SLOTS Starter Kit

- instructions and configuration -

The project was build with XCode (Version 4.6) for iOS SDK 6 or later. Although it should work on iOS 5.1, we can only test, debug and offer support for iOS 6 (thank Apple for this). So we suggest you deploy directly for iOS 6, which has over 96% iOS market share anyways.

Newer versions of XCode should build this project without problems. Compile warnings can safely be ignored, most of them coming from some external libraries that we make use of.

The kit allows you to create universal apps for both iPhone and iPad. It is also fully retina-display and designed for full compatibility and great looks on new iPhone 5 as well.

Table of Contents

This document assumes that you already have experience with setting up and deploying apps to the App Store - you know how to compile, build, run, upload to iTunes Connect, define In-App-Purchases, change your app's Bundle Identifier, Product Name, app icons and splash screens. These are standard procedures for all iOS apps and we won't provide support for them.

Configuration:

Most app configuration is to be done in file Configure.h located in the SimpleSlots source code subfolder of the project. You can comment the lines in the config file by adding // signs at the beginning of each of those lines.

Game Settings

I've improved the Configure.h file making it even easier for you to do some needed changes without even looking in the source code. They are self explanatory for most parts:

```
#define INITIAL_STARTUP_COINS @"3000"
#define INITIAL_STARTUP_BET @"200"
#define INITIAL_LINES_COUNT @"20"
#define LABEL_WELCOME @"Welcome to Party Slots!"
#define LABEL_TAPPLAY @"Tap Spin to Play"

#define DELAY_FOR_AUTO_SPIN 7

#define DONT_SHOW_APPLOVIN_ON_EACH_SCREEN
```

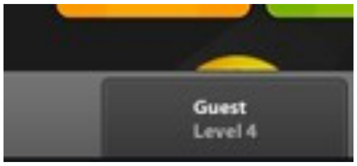
`DELAY_FOR_AUTO_SPIN` is the number of seconds each AutoSpin takes place. If it's less than 7 seconds, a new spin might get triggered before the previous one has ended, which means some spins will get skipped. If it's way longer than 7, then the user might get bored waiting for the autospin to finish. A safe bet would be between 7 and 10. Keep in mind that if a Bonus is triggered while autospinning, then the autospin is disabled so that the user can play his Bonus round.

`DONT_SHOW_APPLOVIN_ON_EACH_SCREEN`   the AppLovin interstitial popup now gets shown only at the launch of the game, after the menu screen appears. If you want it to also get displayed when showing the game screen or the bonus screen, you can comment this line out. It will display a lot more ads, but might get quite annoying for your players.

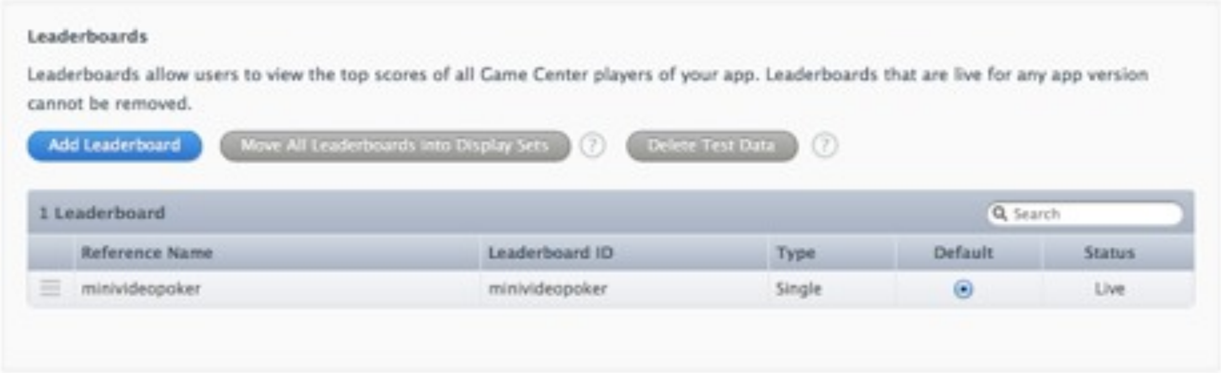
`ADS_INTERSTITIAL_ON_LOBBY_FREQUENCY`   to set the AppLovin interstitial popup display frequency. If the value of this is 1, then we'll show the AppLovin interstitial on the lobby(menu screen) every single time we get to it; otherwise, we show it once every N times

Game Center Leaderboard

The user’s score is sent to GameCenter for the highscores table. The player can see the highscore table by tapping the bottom-left button on the main screen.



