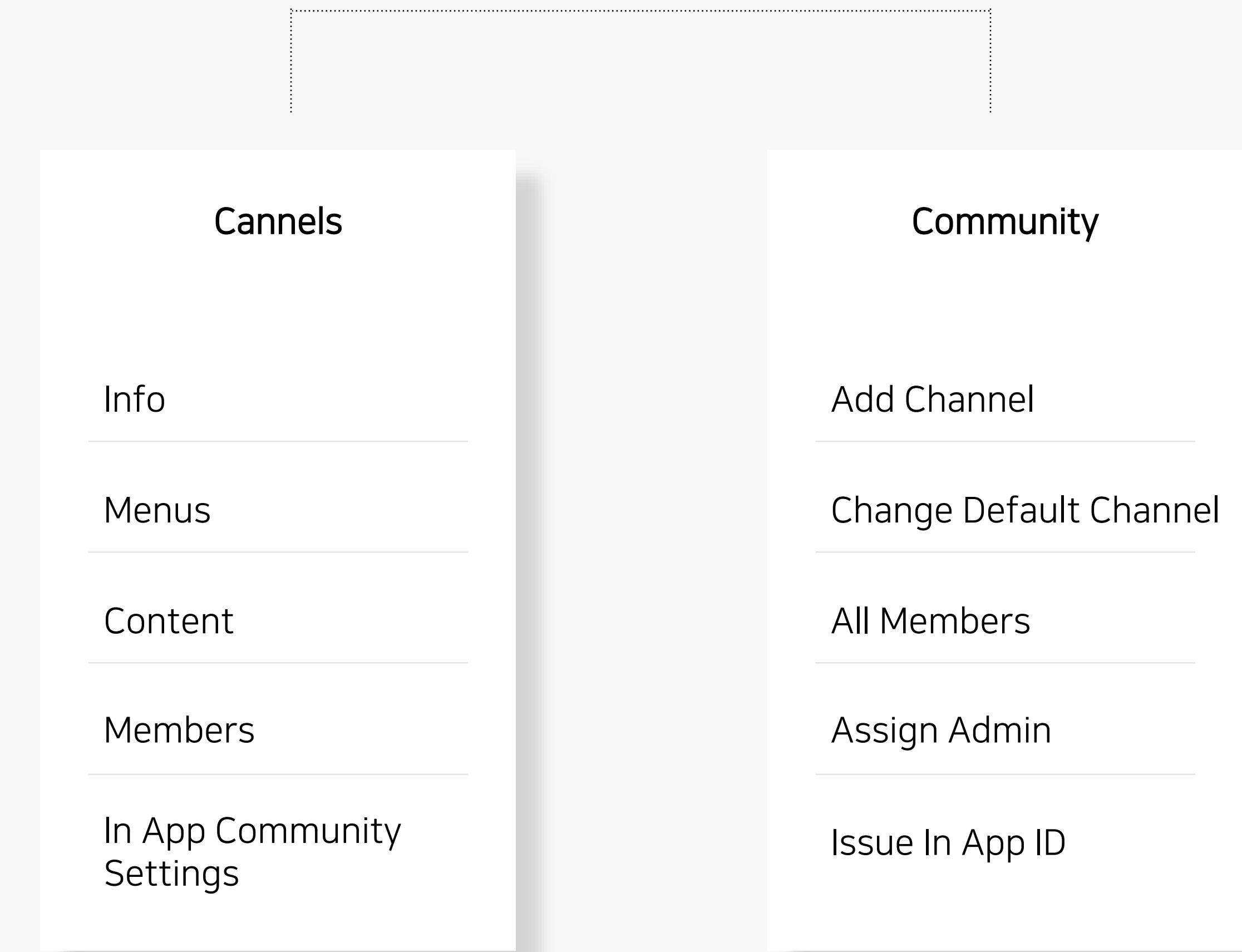
Assign manager  
role to the account

Administer  
community  
Channel Management  
Community

# Administration page Menu structure

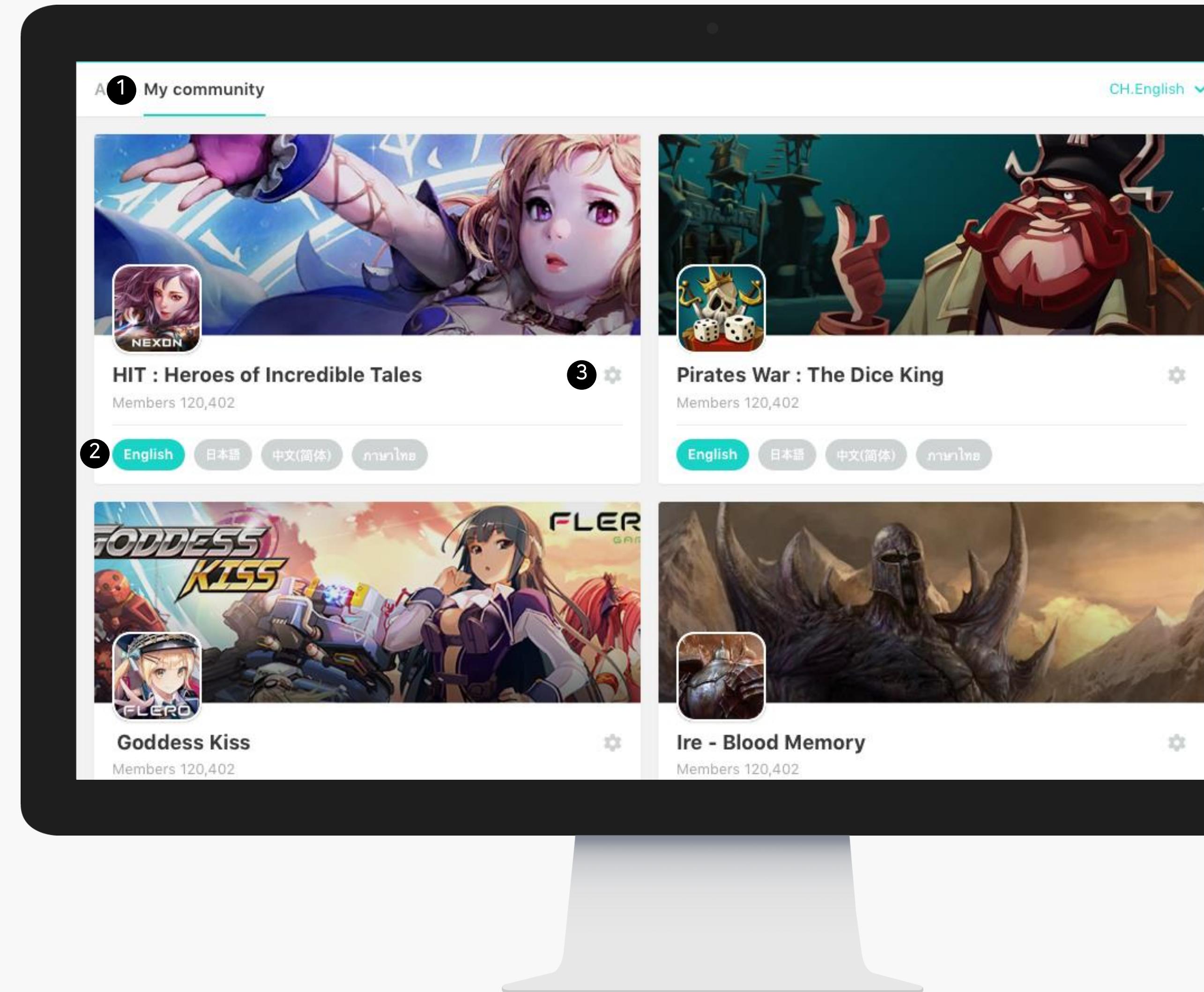
Easily manage in-app and web communities through managed pages You can do it more You can operate it.

