MOBILE TOOLS

WHY DO YOU NEED TO USE THIS ASSET?

- Contains a complete game with all features already integrated (Ads, Achievements, Leaderboards, In App Purchase, Rate Game Popup, Localization).
- The complete game is available to play here:

  https://play.google.com/store/apps/details?id=com.gley.chickenjump&hl=en

- Includes the following independent assets:
  - **All Platforms Save**
    - Save and load game data using same line of code on all supported Unity platforms.
    - More details available here: https://assetstore.unity.com/packages/tools/integration/all-platforms-save-115960
  - **Daily (Time Based) Rewards**
    - Increase the retention of your game by using Daily Rewards and Time Based rewards.
    - Contains Timer buttons and Calendar popup rewards.
    - More details available here: https://assetstore.unity.com/packages/tools/integration/daily-time-based-rewards-161112
  - **Easy Achievements and Leaderboards**
    - Submit achievements and scores with minimal setup for Google Play and App Store.
    - More details available here: https://assetstore.unity.com/packages/tools/integration/easy-achievements-and-leaderboards-118119

WHY DO YOU NEED TO USE THIS ASSET?

- **Easy IAP (In App Purchase)**
  - Make in app purchases with minimal setup and very little programming knowledge.
  - More details available here: https://assetstore.unity.com/packages/tools/integration/easy-iap-in-app-purchase-128902
- **Localization (Multi-Language)**
  - Make your app international by translating it into multiple languages fast and easy.
  - **Auto Translation** implemented inside Settings Window. Automatically translations can be done by a single click inside asset.
  - More details available here: https://assetstore.unity.com/packages/tools/integration/localization-multi-language-161885
- **Mobile Ads (GDPR Compliant)**
  - Show ads ad from any ad platform using the same line of code for both Android and iOS (supports: AdColony, AdMob, AppLovin, ChartBoost, Heyzap, UnityAds, Vungle, Facebook Audience Network, ironSource, MoPub)
  - Has built in mediation policy
  - More details available here: https://assetstore.unity.com/packages/tools/integration/mobile-ads-gdpr-compliant-102892

WHY DO YOU NEED TO USE THIS ASSET?

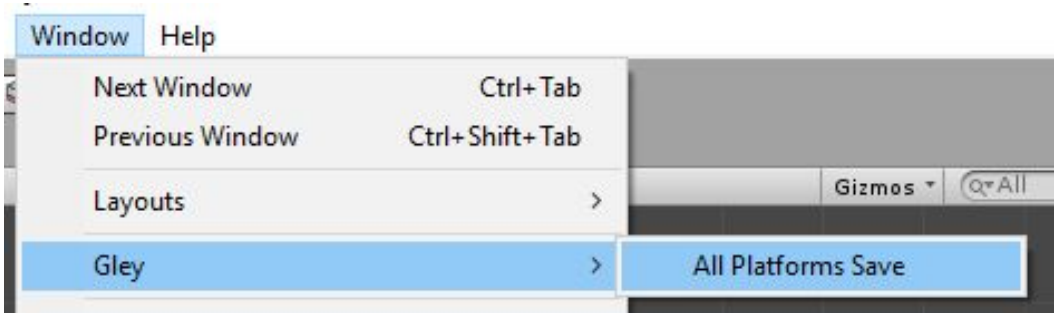
- **Mobile Cross Promo**
  - Dynamically change the promoted games, using a configuration file stored on a server of your choice.
  - All setup is done in a Settings Window, no coding required.
  - More details available here:
  - https://assetstore.unity.com/packages/tools/integration/mobile-cross-promo-148024
- **Mobile Notifications**
  - Schedule local notifications with a single line of code.
  - Requires Unity 2018.3 or above
  - More details available here: https://assetstore.unity.com/packages/tools/integration/mobile-push-notifications-156905
- **Rate Game Popup**
  - Show a rate popup using a single line of code.
  - All setup is done in a Settings Window, no coding required.
  - More details available here:
  - https://assetstore.unity.com/packages/tools/integration/rate-game-popup-android-ios-139131

WHY DO YOU NEED TO USE THIS ASSET?

- All above assets have Playmaker, Bolt and limited Game Flow support.
- All of the above assets work outside this project just import only the folders you need in your project.
- This game is the best tutorial on how to integrate any of our assets in a production game.
- The code is clear and every method is fully commented.
- The core engine is independent and can be used to make any games you like.
- The game is 100% identical with the one from the store.
- This package includes all assets used (Textures, Sounds, Models, Animations, Scripts) and it is ready to build.

SAVE SETUP

To add your advertising IDs go to **Window->Gley->All Platforms Save** and open the Settings Window.



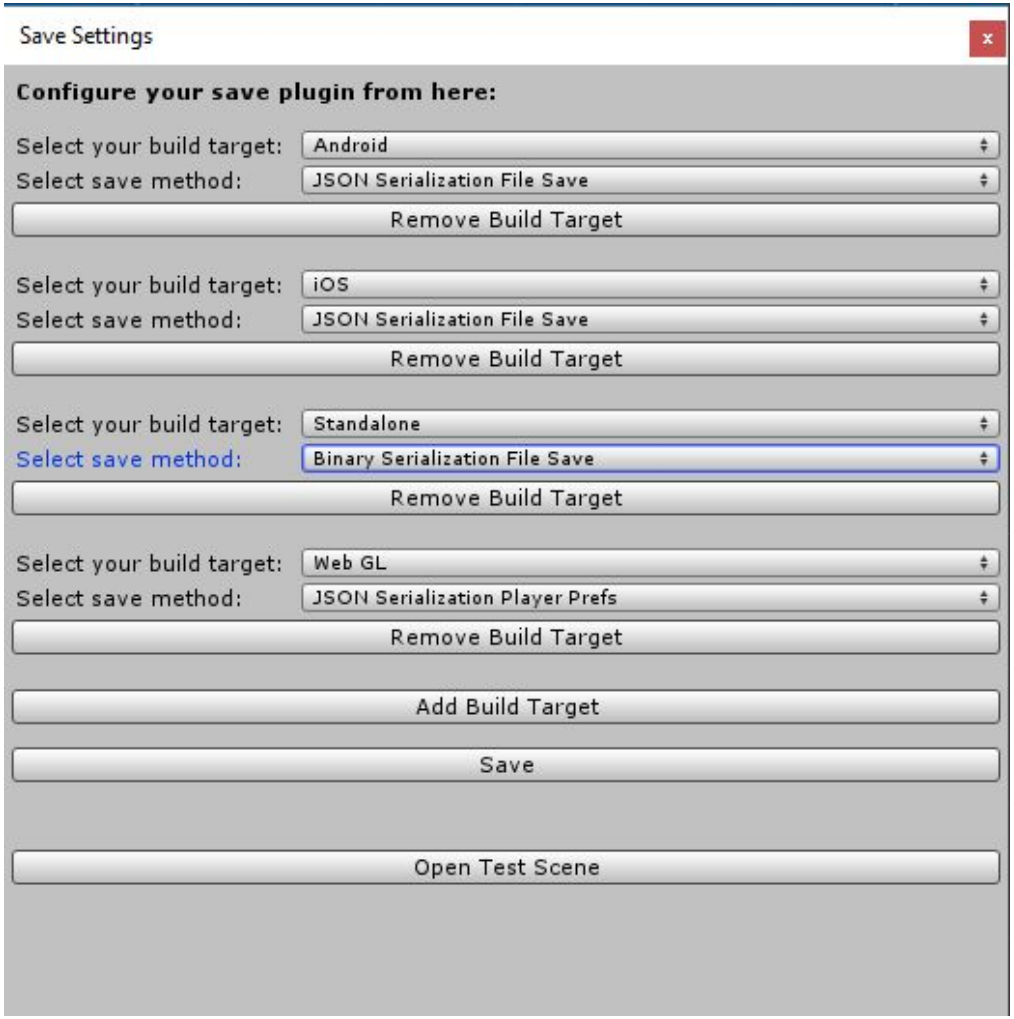
For more detailed informations about using All Platforms Save:

- Check the full documentation:
  - https://gleygames.com/documentation/Gley-AllPlatformsSave-Documentation.pdf

- Visit our forum:
  - https://forum.unity.com/threads/all-platforms-save-saves-your-game.530026/

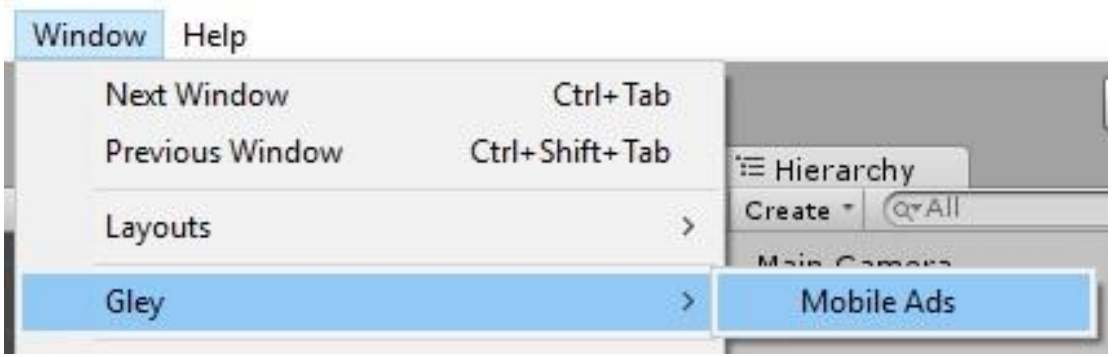
SAVE SETUP

Add your build target platforms here and click Save button



ADS SETUP

To add your advertising IDs go to **Window->Gley->Mobile Ads** and open the Settings Window.

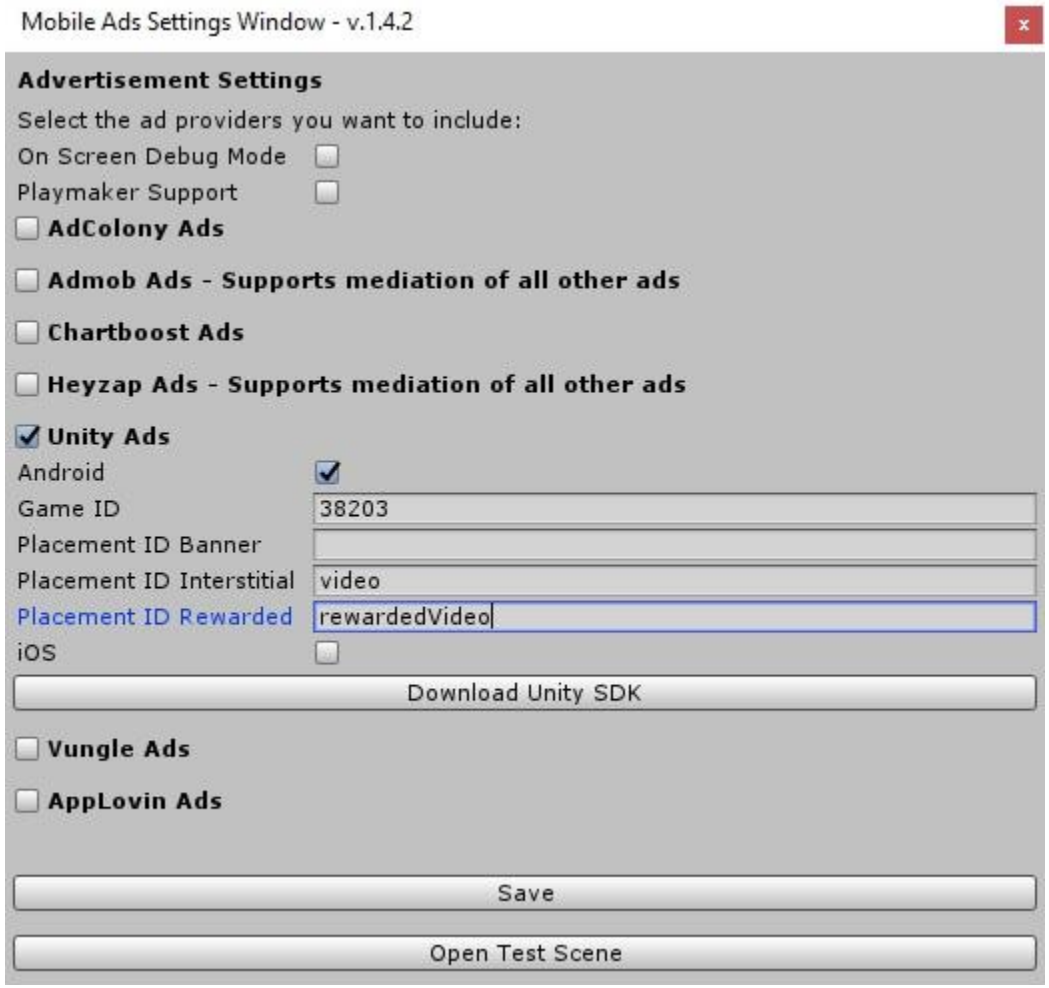


For more detailed informations about using Mobile Ads:

- Check the full documentation:
  - https://gleygames.com/documentation/Gley-MobileAds-Documentation.pdf
- Check our Youtube tutorials:
  - https://www.youtube.com/playlist?list=PLKeb94eicHQvSrD7KRzXSa-uT_cf3_I3U
- Visit our forum:
  - https://forum.unity.com/threads/mobile-ads-simple-way-to-integrate-ads-in-your-app.529292/

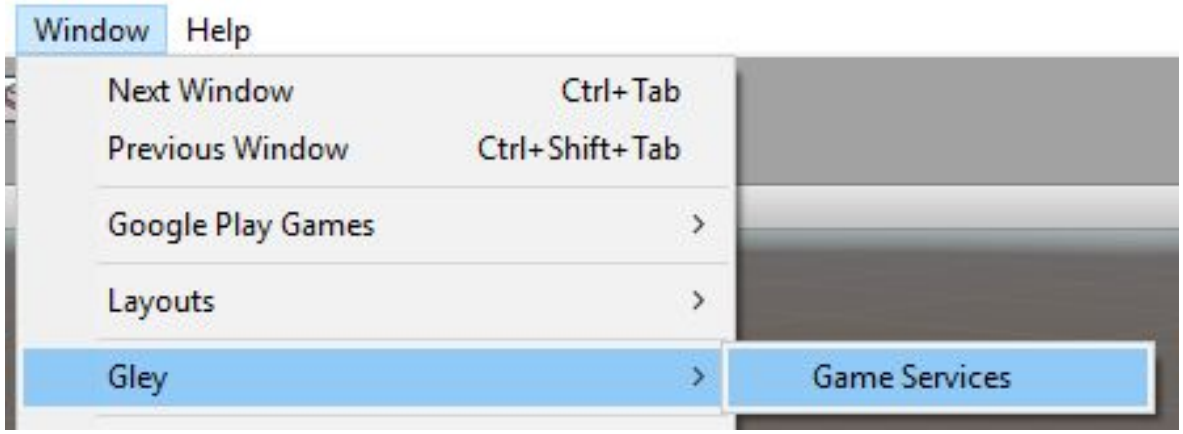
ADS SETUP

Replace the IDs from this window with yours and download Unity Ads SDK and your ads are setup.



ACHIEVEMENTS AND LEADERBOARDS SETUP

To add your achievements and leaderboards IDs go to **Window->Gley->Game Services** and open the Settings Window.

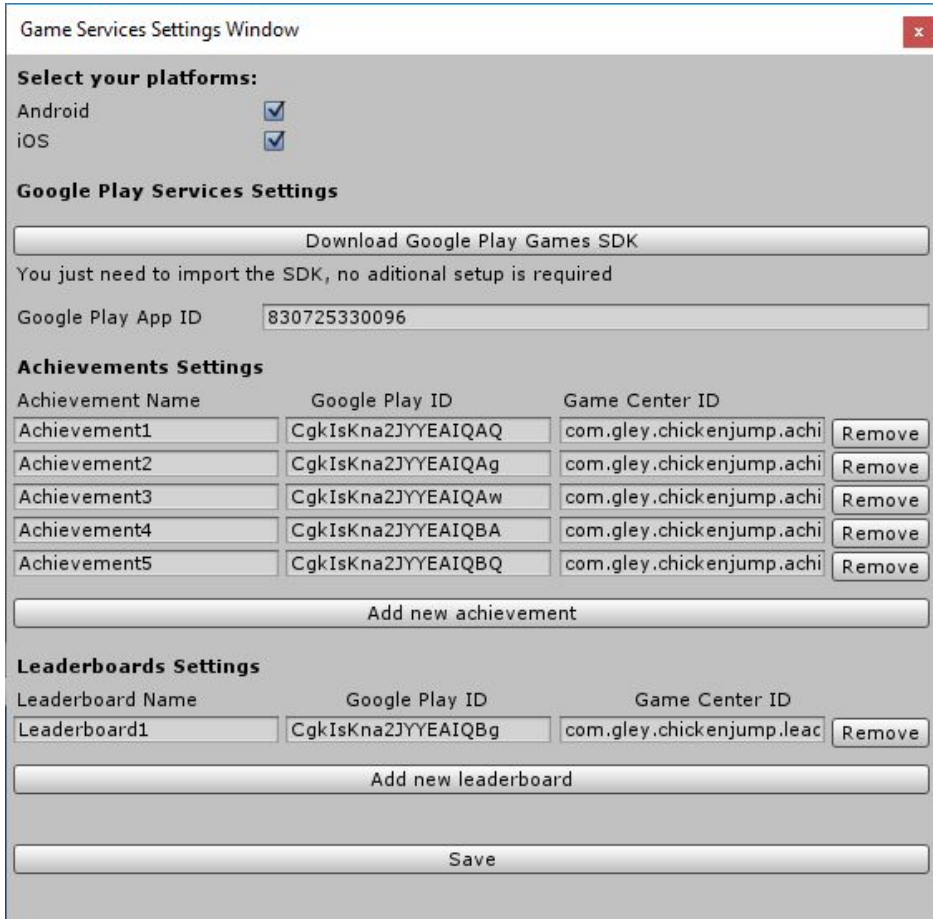


For more detailed informations about using Game Services:

- Check the full documentation:
  - https://gleygames.com/documentation/Gley-GameServices-Documentation.pdf
- Check our Youtube tutorials:
  - https://www.youtube.com/playlist?list=PLKeb94eicHQu6AkSJjdBFnAbiq10EYbsI
- Visit our forum:
  - https://forum.unity.com/threads/easy-achievements-and-leaderboards-engage-your-players.534278/

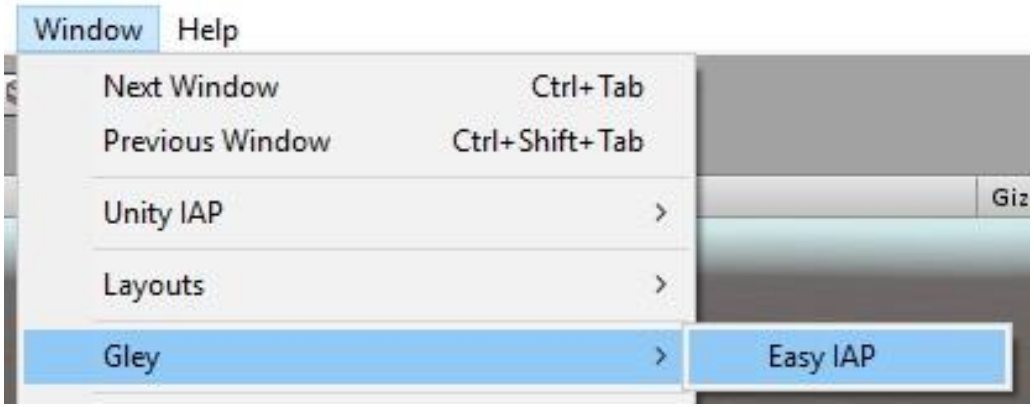
ACHIEVEMENTS AND LEADERBOARDS SETUP

Replace the IDs from this window with yours and download Google Play Games SDK and your achievements and leaderboards are setup.