Set up your game center leaderboard in iTunesConnect. Put the leaderboard id as the value for kGameCenterLeaderboardID key in Configure.h.



Leaderboards

Leaderboards allow users to view the top scores of all Game Center players of your app. Leaderboards that are live for any app version cannot be removed.

1 Leaderboard

Reference Name	Leaderboard ID	Type	Default	Status
minivideopoker	minivideopoker	Single	●	Live

(screenshot belonging to a different app)

Ad networks

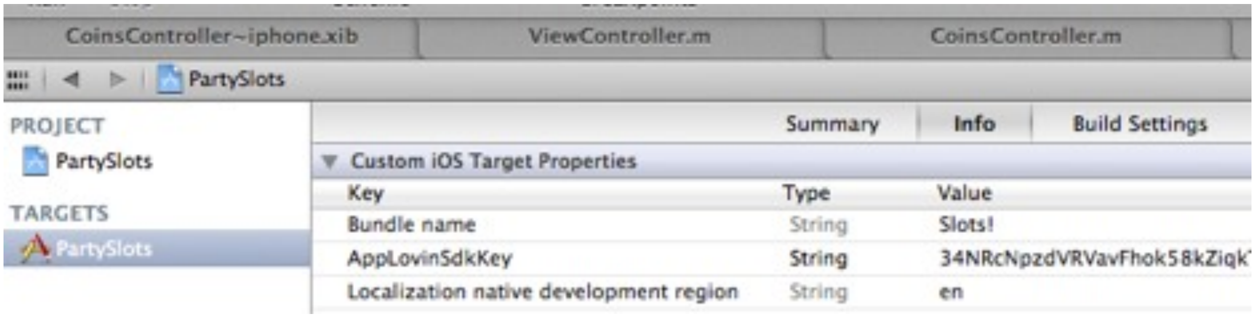
Ads are displayed at 4 moments by the game:

- When opening the main page (AppLovin interstitial)
- When returning to the game (app becomes active) (Chartboost or Revmob interstitial)
- During game play, after every “N” spins (Chartboost or Revmob interstitial)
- On demand, when the user taps one of the “free games” buttons on the bottom-row of the screen (PlayHaven more games, Chartboost more apps, Revmob link ad)

AppLovin - https://www.applovin.com

Displays a main interstitial on the main page.

Because of how AppLovin works, you’ll need to put your AppLovin SDK Key as a custom iOS Property in your target’s Info panel. Read more about it on https://www.applovin.com/integration

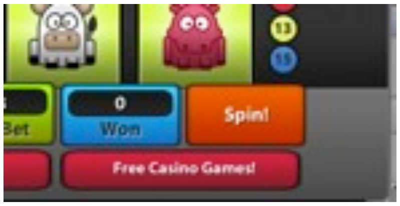


▼ Custom iOS Target Properties

Key	Type	Value
Bundle name	String	Slots!
AppLovinSdkKey	String	34NRcNpzdVRVavFhok58kZiqk
Localization native development region	String	en

PlayHaven - http://www.playhaven.com

Shows a main free game on screen, then a list of free games that the user can chose to download; on demand, when the user taps the button “Free Casino Games!” on the bottom-right of the game screen.

