Pipes Flood Puzzle

V 1. 0. 6

Indie Studio

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1.0 - Overview

Tap the pipes to rotate them. Connect the start pipe to the end pipe and floods water to solve the puzzle.

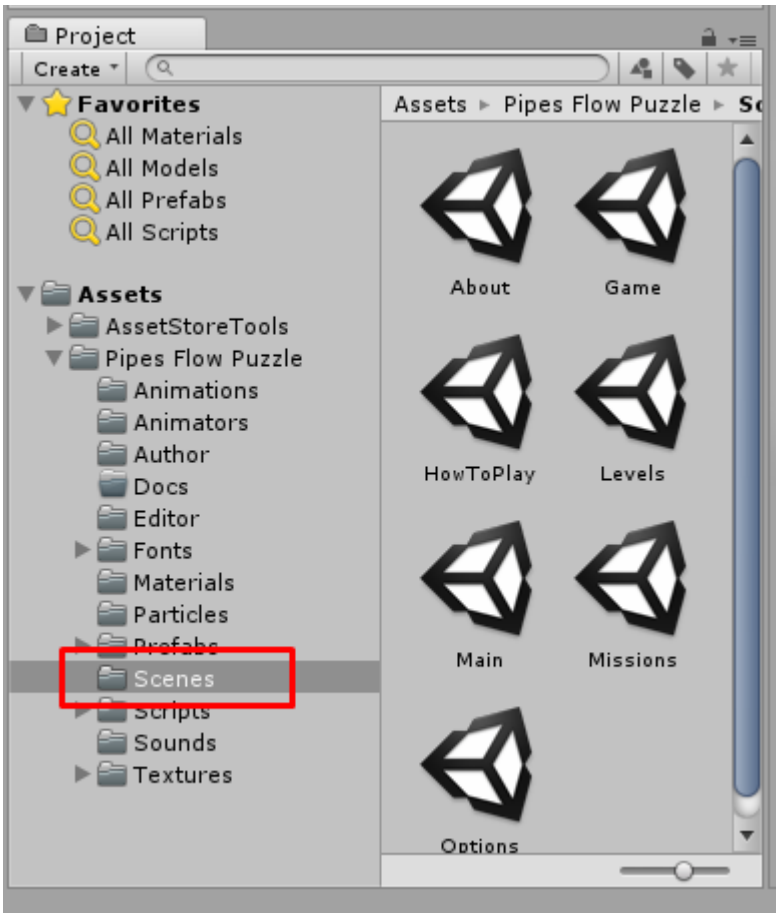
Key Features

- Cross Platform Support
- Portrait Orientation
- Easy, Medium, Hard Missions
- Levels Manager
- Pipes Manager
- 48 built-in levels and ability to create more
- Create Levels easily
- Data Repository
- Timer, Moves and Best Score
- Complete Scenes
- Facebook, Rate Us and Contact Us links
- Unity UI built-in features
- Advertisements Manager
- Admob Integration
- ChartBoost Integration
- Unity Ads Integration
- Data Manager (Binary, XML, PlayerPref)
- Scrollable lists
- Levels Rating
- Debug messages
- Commented source code in C#
- Package Manual

2.0 - Project Scenes

The project is divided into seven scenes:

1. Main Scene
2. How to Play Scene
3. Options Scene
4. Missions Scene
5. Levels Scene
6. Game Scene
7. About Scene

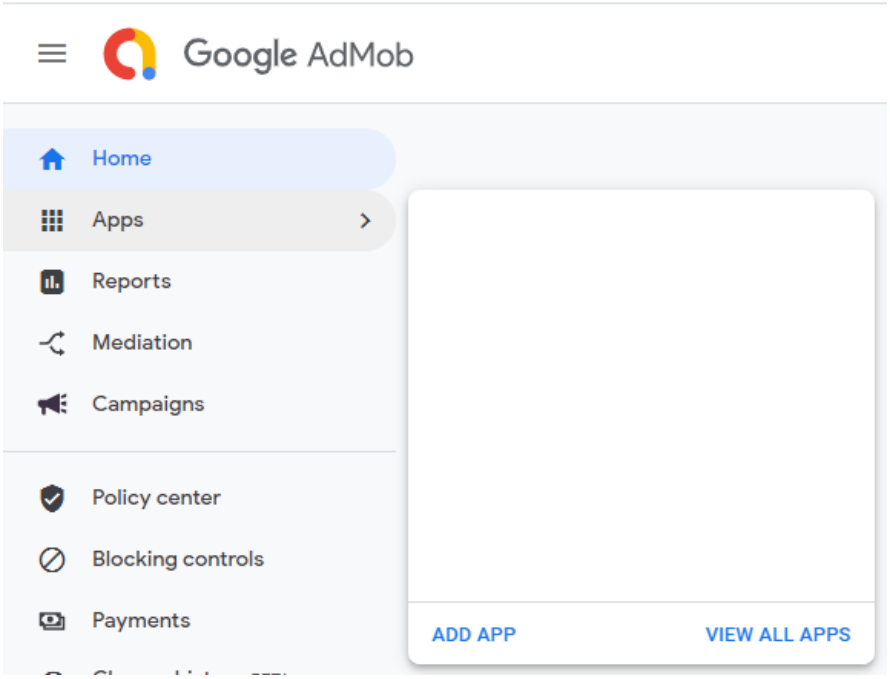


3.0 - Setup ADS Packages

3.1 - Setup Google Mobile Advertisements

1. Sign in to https://apps.admob.com

2. Select Apps -> ADD APP

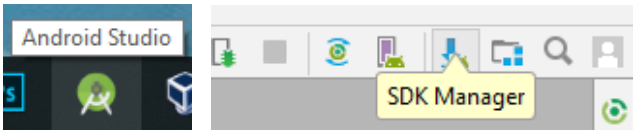


3. Then follow the steps of Google AdMob to monetize a new app or existing app.

   After creating your app, find your App ID and Ad Units (Banner /Interstitial ids)

4. Make sure you have JDK, Android SDK installed on your PC and linked in your Unity Editor from (Edit > Preferences > External Tools)

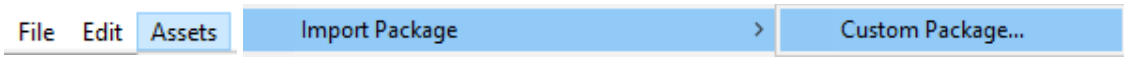
5. Note: you can download **Android Studio** (Optional) and then use Android SDK Manager to install/update the SDK Platforms, SDK Tools, Google Play Services from the Android SDK Manager and finally get the path of your SDK and link it in unity.
   https://developer.android.com/studio/



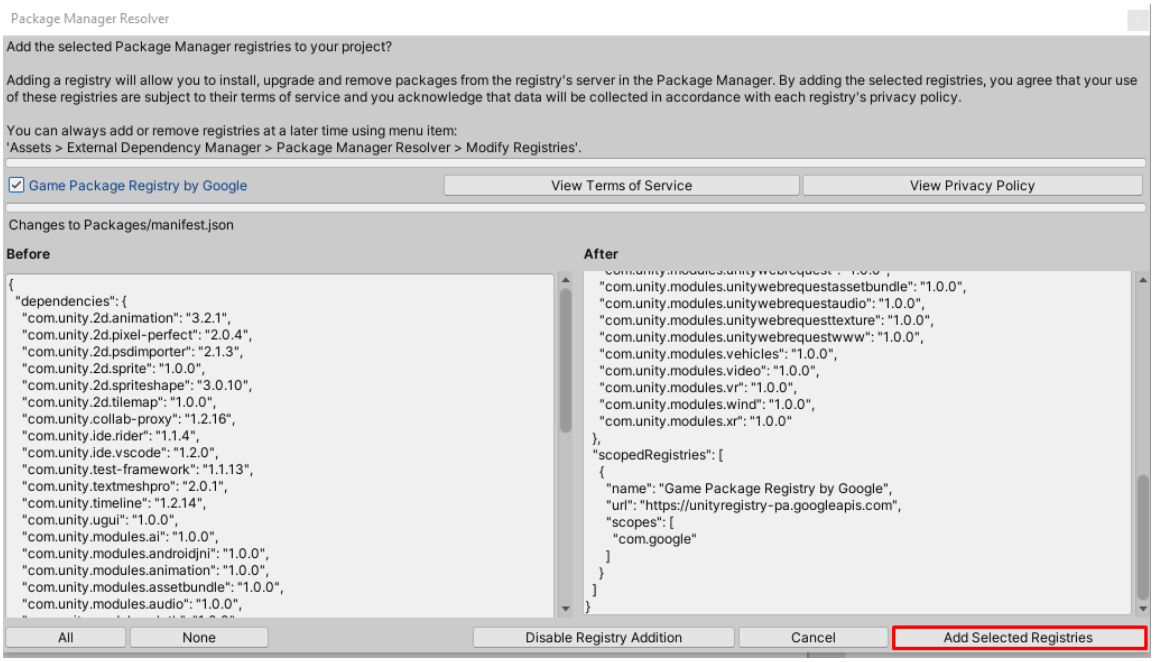
6. Download Google Mobile Ads Package from the following link