## Operation



# My Community

- ① List of my communities
- ② Language buttons supported in the community  
Clicking the button directs to the corresponding channel
- ③ Clicking the Settings menu directs to the administration area of Channels and Communities



[Index] My Communities

# Channel

## ① GNB: Settings (Channels, Communities)

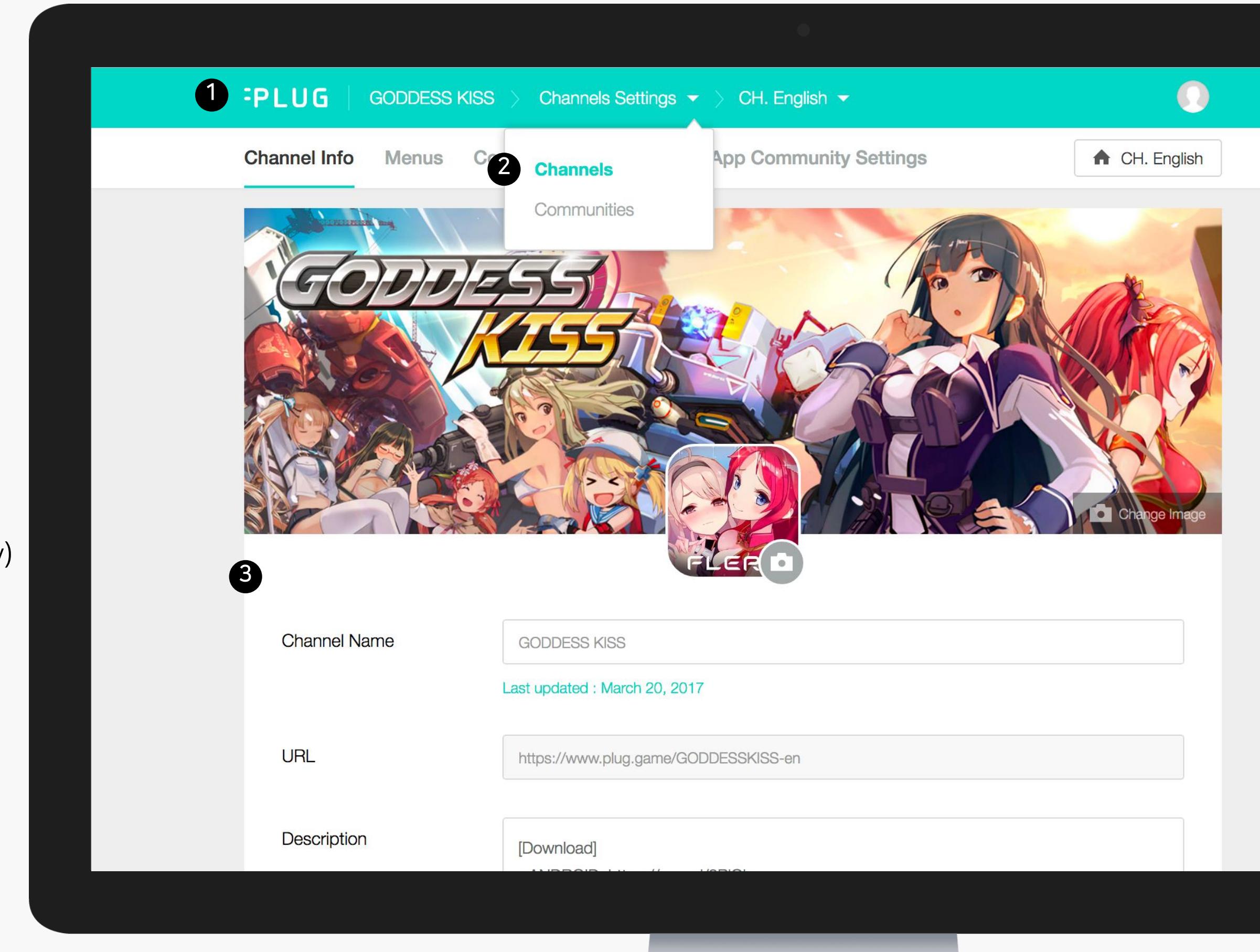
- My communities: List of my communities (available for all members)
- Settings
- Channels: Administration area of specific language channels  
(available for managers and staffs of each channel)
- Communities: Administration area of the community (available for managers only)

## ② Channels

- Administration area of the current channel

## ③ Channel information

- Consists of cover image, icon, channel name, creation date, and description
- The cover image and icon here are also shown on the in app community



[Channel] Manage channels

# Channel info

## ① Cover image and icon uploaded upon channel creation (editable)

- Info area by channel; appears on in-app community
- Cover image: 528x176 pixels
- Icon: 120x120 pixels

## ② Channel name (unique, editable)

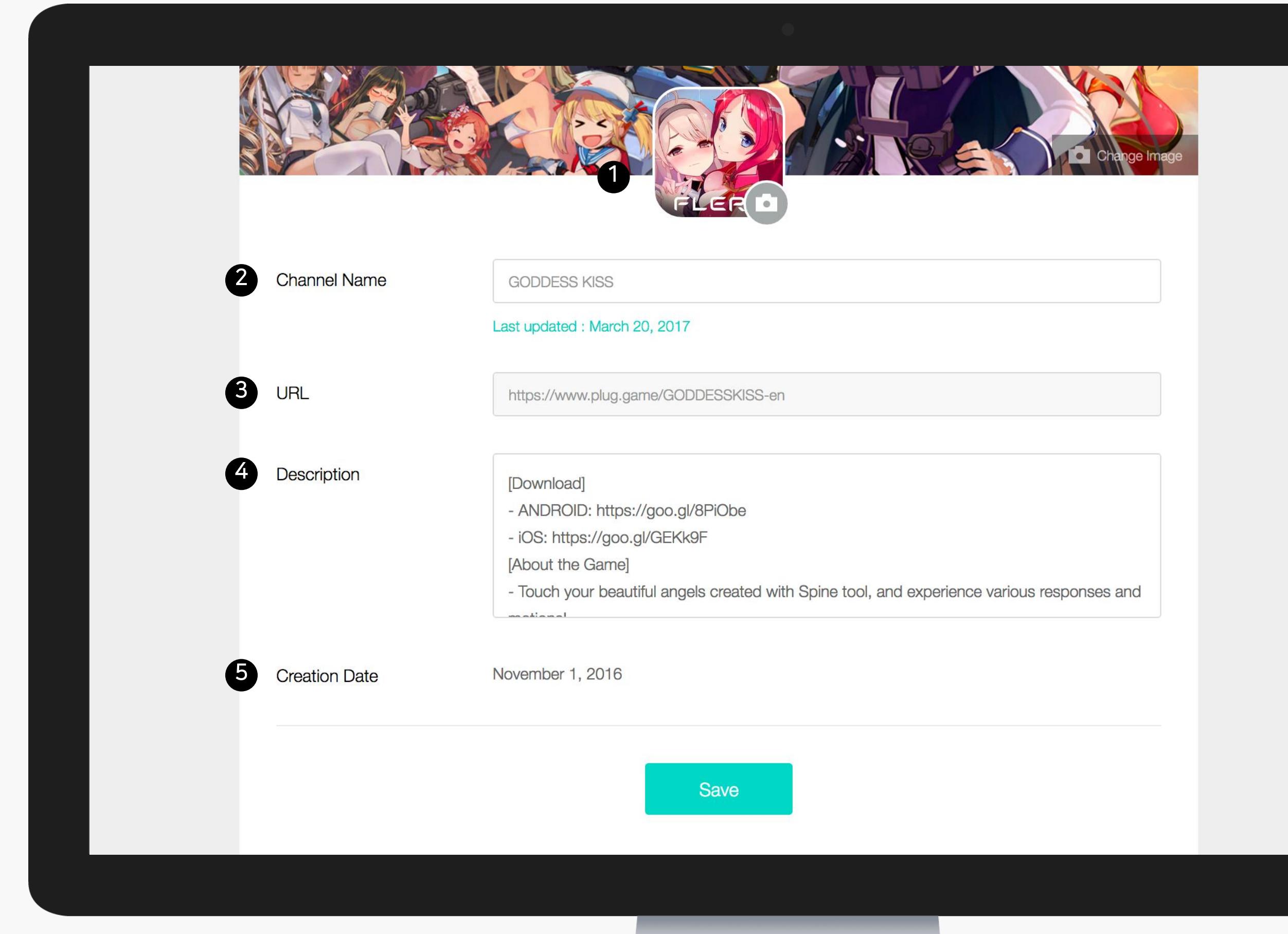
## ③ URL (unique, editable)

- "channel URL" + "-" + "language code"