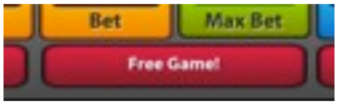


Change what this button does by replacing the contents of method showPHMoreGames in AppDelegate.m ; place your own PlayHaven credentials by changing the values in the lines

```
#define PLAYHAVEN_TOKEN @"DW2vFkVDTy-Pq1QTL-aK-Q"
#define PLAYHAVEN_SECRET @"e0e2c4292a694385ad4da4cf83469369"
#define PLAYHAVEN_MORE_GAMES_STRING @"more_games"
```

RevMob - http://www.revmob.com

When the user taps the “Free Game” button on the bottom of the game screen, it will open up a Revmob link ad.

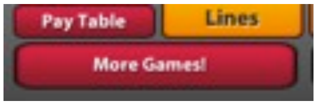


If so configured, Revmob will show a big interstitial ad on on app resume or during game, after every N spins.

`REVMOB_APP_ID` - the revmob app id ; if this line is missing or commented, there will be no revmob ads

Chartboost - https://www.chartboost.com

When the user taps the “More Games!” button on the bottom-left of the game screen, it will open up a Chartboost More Games page.



If so configured, Chartboost will show a big interstitial ad on on app resume or during game, after every N spins.

`CHARTBOOST_APP_KEY` - the chartboost app id ; if this line is missing or commented, there will be no chartboost ads
`CHARTBOOST_APP_SECRET` also from chartboost; only has effect if `CHARTBOOST_APP_KEY` is also set up

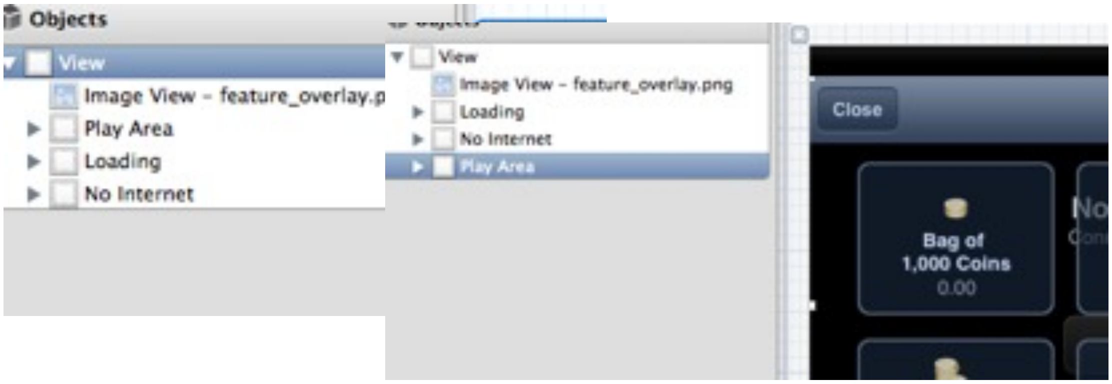
Ads on app resume or during game

If you want to show up ads after returning to the game from another app, set uncomment the line with ADS_RESUME_FREQUENCY and set its value to a non-zero number (will show ads after every N resumes).

By default it shows a Chartboost interstitial ad (Chartboost must be activated), but you can change it to other ad networks by editing the contents of the method applicationWillEnterForeground in AppDelegate.m (instructions are provided for Revmob).

