# Knife Hit Documentation

1. **Requirement**
- Unity 2017.2.0 or higher. (We upgrade to Unity 2017.3.0 from version 1.4)
- This game is made with Unity 2017.2.0 so if any errors show up due to the Unity version, you are required to switch to the version that the game is made or contact us for some advice.

2. **Edit game settings (Admob, In-app purchase ..)**

Open any scenes in Assets/KnifeHit/Scene and click on **---Read Me ---** object. Then click on "Edit Game Settings" button on the right side.
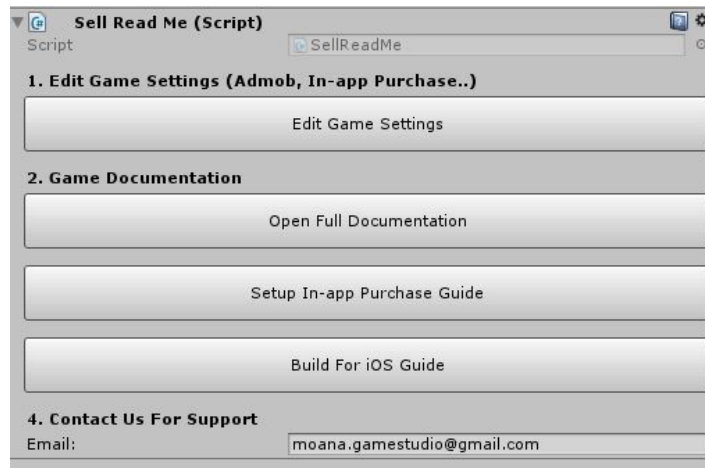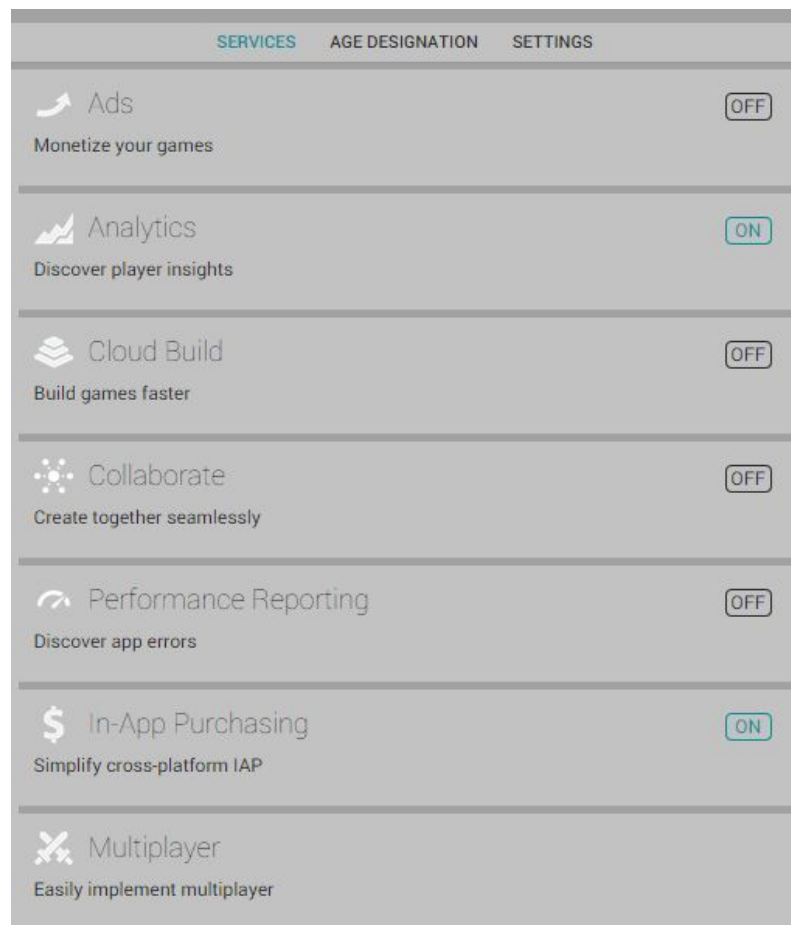