IAP SETUP

To add your in app product ID go to **Window->Gley->Easy IAP** and open the Settings Window.

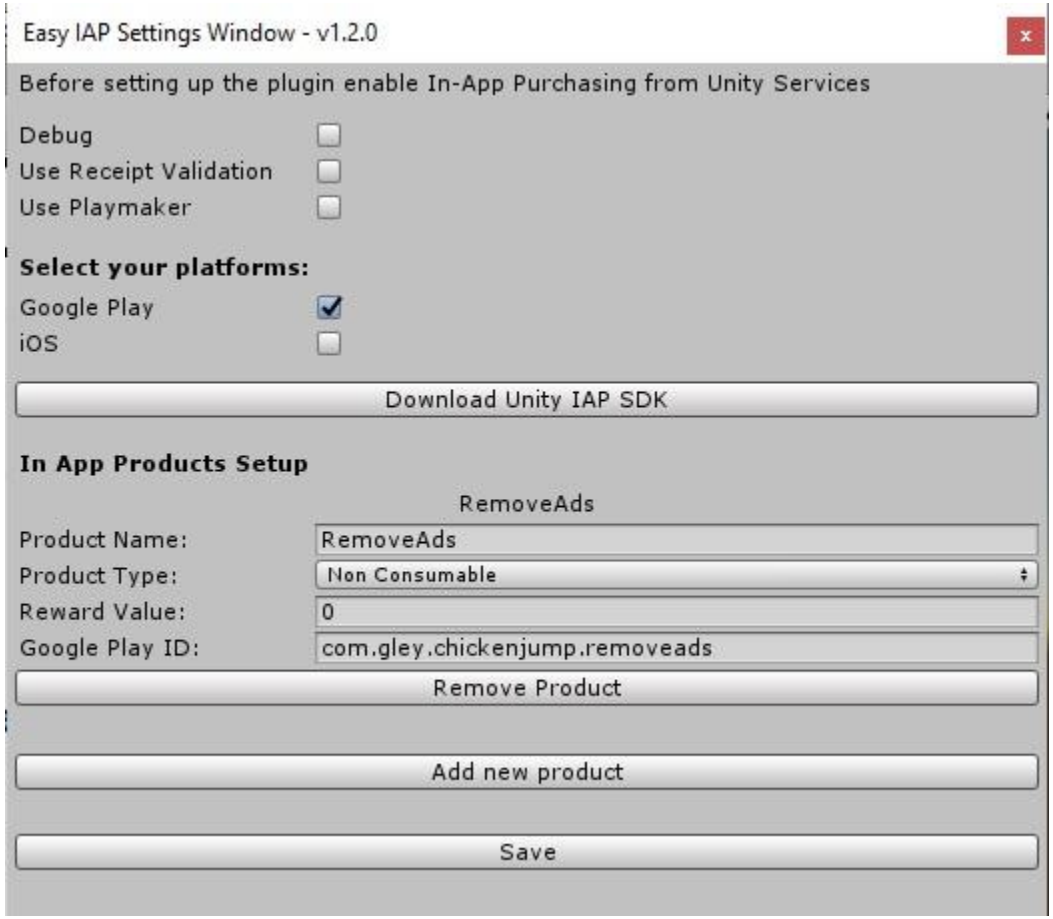


For more detailed informations about using Easy IAP:

- Check the full documentation:
  - https://gleygames.com/documentation/Gley-EasyIAP-Documentation.pdf
- Check our Youtube tutorials:
  - https://www.youtube.com/playlist?list=PLKeb94eicHQumyCLcJbprEgOhyKc2Q7EQ
- Visit our forum:
  - https://forum.unity.com/threads/easy-iap-make-money-from-your-game.570037/

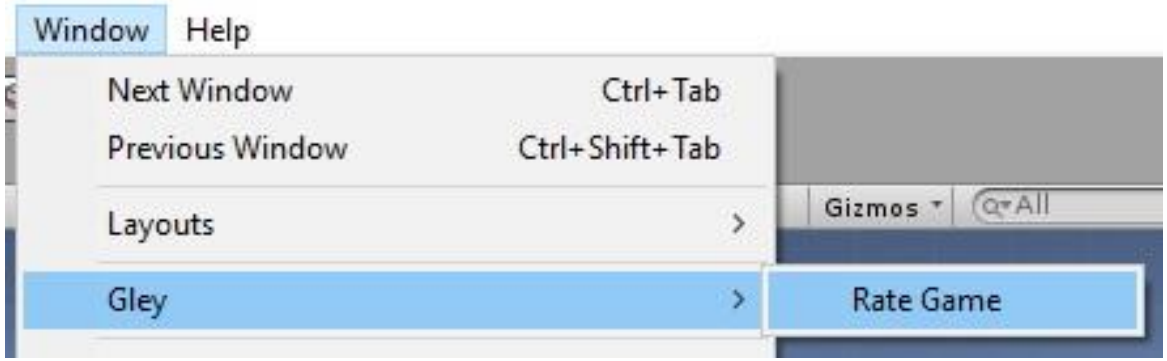
IAP SETUP

Replace the ID from this window with yours and enable Unity IAP from Unity Services Window and your IAP Products are setup.



RATE GAME POPUP SETUP

To configure rate game popup go to **Window->Gley->Rate Game** and open the Settings Window.