## ④ Channel description (up to 500 characters in case of Korean)

- Info area by channel; appears on in app community

## ⑤ Creation date: The date on which the channel is created



[Channel] Channel information

# Menus

**Move, add, and delete menus**

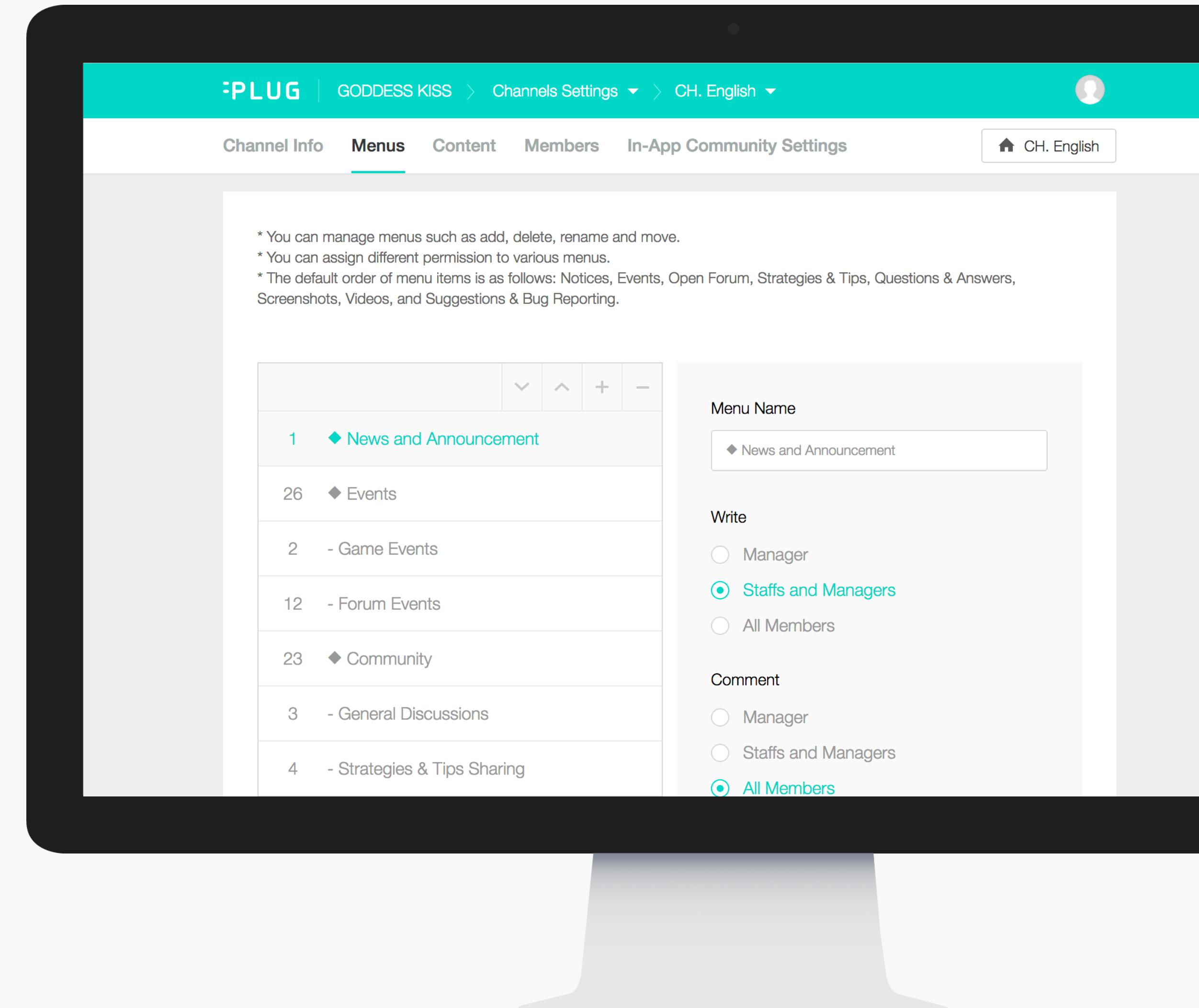
**Default menus provided for each language upon creating or adding a new channel**

Total of 8 menus (Notices, Events, Open Forum, Strategies & Tips, Questions & Answers, Screenshots, Videos, and Suggestions & Bug Reporting)

**Edit menu name**

**Grant permissions**

- managers/staffs and managers/all members



[Channel] Menu management

# Posts

① Select added or deleted posts and selects comments

② Delete a selected post

③ Shows posts by forum

④ Shows post information

checkbox (selectable), subject, part of body content, author ID, forum, etc.

No.	Posts	Game ID	Delete
5230	<b>CONQUEST BATTLE</b> How is the CB matchmaking decided? Our federation keeps on fighting federation that is not on our league... You Hoshizora · Ask the Community · 2 mins ago · 0		
5229	<b>Gib liu next time</b> thanks Alizabethe · Screenshots · yesterday 10:07 PM · 0		
5228	<b>can't finish my campaign</b> I cant 100 percent finish my campaign because my attacks always two star and can't get karen vergara. Fix it NEKOHENITAL · Bug Report · yesterday 9:30 PM · 1		

[Channel] Manage posts

# Deleted Posts

① Restore one post at a time

No.	Posts	Game ID	Deleted	Restore Post
5096	<b>30%+ in 24hrs, Yep Empire Army wins this fight.</b> Im not a VIP player, still i've been spamming guest account(800+ bullets/Acc) since past 4 days (lost count of how many...  Othman Ezeq · - General Discussions · May 6, 2017 8:57 PM		May 6, 2017 9:02 PM	
4740	<b>Приглашаю в федерацию "Rus" - 17 уровень, 1...</b> Приглашаю в федерацию "Rus", самую топовую на 1 сервере. На данный момент наша федерация на 17 уровне...  Максим Хохлов · - Federation · Apr 26, 2017 12:23 AM		May 4, 2017 1:52 PM	
4623	<b>Приглашаю в федерацию "Rus" - 16 уровень, 1 ...</b> Приглашает в федерации "Русь", самый топовою на 1 сервере. На данный момент наша федерация на 16 уровне...  Максим Хохлов · - Federation · Apr 22, 2017 1:44 PM		May 4, 2017 1:52 PM	

[Channel] Manage deleted posts

# Comments

① Delete selected comments

② Shows comment information

checkbox (selectable), subject, text written, author ID, number of replies, etc.

③ Shows replies to the comment

The screenshot shows the 'Content' tab selected in the top navigation bar of the i-PLUG platform. Under the 'Comments' section, there are two tabs: 'Posts' and 'Deleted Posts'. The 'Posts' tab is active, displaying a list of comments. Each comment row includes a checkbox for selection, the comment ID (No.), the comment text, the author's Game ID and name, the publish date and time, the number of replies, and a delete icon. The first comment, ID 83008, is highlighted with a callout numbered 2, and its reply, ID 83007, is also highlighted with a callout numbered 2. The third comment, ID 82993, has a reply highlighted with a callout numbered 3.

No.	Comment	Game ID	Published	Reply	Delete
83008	ENA's buff doesn't stack? not sure because they are basically the same, bu t they did give them (slightly) different stats, so ...  Dandelion · 2017.05.12 08:19	Dandelion	2017.05.12 08:19	0	
83007	ENA's buff doesn't stack? basically its the same unit  Alexis Factor · 2017.05.12 08:13	Alexis Factor	2017.05.12 08:13	0	
82993	she attack higher than other support ^o^ Gman always handsome  Andre · 2017.05.12 07:42	Andre	2017.05.12 07:42	0	

[Channel] Manage comments

# Members

Shows lists of all members ("members"+"staffs"+"managers")