https://github.com/googleads/googleads-mobile-unity/releases

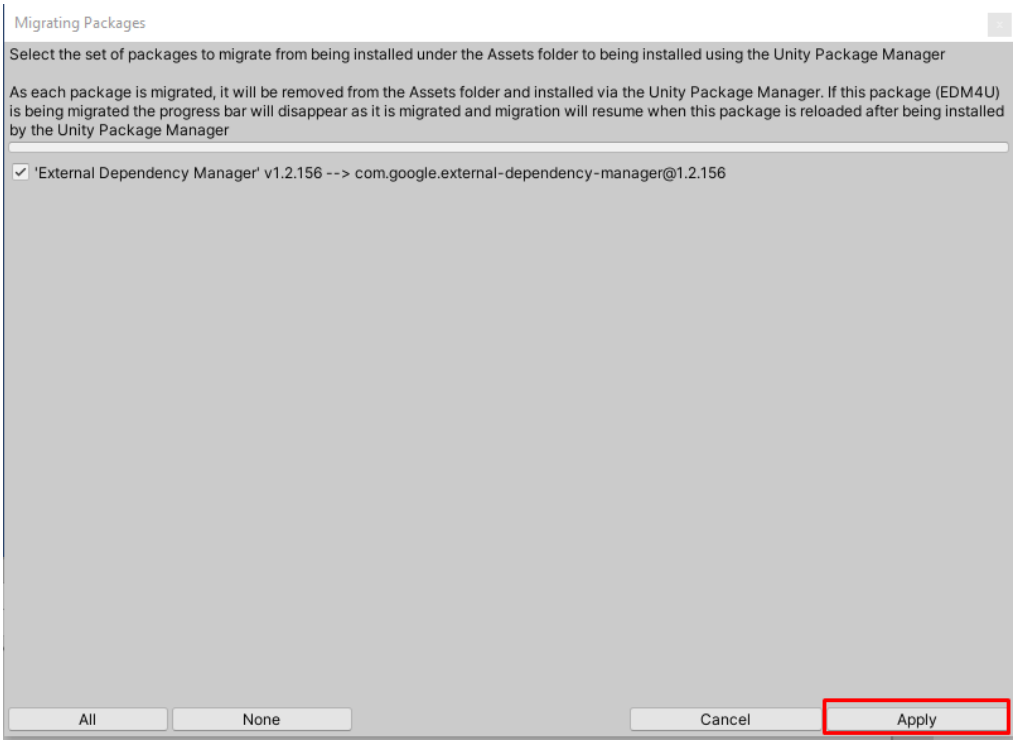
7. Make sure to switch into **Android Platform** then import the GoogleMobileAds package to your unity project from Assets -> Import Package ->Custom Package.