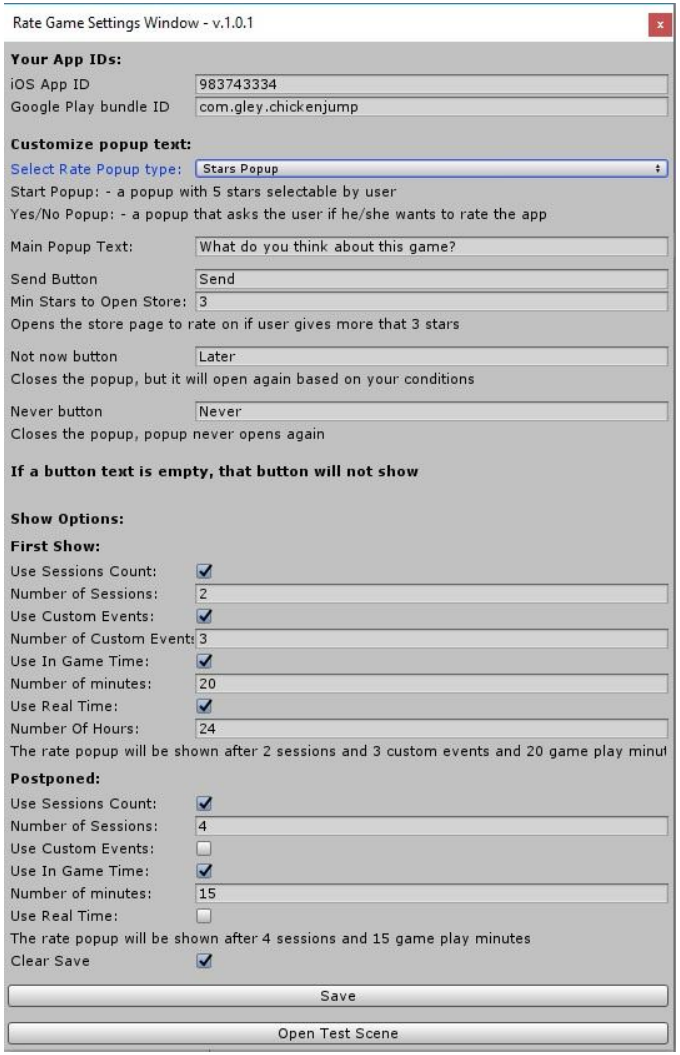


For more detailed informations about using Rate Game Popup:

- Check the full documentation:
  - https://gleygames.com/documentation/Gley-RateGamePopup-Documentation.pdf
- Check our Youtube tutorials:
  - https://youtu.be/CHm2W3gbk_Y
- Visit our forum:
  - https://forum.unity.com/threads/rate-game-popup-android-ios-improve-your-game-rating.707138/

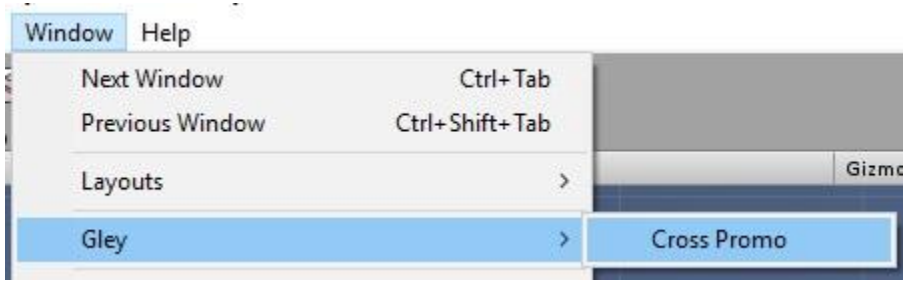
RATE GAME POPUP SETUP

Use the Settings Window to customize when you want Rate Popup to show:



MOBILE CROSS PROMO SETUP

To configure rate game popup go to **Window->Gley->Cross Promo** and open the Settings Window.

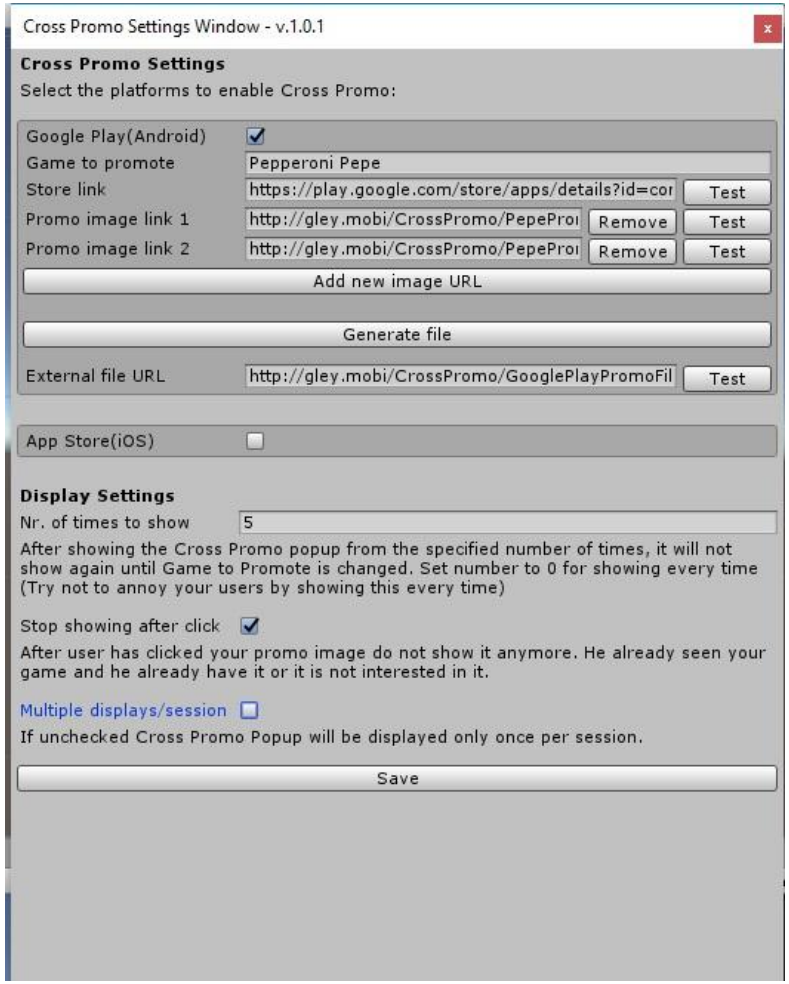


For more detailed informations about using Mobile Cross Promo:

- Check the full documentation:
  - https://gleygames.com/documentation/Gley-CrossPromo-Documentation.pdf
- Check our Youtube tutorials:
  - https://youtu.be/gIoD3yu1LUg
- Visit our forum:
  - https://forum.unity.com/threads/mobile-cross-promo-get-more-downloads-using-your-previous-released-games.707156/

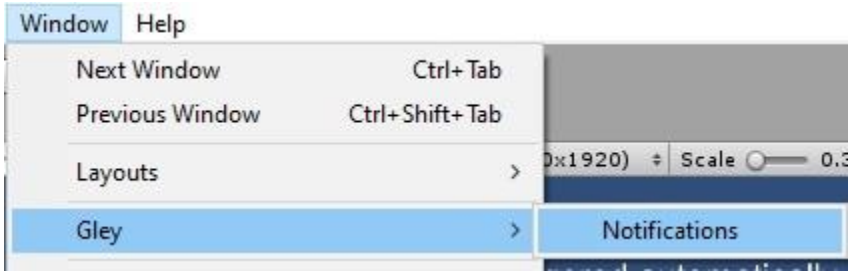
MOBILE CROSS PROMO SETUP

Use the Settings Window to customize when you want Mobile Cross Promo to show:



MOBILE NOTIFICATIONS SETUP

To configure Mobile Notifications go to **Window->Gley->Notifications** and open the Settings Window.