## ① Sort by member group

managers/staffs/members

## ② Search members

## ③ Block

Makes a specific member inactive

## ④ Unblock

Makes an inactive member active

[Channel] Manage members

## 03 Operation Guide - Channel > In App Community

# Home

Administration area of content appearing  
on in-app community home page

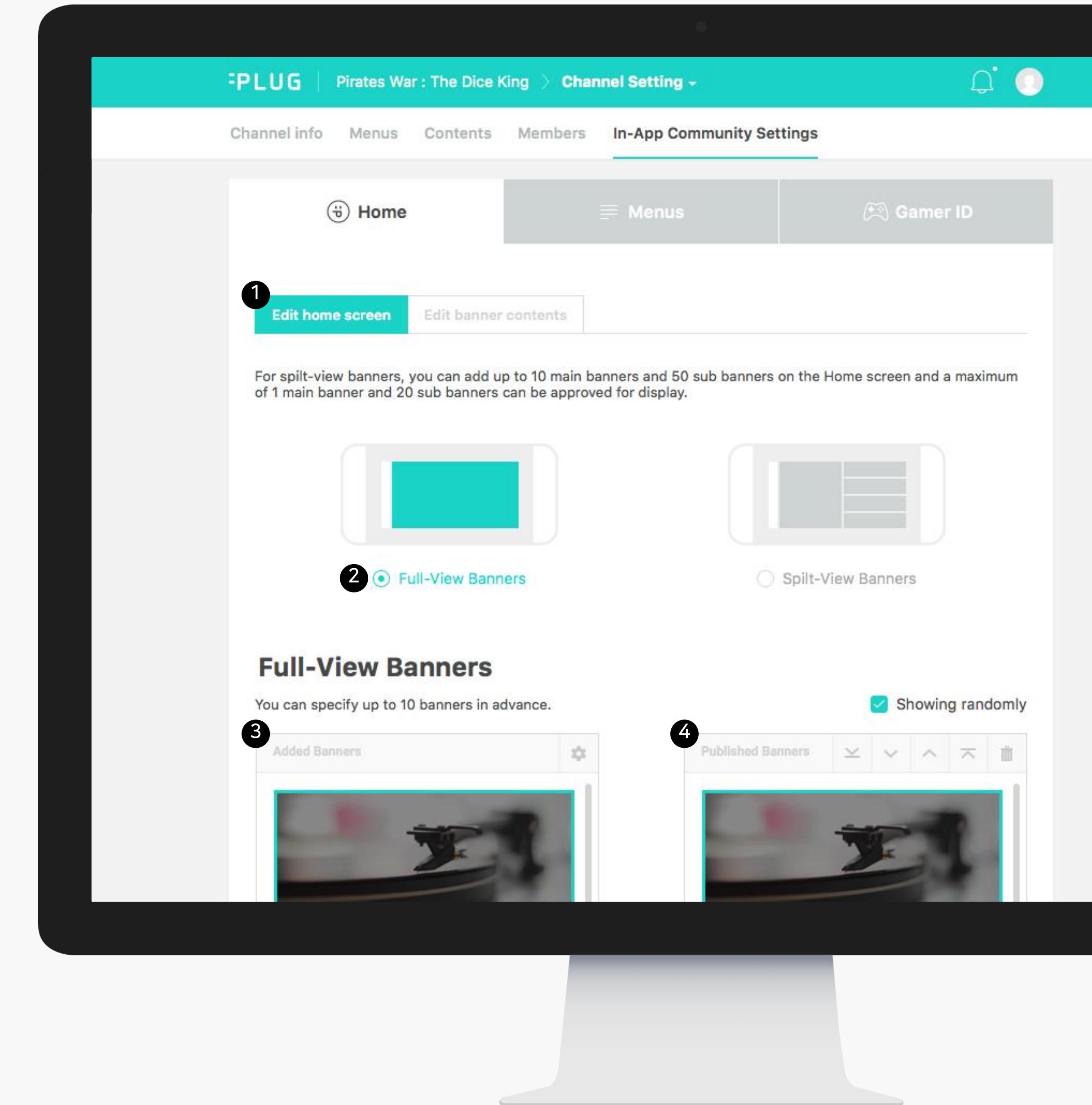
① Select between Edit Home and Edit Banner

② Select a banner type (full-view or spilt-view)

Supported types may differ based on screen orientation

③ Shows a list of banners which has been added the Edit Banner area

④ Shows a list of banners which are appearing  
(or scheduled to appear) on the in-app community



[Channel] Manage In App Home

## 03 Operation Guide - Channel > In App Community

# Home

Administration area of content appearing on  
in app community home page

### ① Select a banner type (full-view or split-view)

Supported types may differ based on screen orientation

### ② Edit content of each banner

- Content to appear (post, video, or app scheme)
- Cover image, etc.

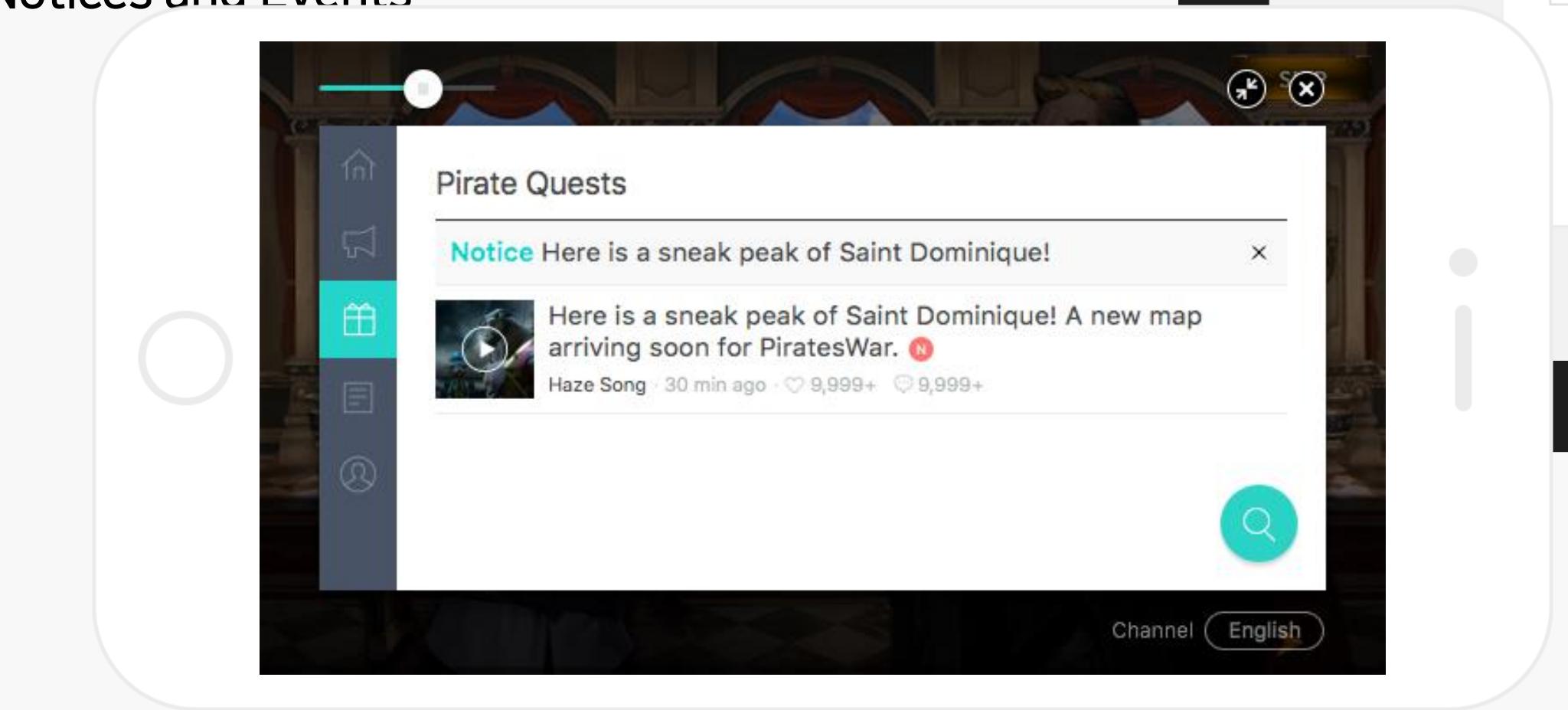
The screenshot shows the i-PLUG Channel Setting interface for the game "Pirates War : The Dice King". The top navigation bar includes the channel name, a bell icon, and a user profile icon. The "In-App Community Settings" tab is active. The main content area is titled "Home" and contains sections for "Edit home screen" and "Edit banner contents". A note states: "Menu to add, delete, and rename, you can move the position. You can set permissions for each member of each menu." Below this are three banner types: "One-piece banner" (selected), "Home main banner", and "Home sub banner". The "Full-View Banners" section shows a placeholder for adding a banner image with options for "Image", "Movie", and "App scheme". There is also a field to "Enter banner title" and a URL input field with the value "http://g.cafe.naver.com/navercafesdk/". The bottom right corner of the interface has a "Post no" button. A note at the bottom indicates the screen size: "iPhone 5S : 960x480px, Android (xhdpi) : 1056x528px".

[Channel] Manage In App Home

# Menus

Administration area of menus appearing on in app community

- ① List of menus
- ② Move, add, and delete menus
- ③ Select a forum between Notices and Events



[In app] Event

The screenshot shows a web-based administration interface for channel settings. At the top, the header reads "i-PLUG | Pirates War : The Dice King > Channel Setting". Below the header, there are tabs for "Channel info", "Menus", "Contents", "Members", and "In-App Community Settings", with "In-App Community Settings" being the active tab. The main content area has three buttons: "Home" (disabled), "Menus" (selected), and "Gamer ID". A sub-section titled "Choose a board to be exposed to the SDK. Please select an Announcement / Event bulletin board used by the SDK. (One for each possible)" contains two entries: "1 Board Name 1" (selected) and "2 Board Name 2". Each entry has a radio button for "Notices" (unchecked) and "Event" (checked). At the bottom right is a large green "Save" button.