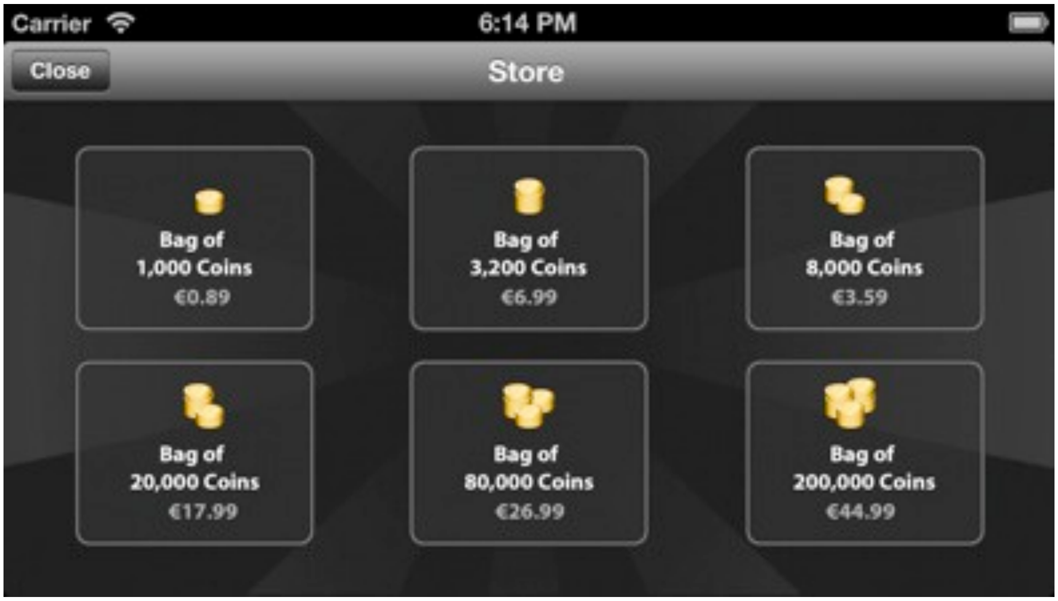
If you want to show up ads during gameplay, after every N spins, uncomment the line with ADS_SPIN_FREQUENCY and set it to the wanted amount (non-zero number).

In addition to this, the game has built in a custom popup asking to download a game. You can enable this popup (should appear one time at the start of the app) by setting to YES the variable `SHOW_DOWNLOAD_POPUP` (also in Configure.h), then setting the `DOWNLOAD_NOW_URL` to your own URL and replacing the existing images downloadview_small.png and downloadview_small@2x.png from the resources(artwork) folder with your own. Or you can leave things as they are(disabled), since it’s easier to just use Chartboost for this kind of things.



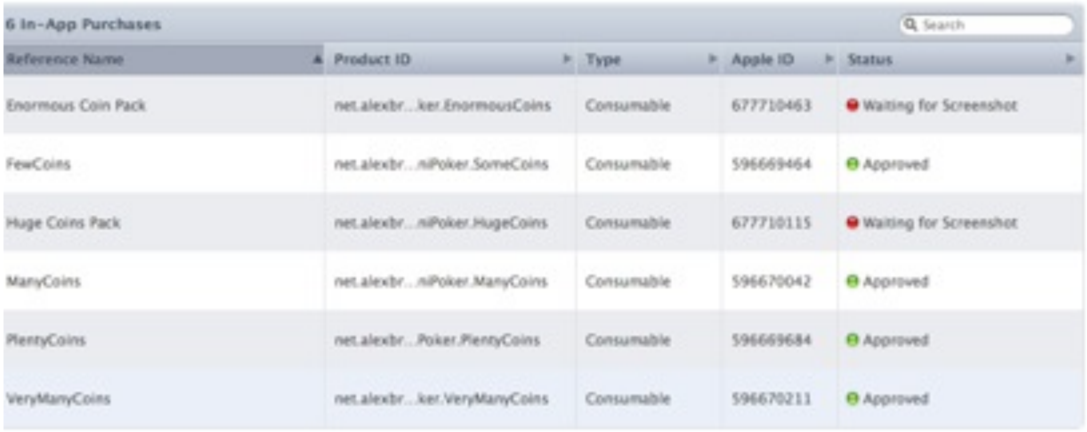
In-App-Purchases:

You must set 6 consumable in-app purchases in iTunes Connect, for each of the 6 different coin packs.



If you don't have experience with in-app purchases, it might help to read these tutorials:
http://www.raywenderlich.com/2797/introduction-to-in-app-purchases - about creating a custom App ID and http://www.raywenderlich.com/23266/in-app-purchases-in-ios-6-tutorial-consumables-and-receipt-validation about creating a consumable In-App Purchase.

(For this documentation and as placeholders in the code I’ve used purchases defined for a different game. You’ll need to use your own.)