Expand "Admob" in GameConfig section and expand "iap item" in Purchaser section to see the configurations there
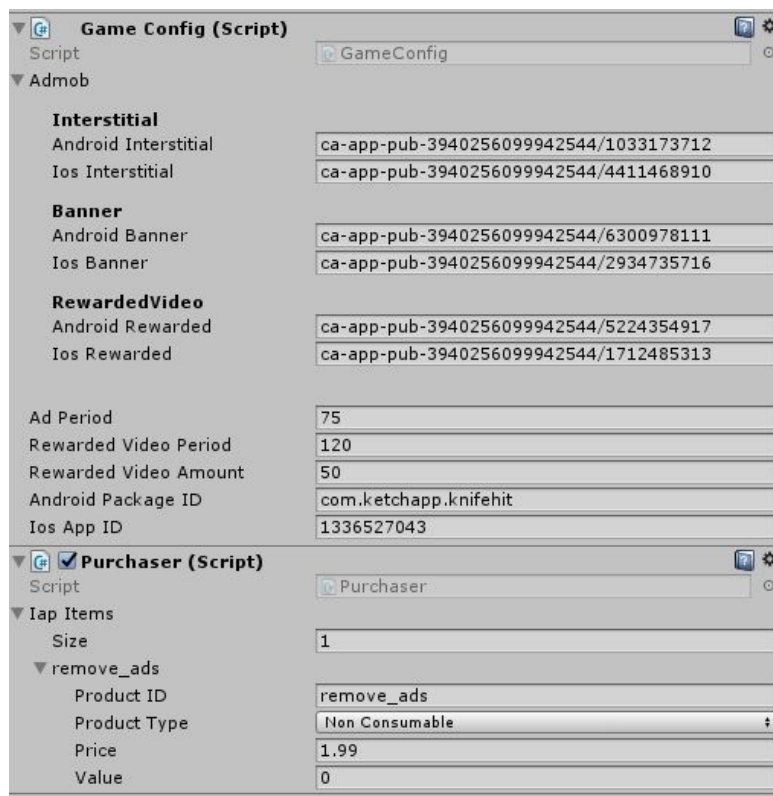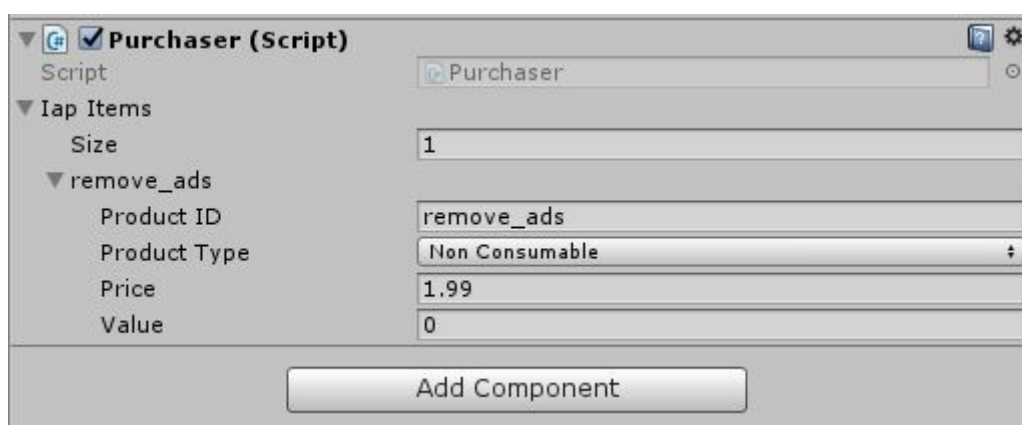
3. Setup In-app purchase

Open Window → Services and follow the instruction
This is the expectation (Analytics and In-App Purchase are ON):

Find the product ids in Game Settings → Purchaser section (by click on **--Read Me--**, then click on Edit Game Settings)

- You have to register the product ids on stores (Android, iOS ..). Remember that the ids must be the same between Unity and stores

- In-app purchase only works on devices after the game is released or you use Test mode (Test fight or Alpha ..)

For iTunes: Remember to update your Agreements, Tax, and Banking (make sure that 3 buttons are Edit, Edit and View)

Contract Num...	Contact I...	Bank Info	Tax Info	Effective
MS119129729	Edit	Edit	View	Mar 26, 2018
MS119129369	N/A	N/A	N/A	Mar 26, 2018

4. Buid for iOS

Video guide:
> https://www.youtube.com/watch?v=f0TfqG9_Xbc

Library to use:
> Google Mobile Ads SDK for iOS:
> https://developers.google.com/admob/ios/download

Above is video guide for "Unroll Ball" game, but it applies to this game, too. 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 **-lPods-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/b573NVSs0X0
- Remember to set "**Enable Modules**" to Yes and "**Enable Bitcode**" to No in Xcode Build Settings tab.
- If your iOS devices don't show Rewarded Video ad, please make sure that **Limit Ad Tracking** is turned off (in Settings → Privacy → Advertising)