[Channel] Manage in app menus

# Gamer ID

One to one mapping between gamer ID and community nickname

## ① Select between gamer ID and community nickname

Up to 100 results can be retrieved at once by using a search box

## ② Gamer information

gamer ID/community nickname/Creation date/Last modified date

Gamer ID	Community Nickname	Create	Update
3D4A1830B4164EE4BABB0875DE 7C8D37	zhujiawei	May 11, 2017 5:18 PM	May 11, 2017 5:18 PM
E7EC4035C8324562B9911E3449 8A8252	blackniko	May 7, 2017 4:31 PM	May 7, 2017 4:31 PM
D4D8454820054804AFBA58DE4B 175E67	ggxmysl	May 6, 2017 5:06 PM	May 6, 2017 7:24 PM
8F2A26507F6A49B0AADF606F9D 954A4B	Suzz	May 6, 2017 3:24 AM	May 6, 2017 3:24 AM
B05EDA25ACD149B1BF751FB28	SeaSky	May 5, 2017 10:27 PM	May 5, 2017 10:27 PM

[Channel] In Game Gamer Lookup

# Community Setting I

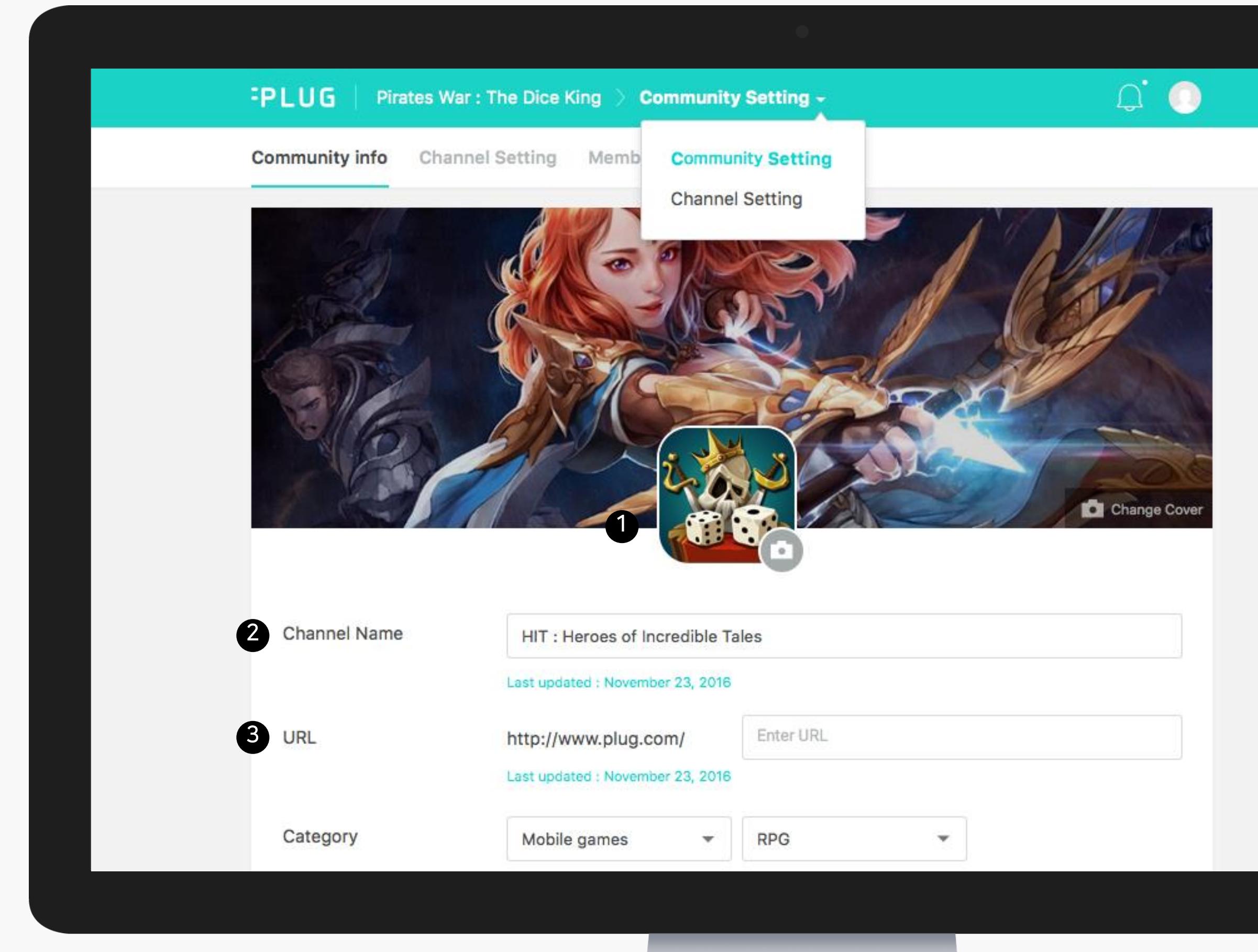
## ① Main cover image and icon (editable)

- Automatically applies to newly added channels
- Can be changeable by channel
- Cover image: 528x176 pixels
- Icon: 120x120 pixels

## ② Community name (unique, editable)

Used as a default name of newly added channel

## ③ URL (unique, editable)



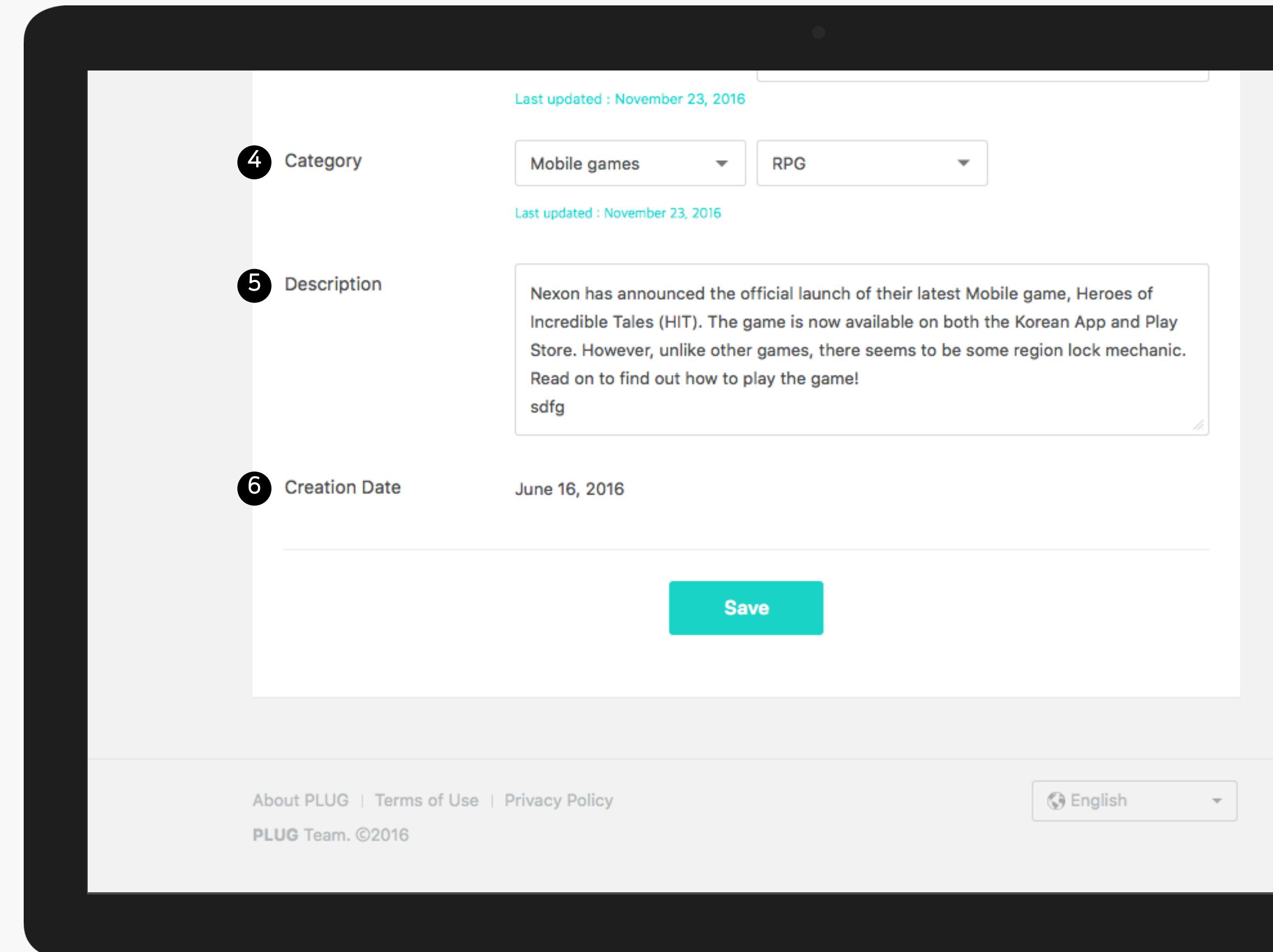
# Community Setting II

④ Category (editable)

⑤ Community description (up to 500 characters in case of Korean)