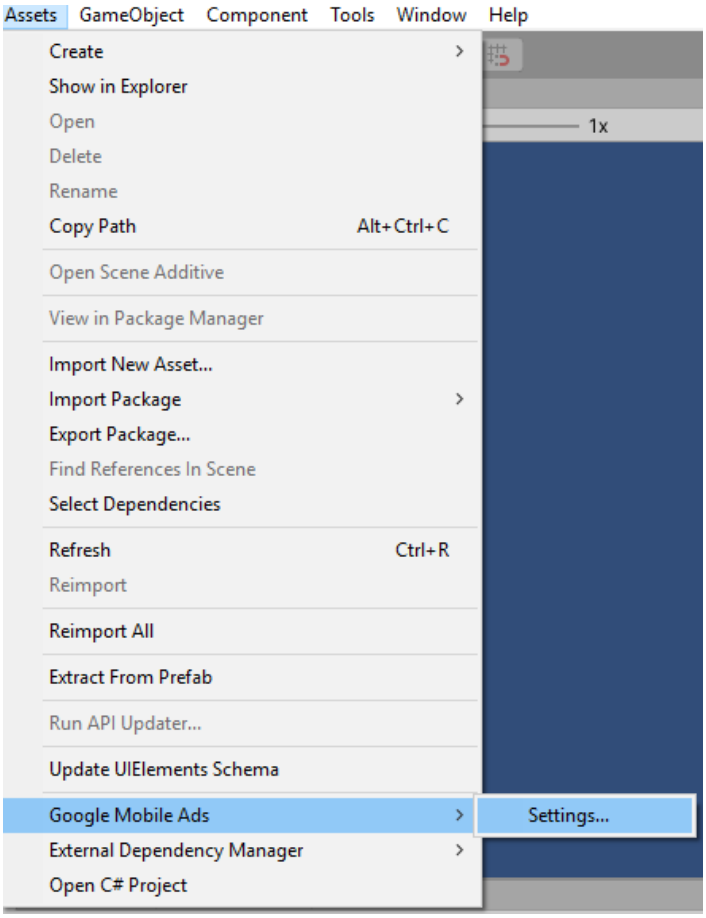
8. Add Selected Registries in Package Manager Resolver (if this window appeared)

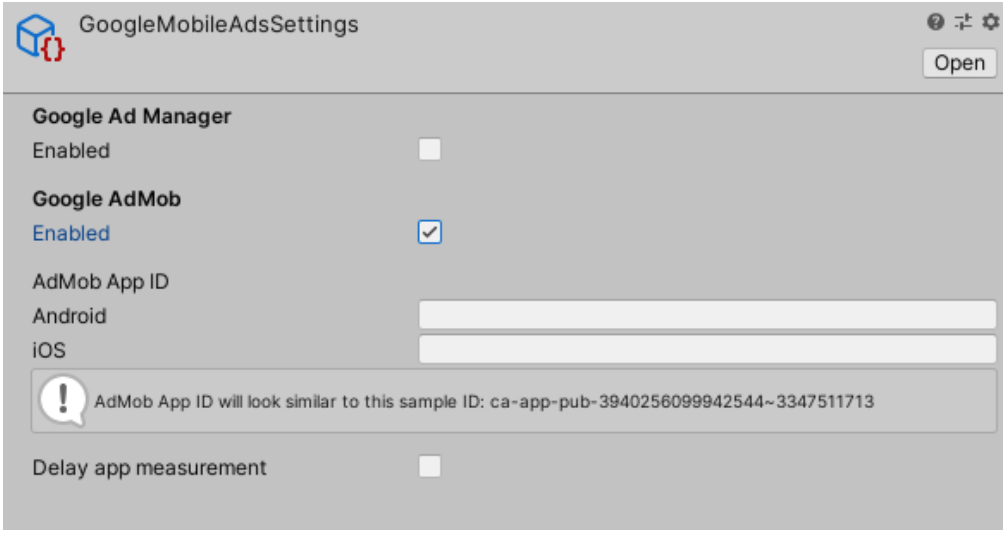


9. Apply Migrating Packages(if this window appeared)

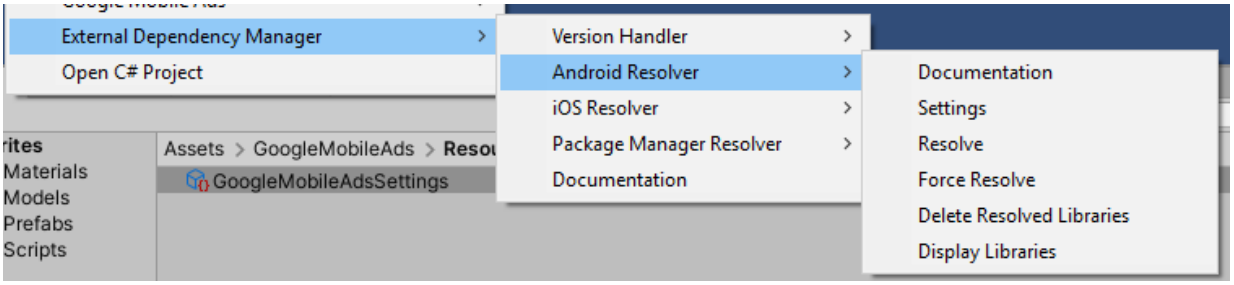


10. Select Assets > Google Mobile Ads > Settings, then Enable AdMob and insert your AdMob app ID ,otherwise your app /build will crash.

