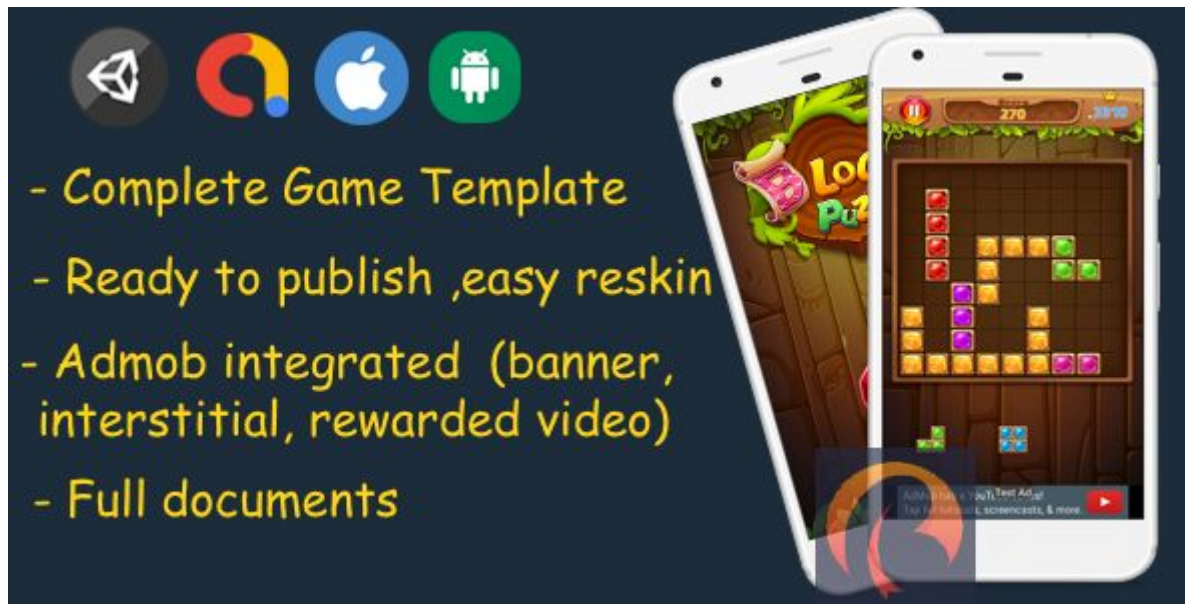


Block-Puzzle Documentation (v1.0)



Thank you anyone who boughts this package. Please feel free to ask me any question about **Block-Puzzle**

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

Warning! We would recommended you to make a reskin for prevent problems with Google play. They don't like many the same games

1. Overview

Block Puzzle is ready to publish game template 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, start to gain experience in promoting your game and earning money.

2. Requirement

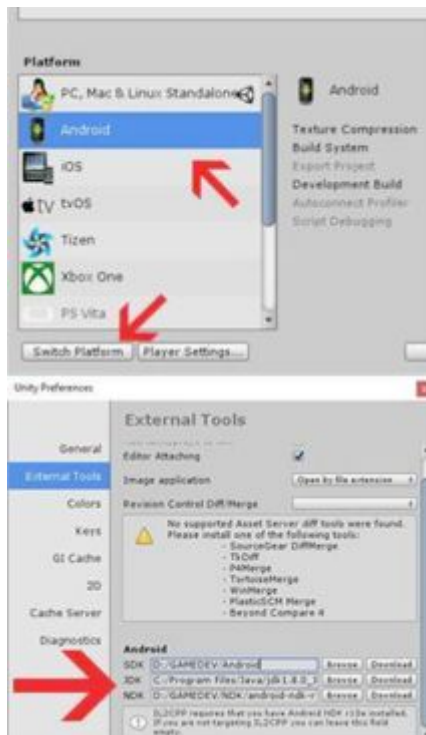
- Unity **2018.4.12f** or higher
- The template works best with the version used by our developers (Unity **2018.4.12f**). So if there are any issues with your newer version, please let us know. If we can't solve them, you are required to use the same Unity version with us.

3. How to import project ?

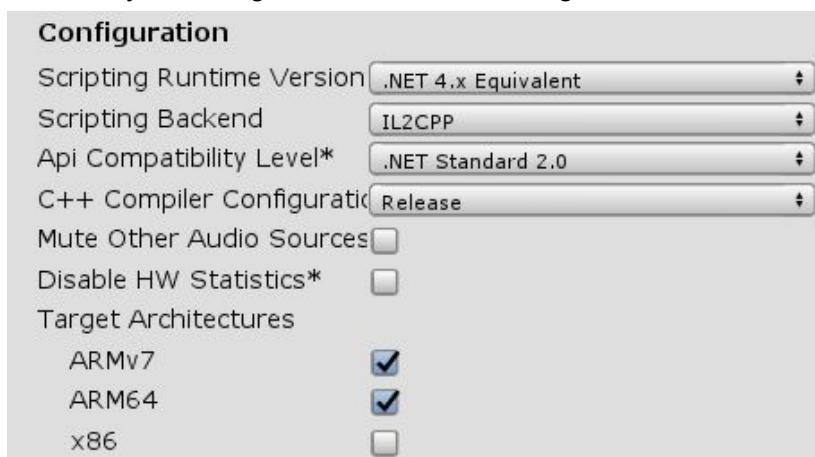
- Open Unity **2018.4.12f** , click “Open project” → Choose “BlockPuzzle_v1.0” folder → Wait until the import process complete.
- Double click on **MainScene** in Assets/Block-Puzzle-Jewel/Scenes folder → click Play button

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

- Click File/Build Settings : Choose Add Open Scenes, Android Platform -> Click Switch Platform and wait until the import process complete.