Used as a default description of newly added channel

⑥ Creation date: The date on which the community is created



# Channel Setting

## ① Select the default channel

Default channel: A language displayed for users who select unsupported languages

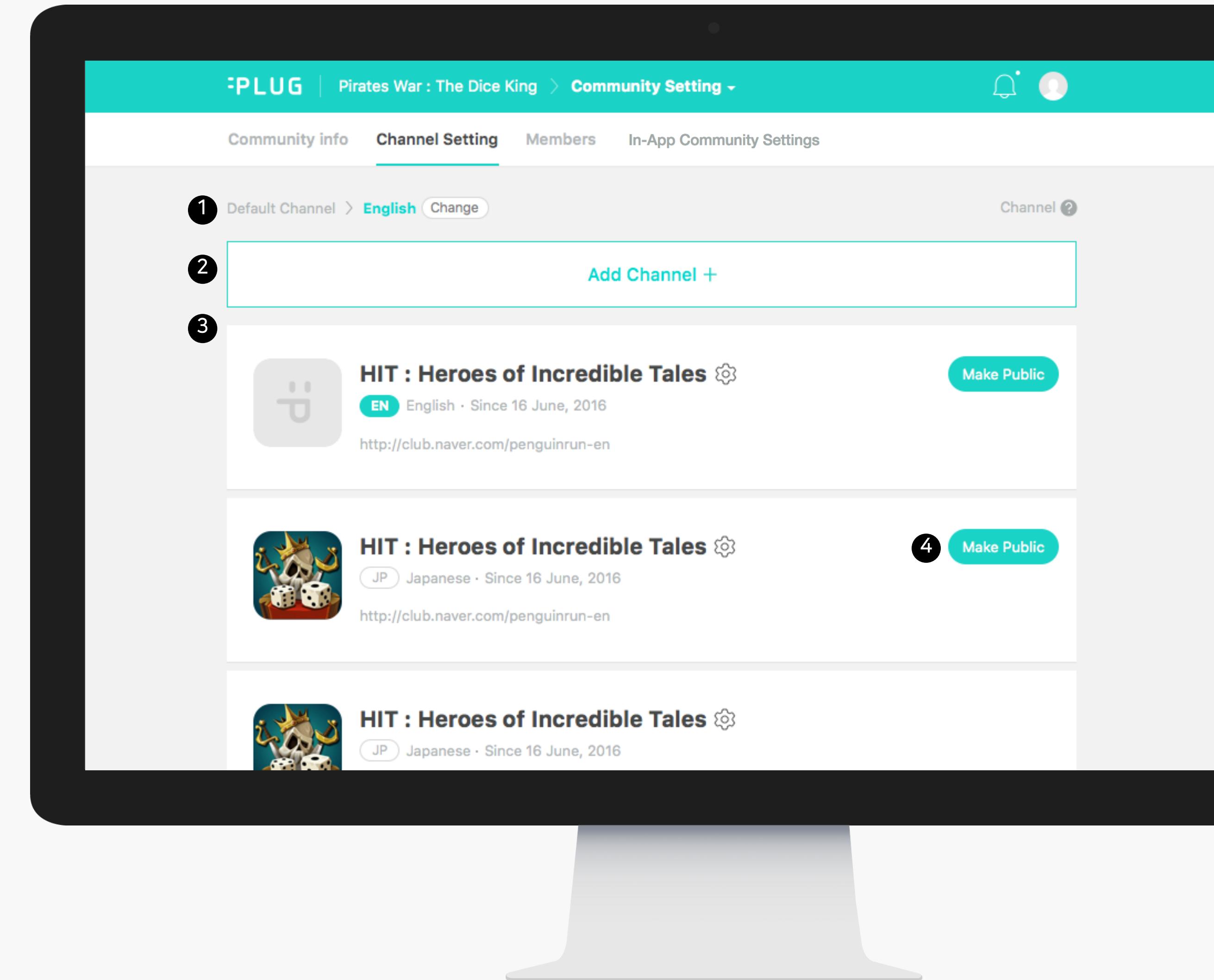
(For example, if a user using a language (e.g. Spanish) which is not supported by the community uses an in-app community, while the default language is English, the content of English channel will appear first.)

## ② Add a channel

## ③ List of channels

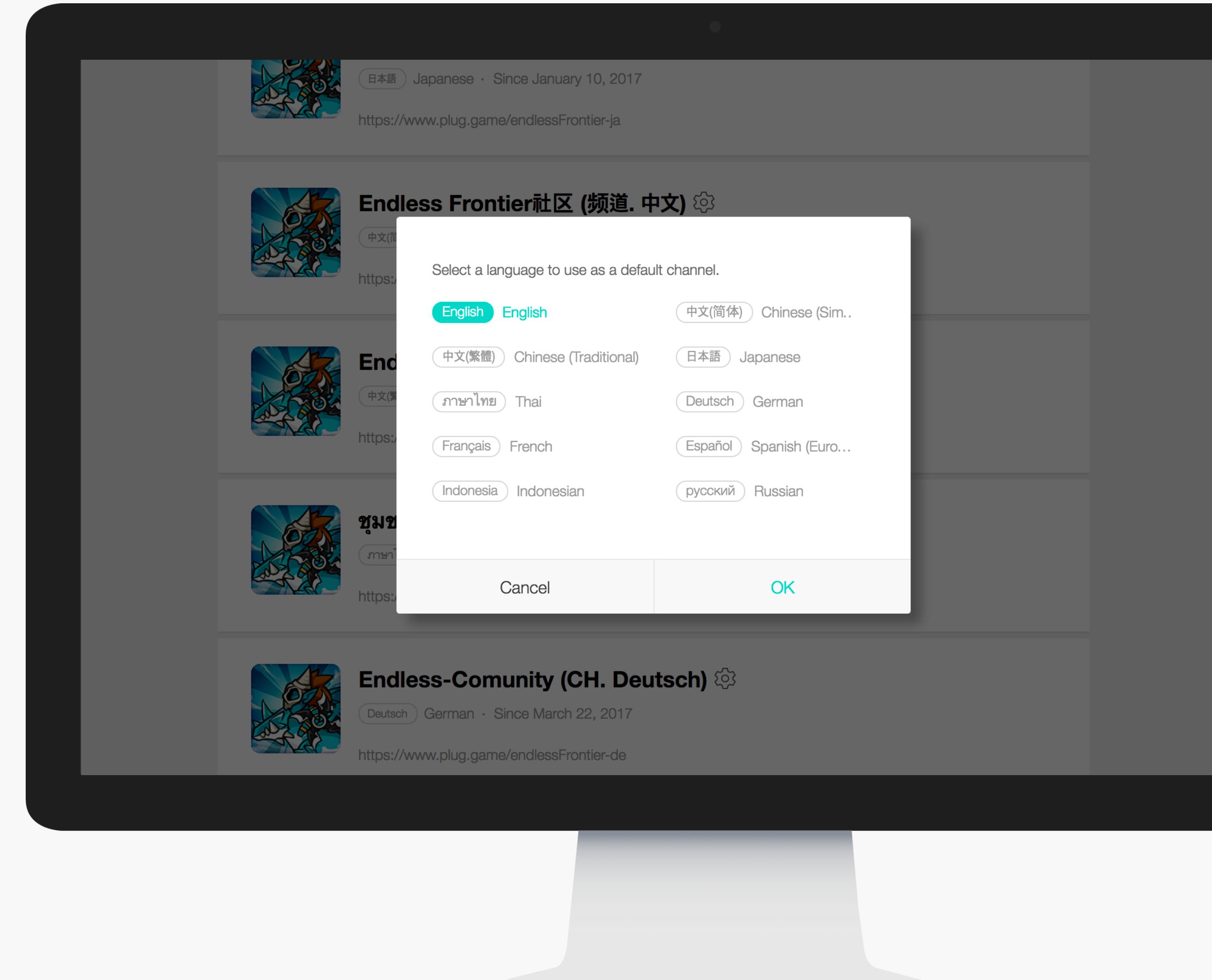
## ④ Make a community public

- The state of a new channel is automatically set to private. Once it is set to public, it will be shown to general members.
- You can manage menus even in private state.