5. Build for Android

Make sure you choose <u>Internal</u> instead of <u>Gradle</u> in Build Settings. If you choose "Gradle", Admob won't work. This is a known issue because of the conflict between Unity in-app purchase and Admob.
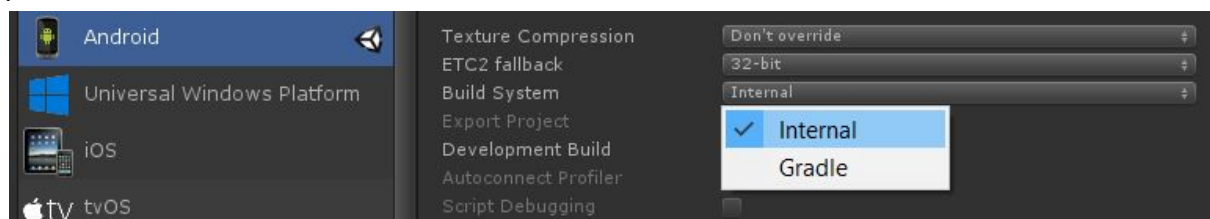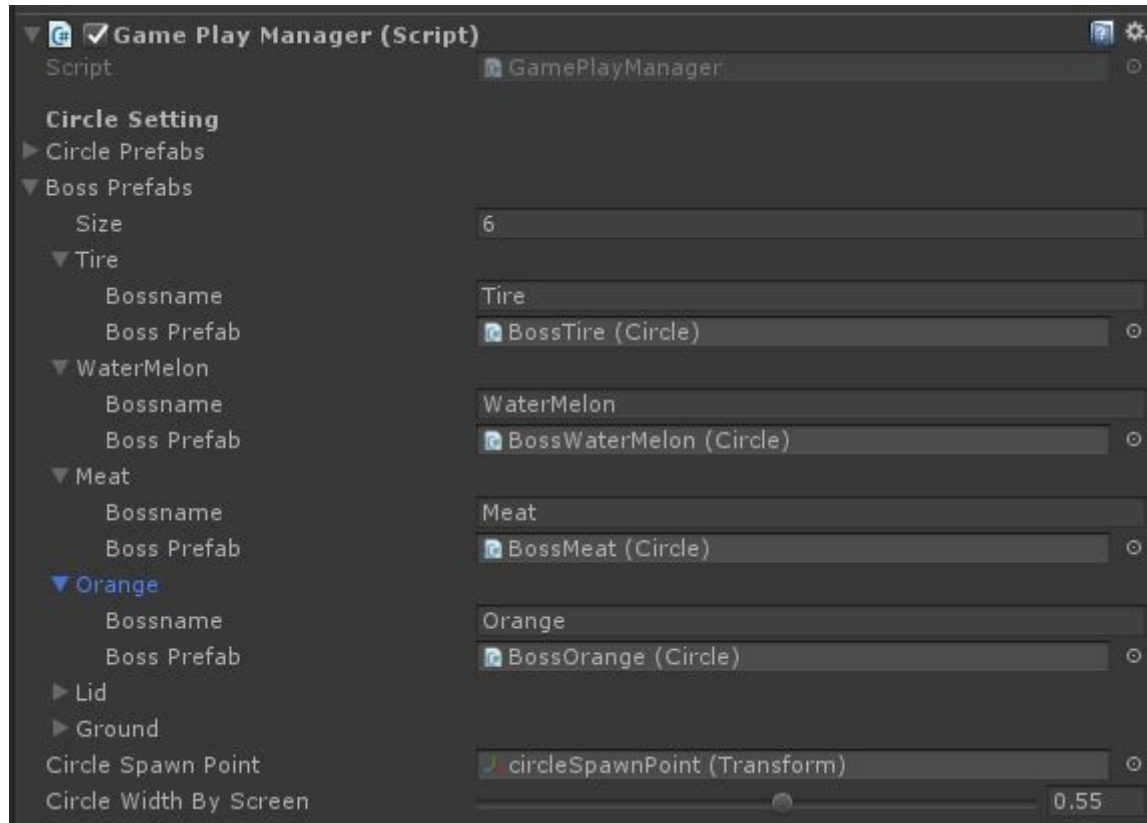
6. Add apple for Testing.
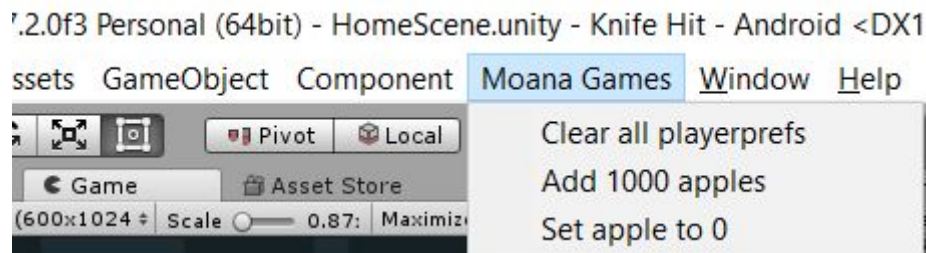
7. How to change boss name

Open scene "GameScene", select object "GamePlayManager" and look at the inspector.
You need to change the name from here:

8. How to insert share link in share function

Please open file GamePlayManager.cs and look for function "CROneStepSharing", then
modify the line:

```
Sharing.ShareScreenshot("screenshot", "");
```

to

```
Sharing.ShareScreenshot("screenshot", "your link");
```

9. Contact us

Email: moana.gamestudio@gmail.com