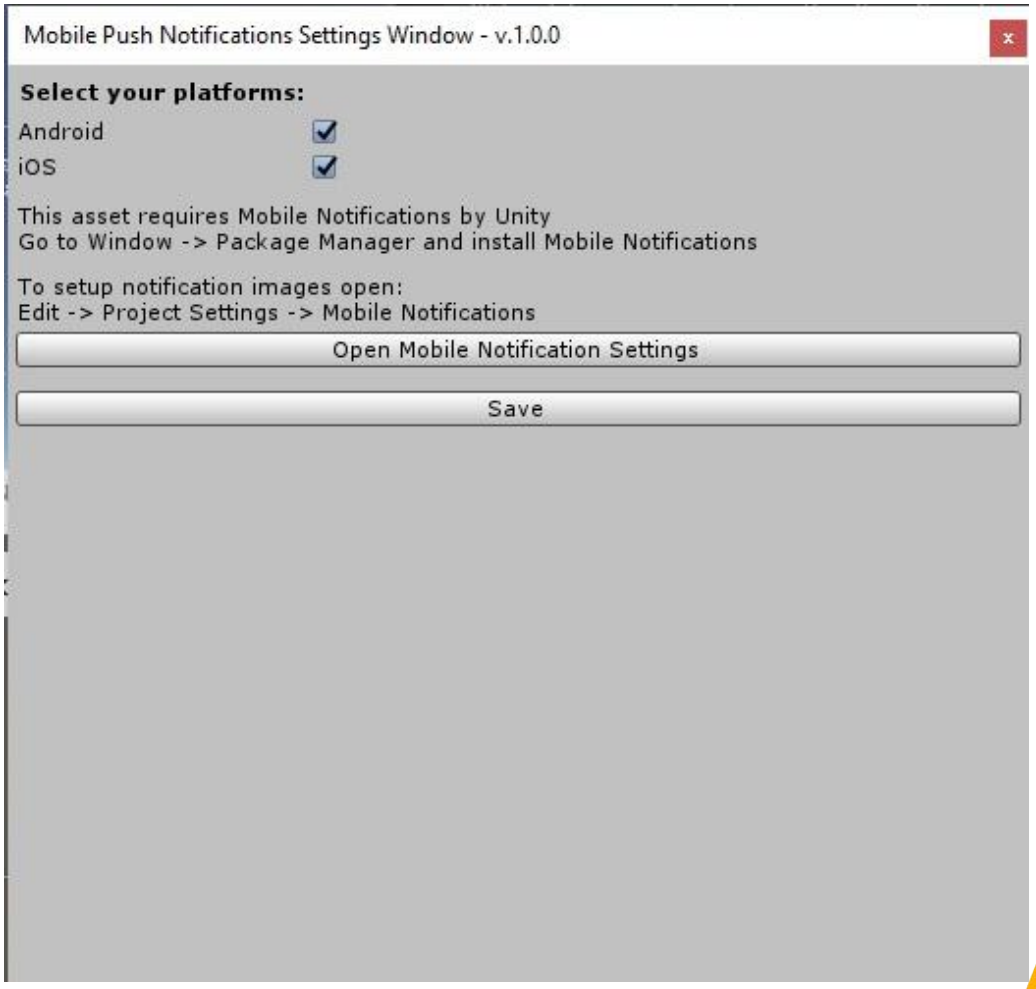


For more detailed informations about using Mobile Notifications:

- Check the full documentation:
  - https://gleygames.com/documentation/Gley-MobilePushNotifications-Documentation.pdf
- Check our Youtube tutorials:
  - https://youtu.be/pXLziLTT7UQ
- Visit our forum:
  - https://forum.unity.com/threads/mobile-notifications.776942/

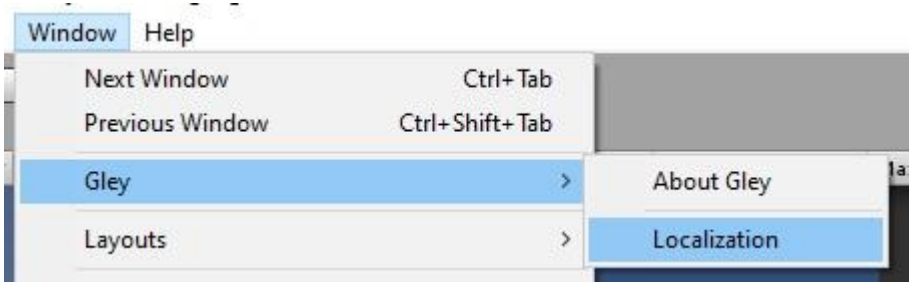
MOBILE NOTIFICATIONS SETUP

Use the Settings Window to customize the plugin:



LOCALIZATION SETUP

To configure Localization (Multi-Language) go to **Window->Gley->Localization** and open the Settings Window.