- Go to Player Settings and look at the Configuration section:



- Scripting backend: Set to IL2CPP
- Uncheck x86

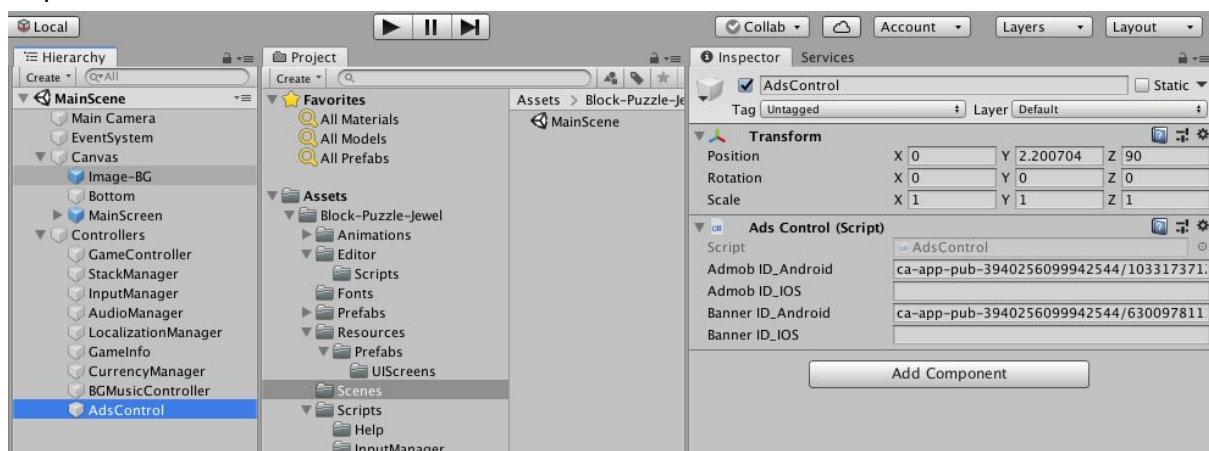
Building for Android sometimes get errors because of your environment. If you encounter any errors, please make sure that your building environment is set up correctly by creating new empty project and then build. If it failed to build, then you have to find a way to fix it.

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

- Use the same Unity version with us (Unity **2018.4.12f**)
- Feel free to contact us

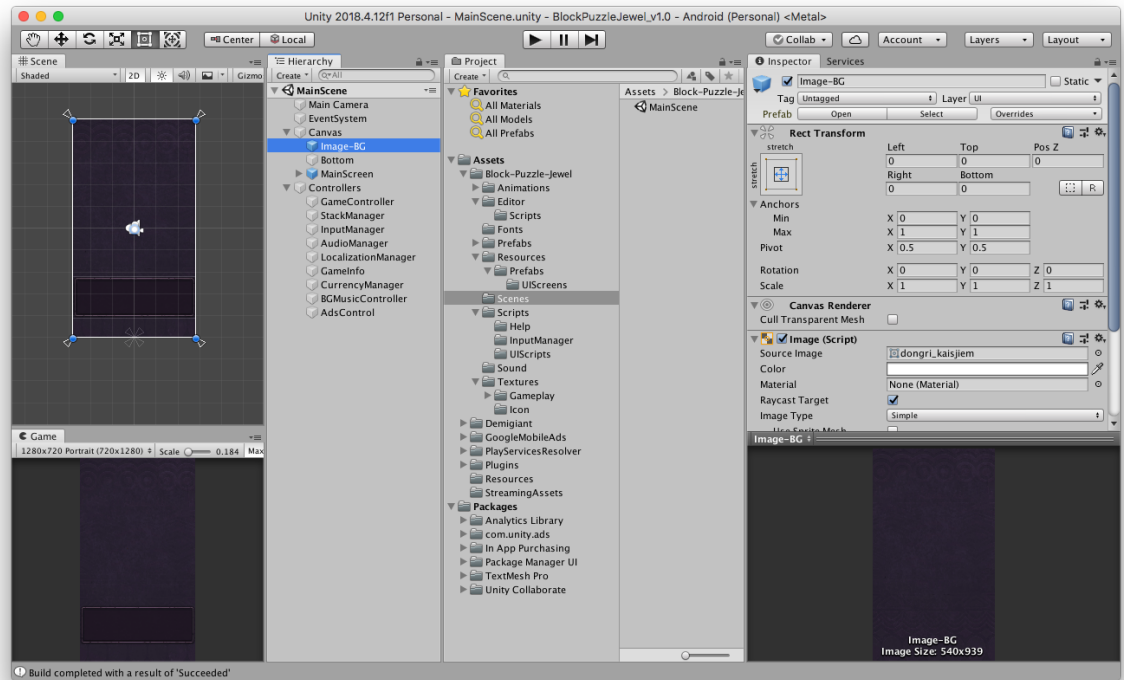
5. Ad Network - Admob

To change admob, Open MainScene Find AdsControl Object, change parameter in Inspector



6. How To Reskin

The only thing you need to know about reskin is the unity sprite or the unity ui image. Find the referring picture sources by just click on the image/spirte component on each game object from editor window.



(zoom the picture by holding ctrl+mouse wheel) All other resources were under **Assets/Block-Puzzle-Jewel/Textures and Assets/Block-Puzzle-Jewel/Sprite**

7. Contact us

If you have any questions, do not hesitate to contact me via
Email: hoangtunituotlove730@gmail.com