6 In-App Purchases

Reference Name	Product ID	Type	Apple ID	Status
Enormous Coin Pack	net.alexbr…ker.EnormousCoins	Consumable	677710463	🔴 Waiting for Screenshot
FewCoins	net.alexbr…niPoker.SomeCoins	Consumable	596669464	🟢 Approved
Huge Coins Pack	net.alexbr…niPoker.HugeCoins	Consumable	677710115	🔴 Waiting for Screenshot
ManyCoins	net.alexbr…niPoker.ManyCoins	Consumable	596670042	🟢 Approved
PlentyCoins	net.alexbr…Poker.PlentyCoins	Consumable	596669684	🟢 Approved
VeryManyCoins	net.alexbr…ker.VeryManyCoins	Consumable	596670211	🟢 Approved

Set the IAPs product ids carefully (they must be unique, any compact string will do). Their localized names will be the ones displayed at the actual moment of the purchase by Apple's standard purchase popup, so be careful what you write there.

Once you've finished setting up your in-app purchases in iTunes Connect, you will need to add information about these in the game, in Configure.h :

```
#define IAP1 @"net.alexbrie.MiniPoker.SomeCoins"
#define IAP2 @"net.alexbrie.MiniPoker.ManyCoins"
#define IAP3 @"net.alexbrie.MiniPoker.PlentyCoins"
#define IAP4 @"net.alexbrie.MiniPoker.VeryManyCoins"
#define IAP5 @"net.alexbrie.MiniPoker.HugeCoins"
#define IAP6 @"net.alexbrie.MiniPoker.EnormousCoins"
```

(in your case these will be the product ids for your own purchases)

Also enter the number of coins the user get via the purchases:

```
#define IAP_AMT_1 1000
#define IAP_AMT_2 3200
#define IAP_AMT_3 8000
#define IAP_AMT_4 20000
#define IAP_AMT_5 80000
#define IAP_AMT_6 200000
```

If you want to make other changes (cosmetic or otherwise) to the buy coins screen, you can do so by editing the files CoinsController~iphone.xib and CoinsController~ipad.xib ; keep in mind a few things:

1. the actual content you'll want to change is covered by some extra views; their order is important, so the way to work with this is by first dragging(in the views hierarchy) the view called "Play Area" to become the foremost view, and at the end dragging it back to its original position.

You'll need to do this for most interface views in the game, so I'll mention this again in the Reskinning section.

2. the tags for the buy coins buttons are important are numbered from 1001 to 1006; similarly, the tags for the "1000 Coins" labels and such are numbered from 2001 to 2006 ; if you decide to delete some of these buttons or add new ones, make sure to tell your developer to sync this with the code in CoinsController.m

Frequently Asked Questions about IAPS

iTunes Connect is asking me for screenshots. What should I use there?

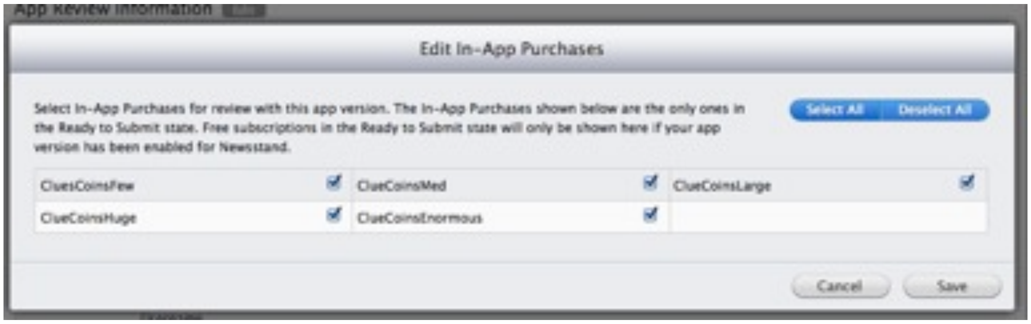
I usually send the same screenshot for all of the purchases, which is a screenshot of the coin-store page; you need to upload this screenshot before submitting the binary, so you can wait uploading it till after you've had your iaps ready and condigured.