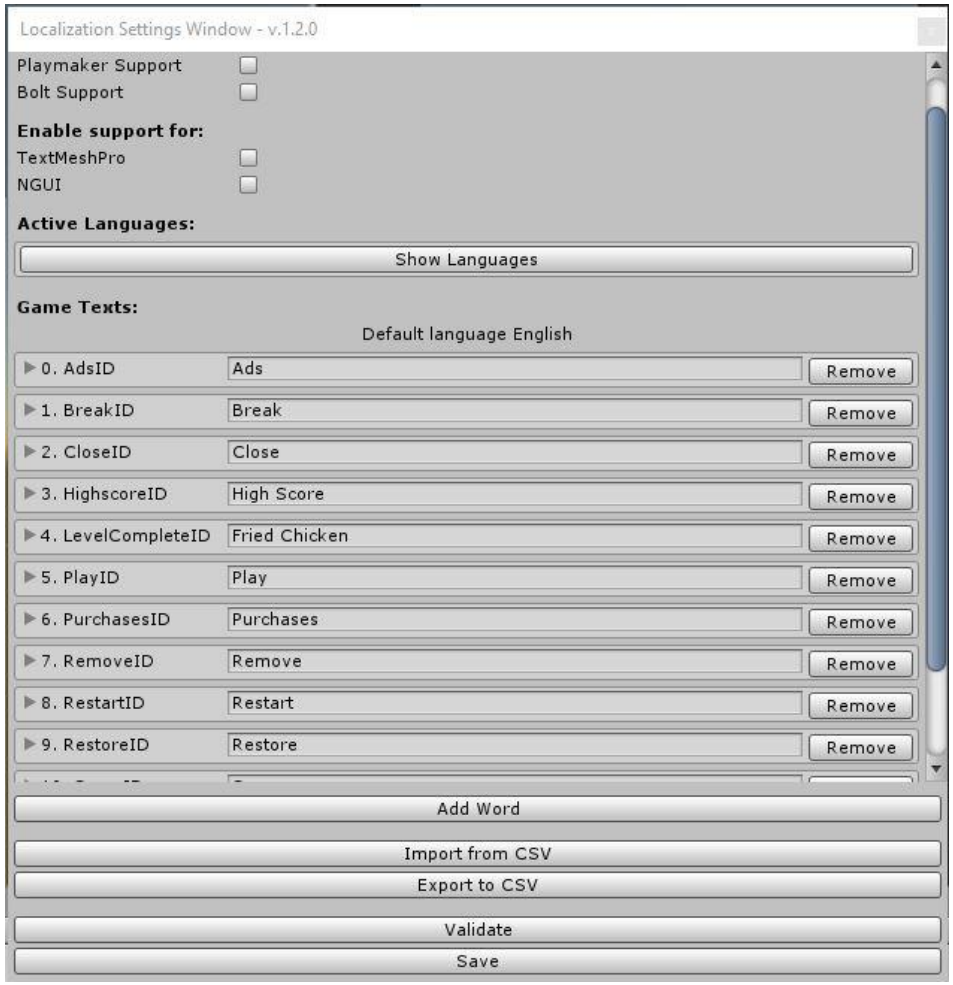


For more detailed informations about using Localization (Multi-Language):

- Check the full documentation:
  - https://gleygames.com/documentation/Gley-Localization-Documentation.pdf
- Check our Youtube tutorials:
  - https://www.youtube.com/playlist?list=PLKeb94eicHQvfWqLu7weTamATLaI0UORn
- Visit our forum:
  - https://forum.unity.com/threads/localization-multi-language-make-your-app-international.828309/

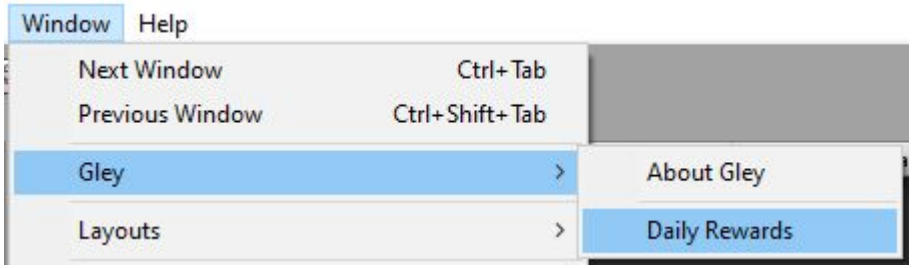
LOCALIZATION SETUP

Use the Settings Window to customize the plugin:
Game texts can be imported from:
Assets\GleyPlugins\JumpyCompleteGame\TranslationFile\Translations.csv



DAILY REWARDS SETUP

To configure Daily (Time Based) Rewards go to **Window->Gley->Daily Rewards** and open the Settings Window.

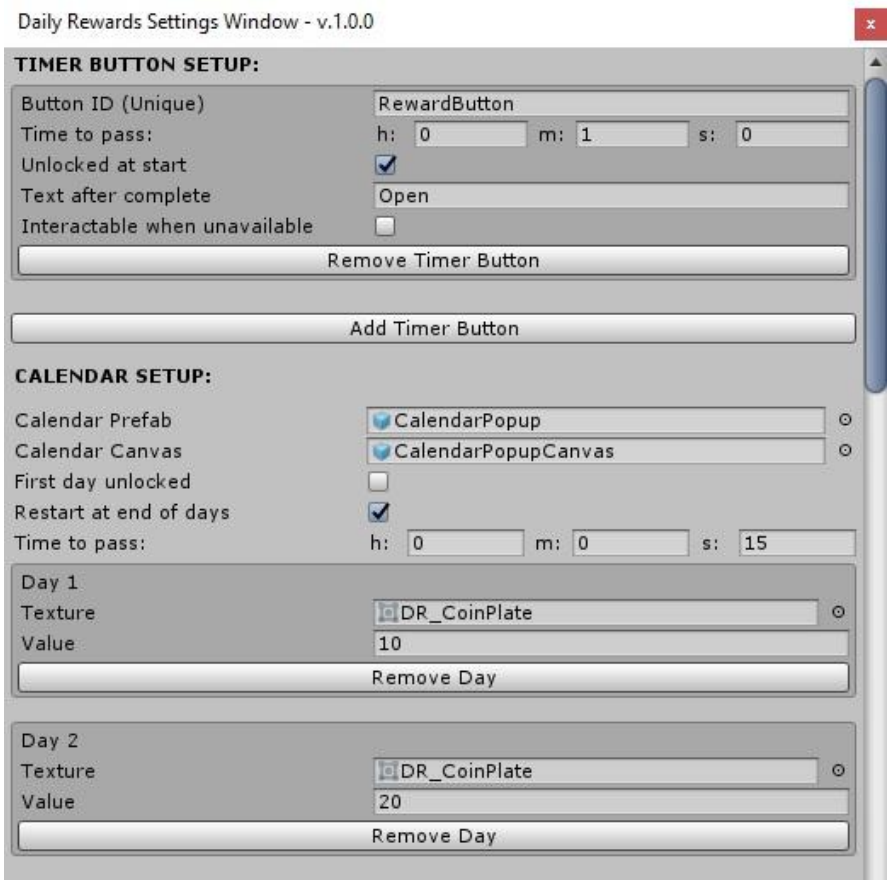


For more detailed informations about using Daily (Time Based) Rewards:

- Check the full documentation:
  - https://gleygames.com/documentation/Gley-DailyRewards-Documentation.pdf
- Check our Youtube tutorials:
  - https://www.youtube.com/playlist?list=PLKeb94eicHQt67eHRT1XBlomwSXMZP21Q
- Visit our forum:
  - https://forum.unity.com/threads/daily-time-based-rewards-increase-your-retention.828300/