# Change default channel

Select one from options except for the current default language channel

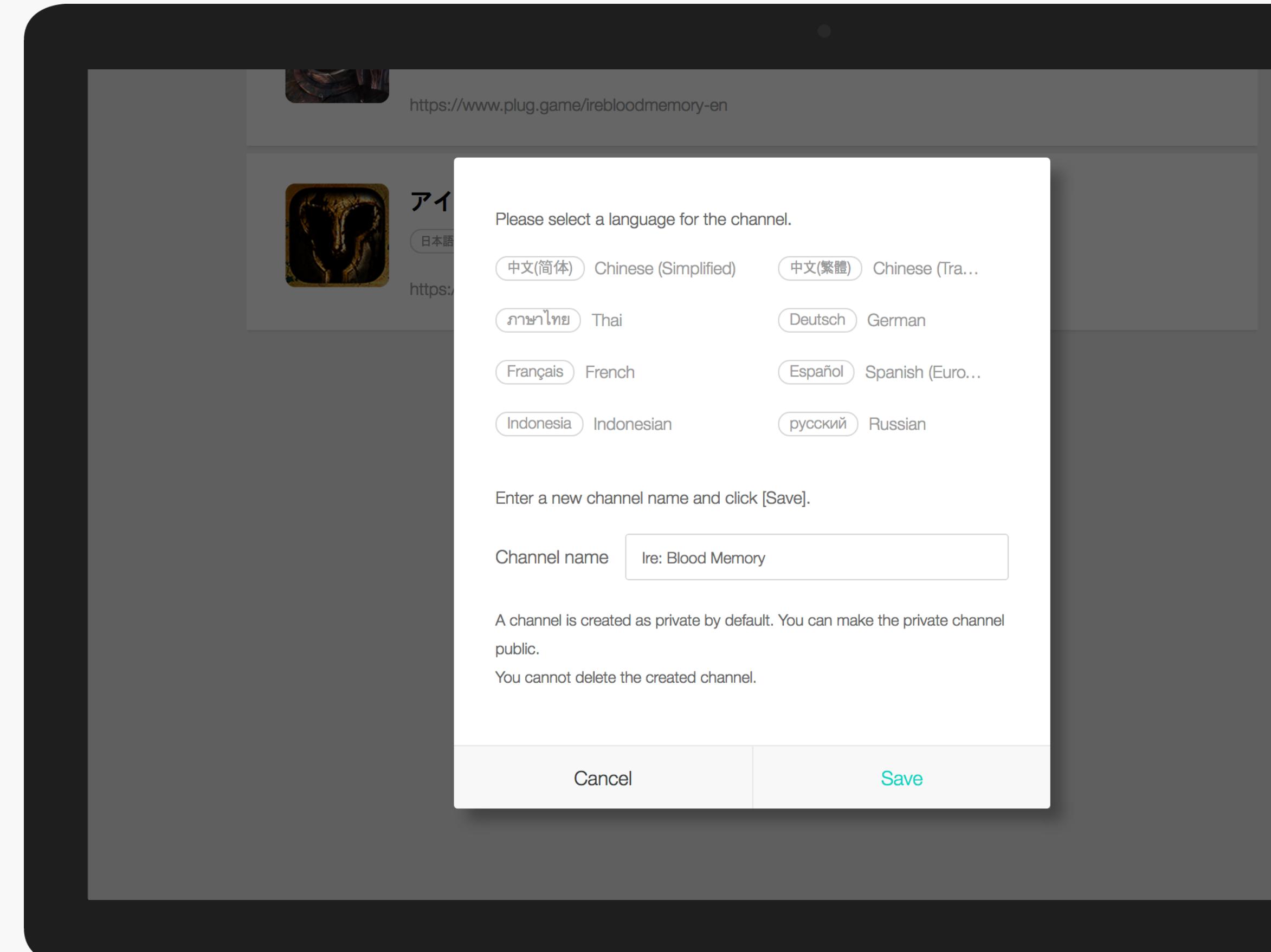


[Community] Change the default channel

# Add channel

## Add a channel

- Language to add
- Channel name
- URL is automatically created  
("community URL" + "\_" + "language code")



[Community] Add channel

# Members I

## Administration area of members and roles

Shows a list of all members including members, staffs, and managers from the community

### ① Sort by member group

- managers/staffs/members
- Additional sorting option will be available if it is sorted by staffs.