In-App-Purchases don't show up on the simulator

They should. If they don't, then you probably forgot to do something. Did you remember to mark them as "cleared for sale" in iTunesConnect? Make sure that the IAP1.. to IAP6 in Configure.h is the exact same string (surrounded by @" and ", off couser) as the product id you've defined in iTunesConnect; also, make sure you have defined the coins amounts for IAP_AMT_1 .. to IAP_AMT_6

In-App-Purchases do show up in the simulator but not on my app that got on the AppStore

When you are ready to upload the app binary, remember to select the checkboxes for all of your in-app purchases that you'll want to submit for review; not doing this means your iaps won't show up for your users.



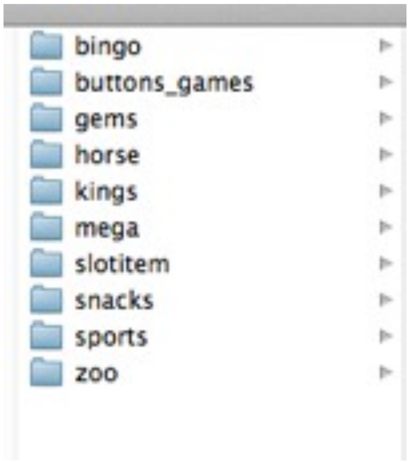
Edit In-App Purchases

Select In-App Purchases for review with this app version. The In-App Purchases shown below are the only ones in the Ready to Submit state. Free subscriptions in the Ready to Submit state will only be shown here if your app version has been enabled for Newsstand.

CluesCoinsFew ☑	ClueCoinsMed ☑	ClueCoinsLarge ☑
ClueCoinsHuge ☑	ClueCoinsEnormous ☑	

RESKIN and Customize Graphics

At the bare minimum you'll need to change out at least the game's icon, name and symbols for the levels(skins) included. There are 9 such skins included, for 12 different levels (some use the same skins but with a different number of lines you can bet on - 30 versus 20).

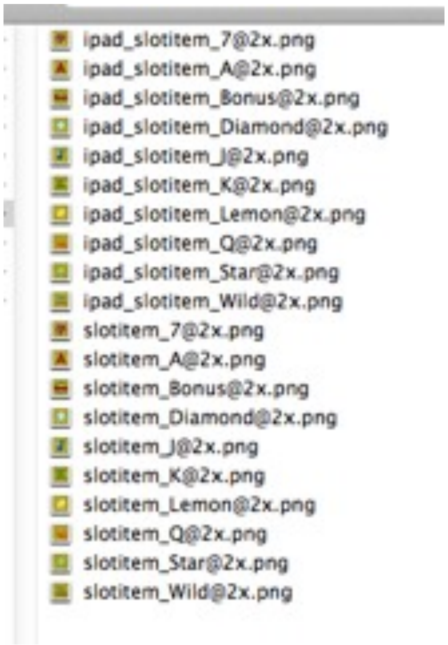


bingo
buttons_games
gems
horse
kings
mega
slotitem
snacks
sports
zoo

You'll find the game's original PSD graphics source files included in the folder PSD. You may use the existing PSD files for inspiration into creating your own unique graphics:

Game icon: *partyslots_1024x1024.psd*

Game symbols:



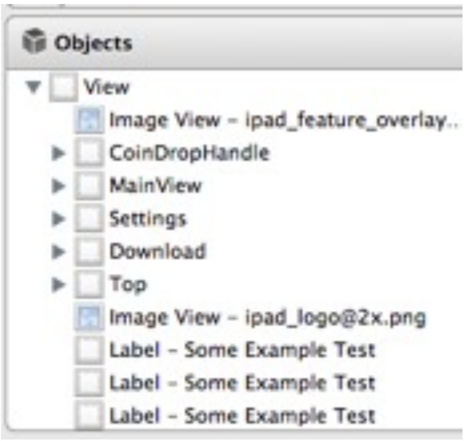
ipad_slotitem_7@2x.png
ipad_slotitem_A@2x.png
ipad_slotitem_Bonus@2x.png
ipad_slotitem_Diamond@2x.png
ipad_slotitem_J@2x.png
ipad_slotitem_K@2x.png
ipad_slotitem_Lemon@2x.png
ipad_slotitem_Q@2x.png
ipad_slotitem_Star@2x.png
ipad_slotitem_Wild@2x.png
slotitem_7@2x.png
slotitem_A@2x.png
slotitem_Bonus@2x.png
slotitem_Diamond@2x.png
slotitem_J@2x.png
slotitem_K@2x.png
slotitem_Lemon@2x.png
slotitem_Q@2x.png
slotitem_Star@2x.png
slotitem_Wild@2x.png

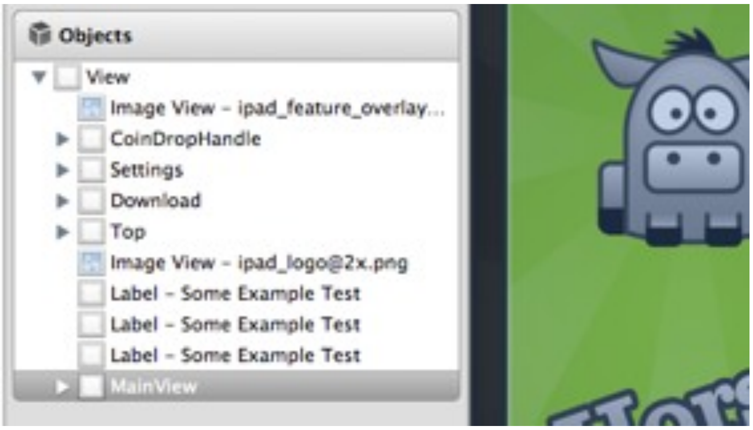
Each slot game skin has a set of 20 images which are loaded by method viewDidLoad of GameClassic20.m (10 for iPhone, at resolution 140x140 pixels, and 10 for iPad, at resolution of 340x340 pixels). The images for reskin must be named similarly across different skins, the only difference being made by the prefix

In addition to these graphics (the models for which you have in the artwork subfolder and in the PSD subfolder), for a skin you'll also need to:

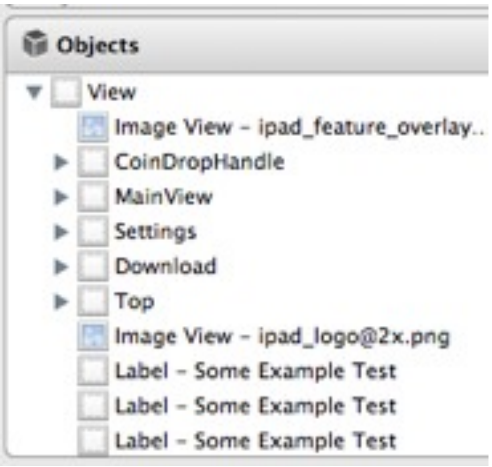
1. create custom graphics for the start level button, based on the models from the artwork/game subfolder ; you'll need a graphic for the unlocked button image, one for the locked one, and 2 others for the ipad versions; see existing ones for model; the PSD for these are located in the PSD/game subfolder
2. create(or replace the graphic of) the corresponding button, in the ViewController.xib files, located in the ScrollView of the MainView ; either create a new button outlet or(if you are replacing an existing level) use an existing one for it, also in ViewController.h
3. create(or replace) the Touch Up Inside action method for the button, in *ViewController.m*; this method should copy the model of the existing ones, and call [self gameengine:SKIN_NAME:NUMBER_OF_LINES]; the NUMBER_OF_LINES must be either 20 or 30. Depending on the number of lines a different subset of winning lines logic and graphics will be used. You are safe to use the model of the existing skins.
4. the logic for setting the level button's graphic is to be found in method *viewWillAppear* of *ViewController.m*, following the model of the existing ones. The levels will be enabled according to the XP amount (which gets awarded according to the formula in method *checkIfWon* of *GameClassic20.m* - the line with XP=((totalWinAmount...) and graded according to the formula in methods *returnLevel* and *sortLevelBar* of *ViewController.m*