DAILY REWARDS SETUP

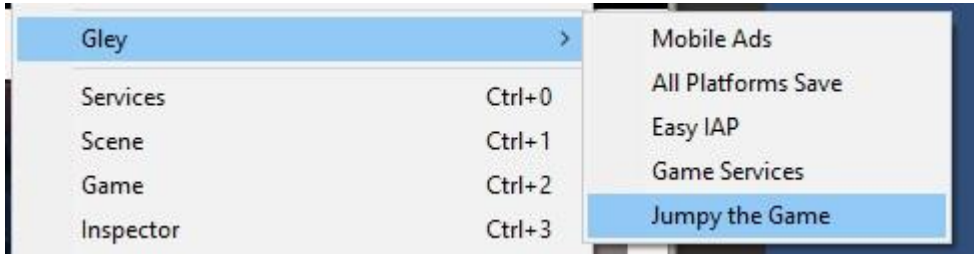
Use the Settings Window to customize the plugin:



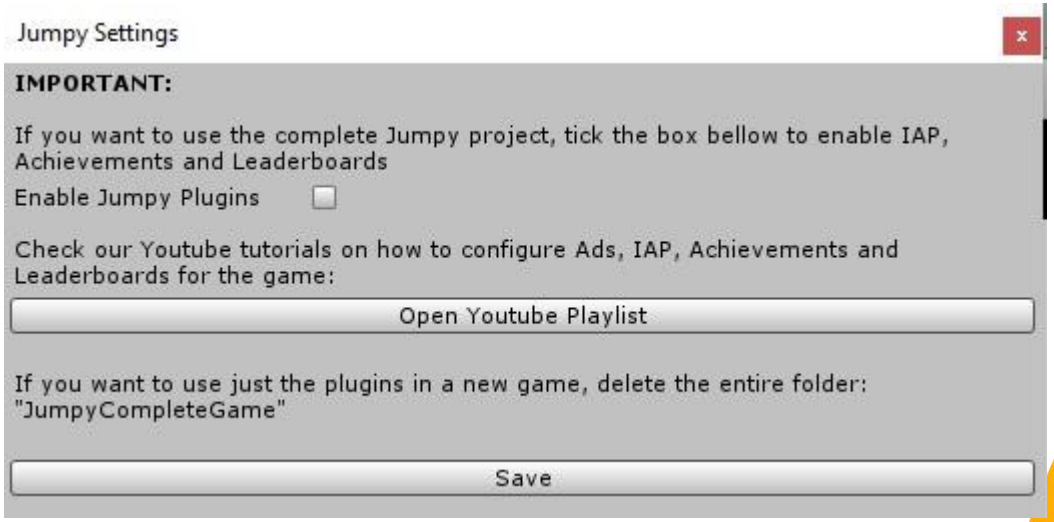
ENABLE PLUGINS FOR THE COMPLETE GAME

You only need to use this feature if you want to test the game included with the plugin. This is not required if you use the plugin to make your own game.

To make plugins work in the included game go to **Window->Gley->Jumpy the Game** and open the Settings Window.



Tick the **Enable Jumpy Plugins** box and all plugins from the game will work.



GAME ENGINE DOCUMENTATION

- Game starts from “Game” scene located in JumpyCompleteGame/Scenes folder.
- Prefabs are located in JumpyCompleteGame/Resources/Level folder and are loaded from scripts at runtime.
- All game UI prefabs are located in JumpyCompleteGame/Resources/UI and are loaded from scripts at runtime.
- All game sounds are located in JumpyCompleteGame/Resources/Sounds and are loaded only when needed.
- All game graphics is located in JumpyCompleteGame/Graphics folder that contains the following subfolders:
    - Animations - all animations from the project
    - Chicken - contains the 3D object for the player
    - Fonts - game font
    - FX - materials and textures used for in game animations
    - Icon - game icon
    - Sprites - all textures used in game
    - UI - all textures used in game UI
- All game scripts are located in JumpyCompleteGame/Scripts folder.

GAME SCRIPTS DOCUMENTATION (1)

- **General purpose scripts:**
  - GameManager.cs
    - Contains references of the important project capabilities.
    - All plugin initializations should be made here.
  - HelperMethods.cs
    - Contains methods that are not game related.
  - SingleReference.cs
    - Singleton template for Unity - only one instance per script is available.
- **Animation Scripts:**
  - AnimatorEventsTrigger.cs
    - This is added to any animator state and triggers when that state exits.
  - TweenManager.cs
    - Used to make animations from code.

GAME SCRIPTS DOCUMENTATION (2)

- **Input Scripts:**
  - UserInputManager.cs
    - Listens for button pressed events, and triggers the corresponding events to UI.
  - MyButton.cs
    - Replace the Unity "Button" component on every button with "MyButton" to automatically send events to UserInputManager.
- **Sound Scripts:**
  - SoundLoaderManager.cs
    - All game sounds are played using methods from this class.
- **Save Scripts:**
  - GameProgressManager.cs
    - A proxy class between game save and gameplay scripts.
    - Contains all values that are needed to be passed between game scripts.
  - SavedProperties.cs
    - Contains all variables that will be saved when user quits the game.

GAME SCRIPTS DOCUMENTATION (3)

- **UI Scripts:**
  - AssetsLoaderManager.cs
    - Loads and unloads all game UI.
  - GenericInterfaceController.cs
    - Contains all methods needed to load and interact with full screen UI.
    - It is an abstract class that needs to be implemented by all full screen UI scripts from the game.
  - GenericPopup.cs
    - Contains all methods needed to load and interact with UI popups.
    - It is an abstract class that needs to be implemented by all UI popups in the game.
  - InGameInterface.cs
    - In game full screen UI.
    - Handles UI display and listens for clicks.
    - Implements GenericInterfaceController.
  - LevelCompletePopup.cs
    - End level UI.
    - Handles end level UI and listens clicks.
  - PausePopup.cs
    - Handles in game pause popup.
  - TitleScreenPopup.cs
    - Handles the main menu UI.

GAME SCRIPTS DOCUMENTATION (4)

- **Gameplay Scripts:**
  - LevelManager.cs
    - Loads all level scripts.
    - Handles player interactions.
    - Updates level camera.
    - Generates power ups.
    - Checks for level complete.
  - LevelBuilder.cs
    - Loads all background prefabs.
    - Updates level looks based on player position.
  - LevelObstacles.cs
    - Handles all game obstacles.
  - Player.cs
    - Controls player position, animations, colliders and physics.
  - Alignment.cs
    - Helper class to arrange an object at any corner of the screen.
  - Corn.cs
    - Controls the corn power up.
  - Cylinder.cs
    - Handles the bottom cylinder.

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