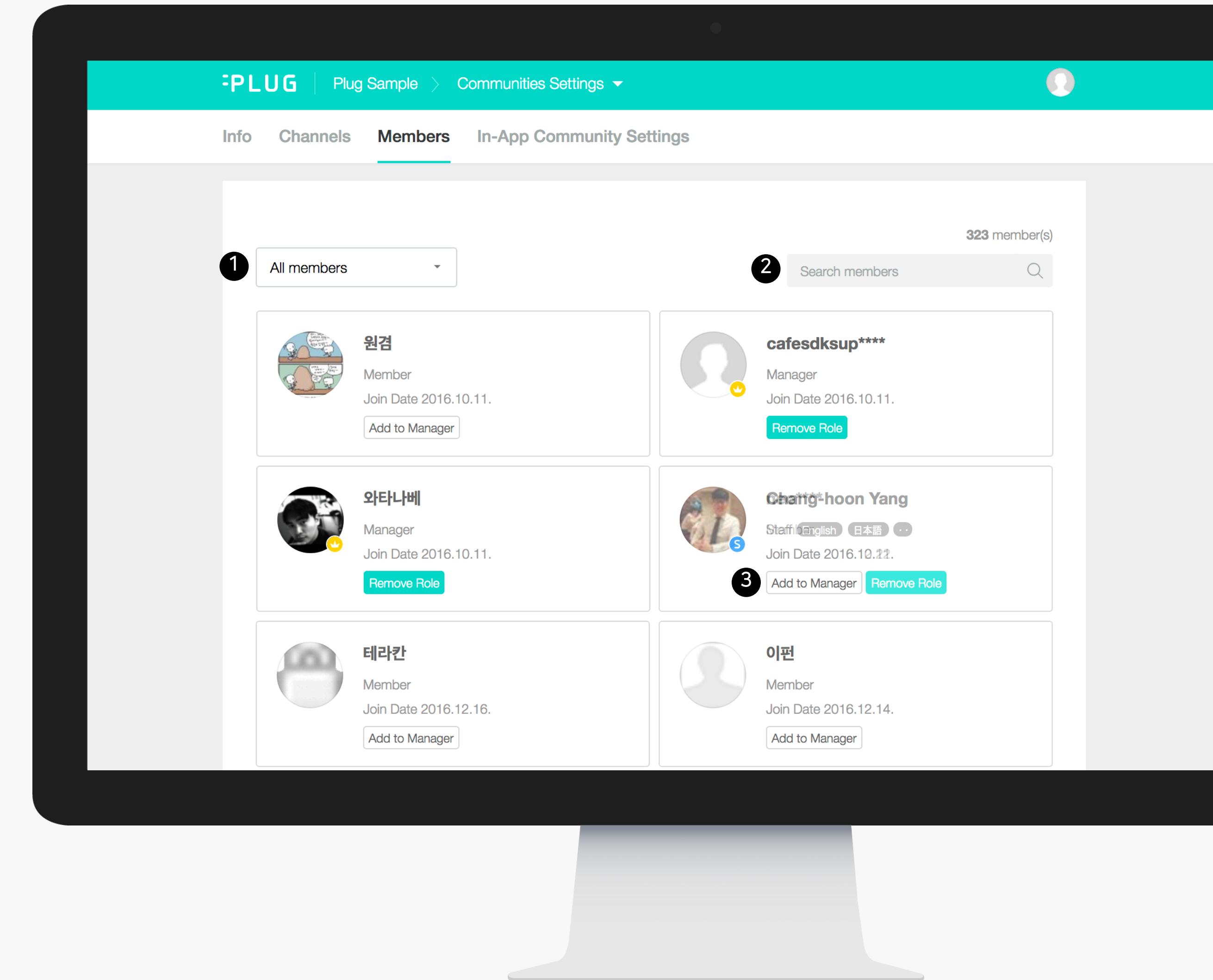
### ②

### Search members

### ③

### Set role

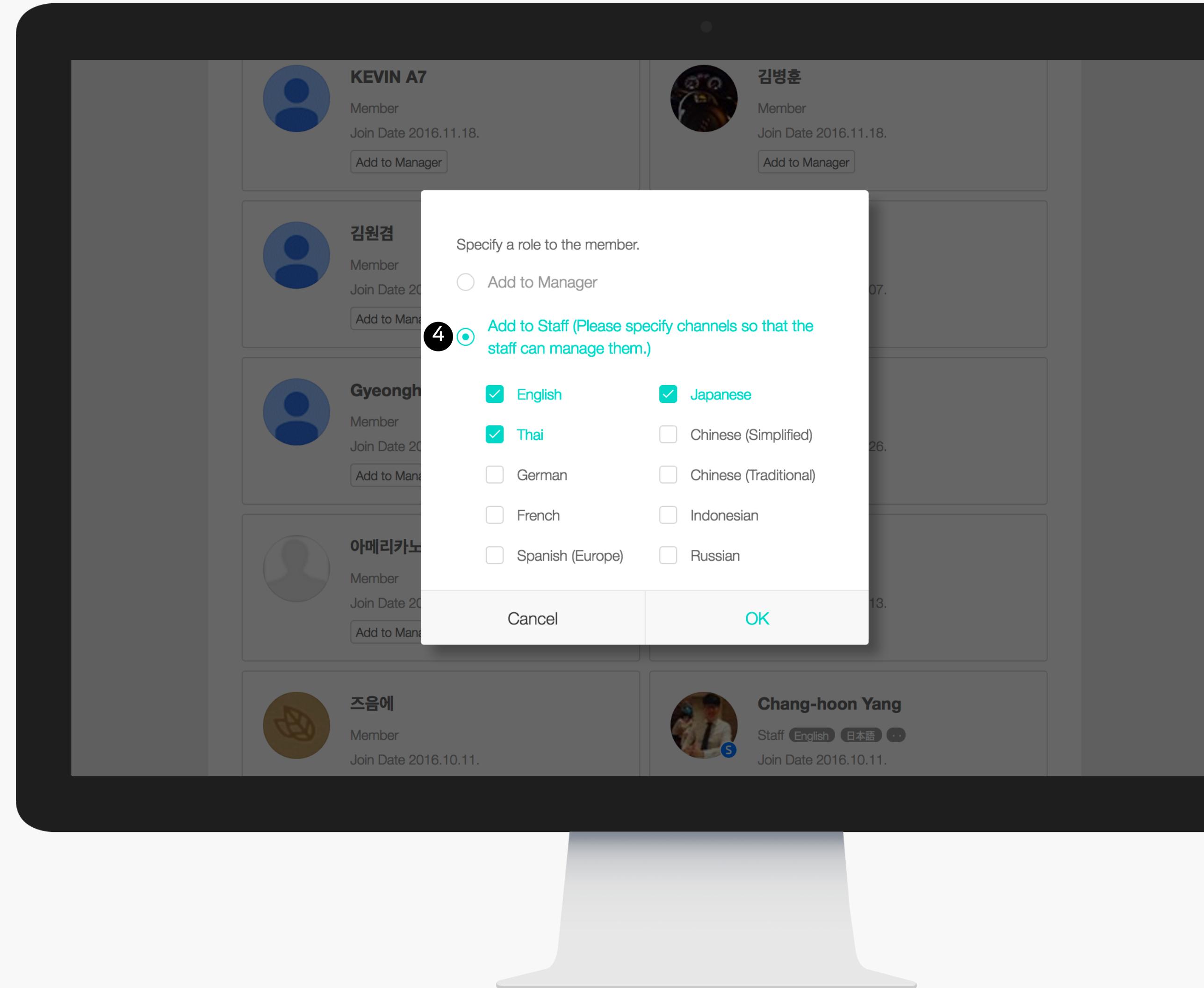
Assign manager or staff



# Members II

## ④ Grant permissions

- For staffs, you need to specify one or more channels to manage.
- You can grant different permissions for different channels. It can be useful when the operation of a specific channel is outsourced.



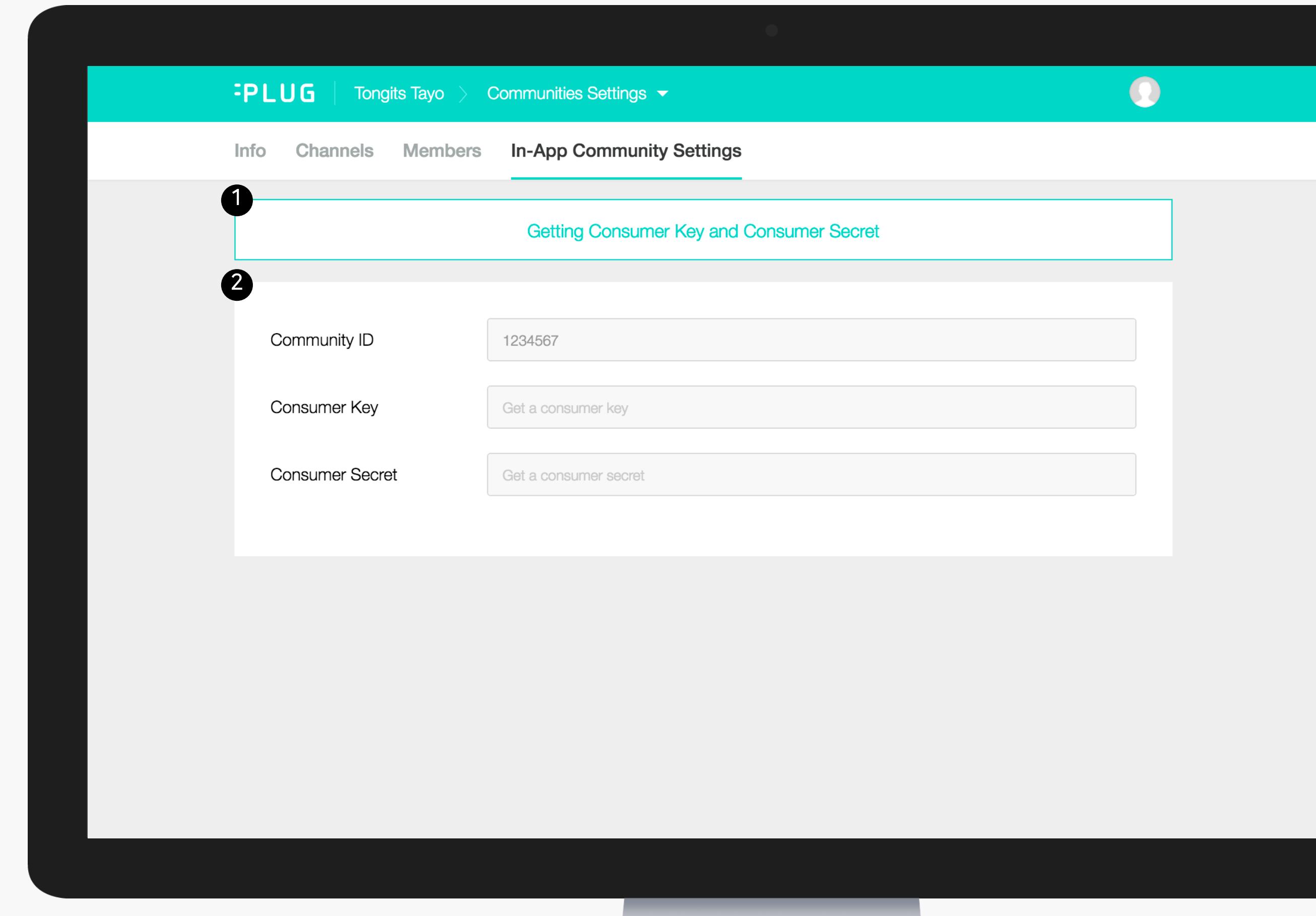
# In App Community Settings

## Issuing consumer keys and consumer secrets

① Click the button to issue them

② Verify the issued key values

- Community ID
- Consumer key
- Consumer secret



[Community] In app settings

# Reference

# Member level



## Managers

n person(s)

There are managers, staffs, and members.  
Managers and staffs are admins of the  
community and channel.  
There is no limit to the number of  
managers and staffs.



## Staffs

n person(s)

The one who creates a community  
becomes a manager.  
Managers can grant administrative  
permissions to any members.



## Members

Managers have administrative  
permissions on the community and all  
channels.  
Staffs have administrative permissions on  
channels of which they are in charge.  
Staffs can administer multiple channels.

Members who have signed up through a  
channel can read and write posts.  
"Guests", persons who haven't signed up,  
can only read posts.

# Managers

Community administration	Administer channels	Channel administration	Administer members
Administer community info	- Change the default Channel - Add a new channel	Administer channel info Administer menus	Specify admins (managers and staffs)
Administer content	In app settings	Administer members	In app administration
- Administer posts, deleted posts, and comments - Write posts	Issue a community ID, consumer key, and consumer secret	Block members from a specific channel  (For example, a member who has been blocked from a channel "A" can still access a channel "B".)	- Administer Home - Administer menus - Administer gamers

# Staffs

Channel administration	Administer content	Administer members	In app administration
Administer channel info	- Administer posts, deleted posts, and comments	Block members from a specific channel  (For example, a member who has been blocked from a channel "A" can still access a channel "B".)	- Administer Home - Administer menus - Administer gamers
Administer menus	- Write posts		

# Members

Read posts
write posts
Add comments

# Supporting Engine and Guides

- **Unity:**

<https://www.gitbook.com/book/plug/plug-sdk-unity/details>

- **Unreal:**

<https://www.gitbook.com/book/plug/plug-sdk-unreal/details>

- **Cocos2d-x:**

<https://www.gitbook.com/book/plug/plug-sdk-cocos2dx/details>

- **Android Native:**

<https://www.gitbook.com/book/plug/plug-sdk-android/details>

- **iOS Native:**

<https://www.gitbook.com/book/plug/plug-sdk-ios/details>



# Thank you

PLUG team.