As I mentioned before in the In-App-Purchases section, the way the interface for this game is done has a particularity which you'll need to remember: all popups/views in one screen (either the main screen, the buy coins screen, the game screen or the


Objects
View
Image View - ipad_feature_overlay..
CoinDropHandle
MainView
Settings
Download
Top
Image View - ipad_logo@2x.png
Label - Some Example Test
Label - Some Example Test
Label - Some Example Test


Objects
View
Image View - ipad_feature_overlay...
CoinDropHandle
Settings
Download
Top
Image View - ipad_logo@2x.png
Label - Some Example Test
Label - Some Example Test
Label - Some Example Test
MainView

bonus screens) are children of the same view, which makes it a bit more difficult to edit them directly in Interface Builder: you won't be able to see the main view because of all those other views which are on top of it.
However, moving the main view around will result in the game behaving badly.
The solution is easy: you need to first drag the Main View in the views hierarchy to the topmost (the bottom in Interface Builder), do your changes, then move it back in the hierarchy to the place it originally was.
and then back to the initial location:



Objects

- View
  - Image View – ipad_feature_overlay..
  - CoinDropHandle
  - MainView
  - Settings
  - Download
  - Top
  - Image View – ipad_logo@2x.png
  - Label – Some Example Test
  - Label – Some Example Test
  - Label – Some Example Test

Audio

Audio (sound effects) files are located in the artwork/sounds subfolder ; if you replace these sound files, remember to use the same file name, audio file format and file extension

Tweaks

1. Change Texts and Messages in the Game

The texts shown when a new experience level gets unlocked - are defined in method *isLevelUnlocked:(int)level* of file *ViewController.m*

The changing texts displayed in the top-center label of the main screen - they are defined and switched randomly in method -*(void) changeLbl* of file *ViewController.m* ; similarly, the changing texts at the top-center label of the game screen, are defined in -*(void) changeLbl* of file *GameClassic20.m*

Messages after having won a game or more - you can find and replace them in method -*(void) checkIfWon* of *GameClassic20.m* .

Messages at the start of the game "Welcome to Party Slots!" and "Tap Spin to Play" - you can change them directly in **Configure.h** , by changing the values of LABEL_WELCOME and LABEL_TAPPLAY .

2. Local Notifications

A cool feature of this game is the Local Notification that reminds the player to keep playing, and awards him with a bonus round (which will earn him extra coins) when returning to the game after a while. It is set up in method *setupLocalNotif* of **AppDelegate.m**, and here are the main things you'll want to change or set up :

The date/time when the local notification gets triggered: it is computed by the game to be the current time(when the app was last activated) plus 86001 seconds, which is roughly 24 hours minus 6 to 7 minutes. You can change this in line 199 of AppDelegate.m, replacing it with whatever trigger time(in seconds) you prefer (remember that 86400 is the number of seconds in a 24 hour day)

The text of the notification at line 216(method *setupLocalNotif* of **AppDelegate.m**): you'll want to change it from @"*Big Daily Bonus Now! Play Party Slots!*" to your own message(for your own game title).

The amount of coins rewarded to the player by the local notification is not fixed but decided during a Bonus game.

3. Winnings amounts

Nothing makes the user happier than winning things. Each of your game can change the winnings formula to provide a different, fresh experience:

For each winning line, the player wins the amount that he has bet on.
You can change the predefined bet amounts in method *changeBet* of *GameClassic20.m* .

Bonus rounds award more bonus coins, if and only if at least 3 Bonus symbols have been found on the screen. This is decided in method *checkIfWon* of *GameClassic20.m*, around line 2389. The Bonus game will be set randomly from 3 possible ones (pick the chest with the gold, spin the wheel or pick one of 3 cards), according to the logic in method - *(void)pushBonus* of *GameClassic20.m*.