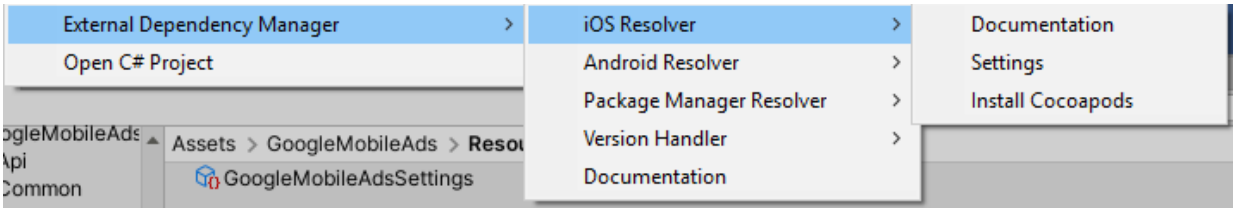




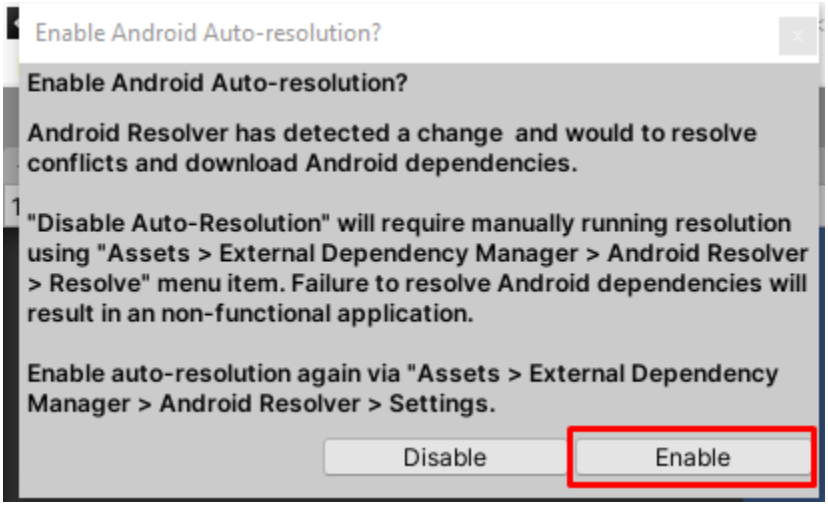
11. Select, Assets > External Dependency Manager > Android Resolver > Resolve/Force Resolve for Android Platform



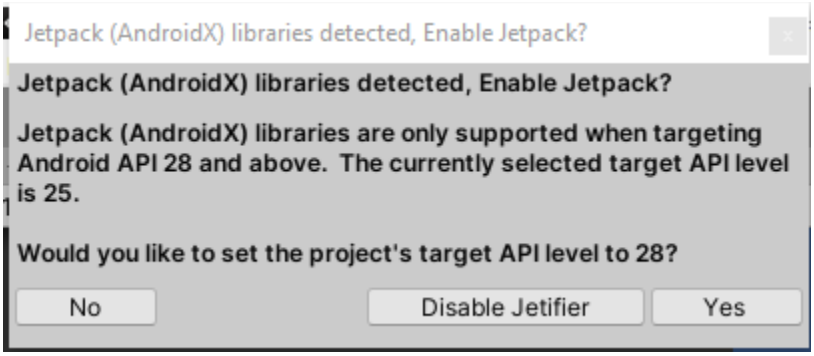
Select, Assets > External Dependency Manager > iOS Resolver > Install Cocoapods for IOS Platform



If these windows below appear then:
Enable Android Auto-resolution

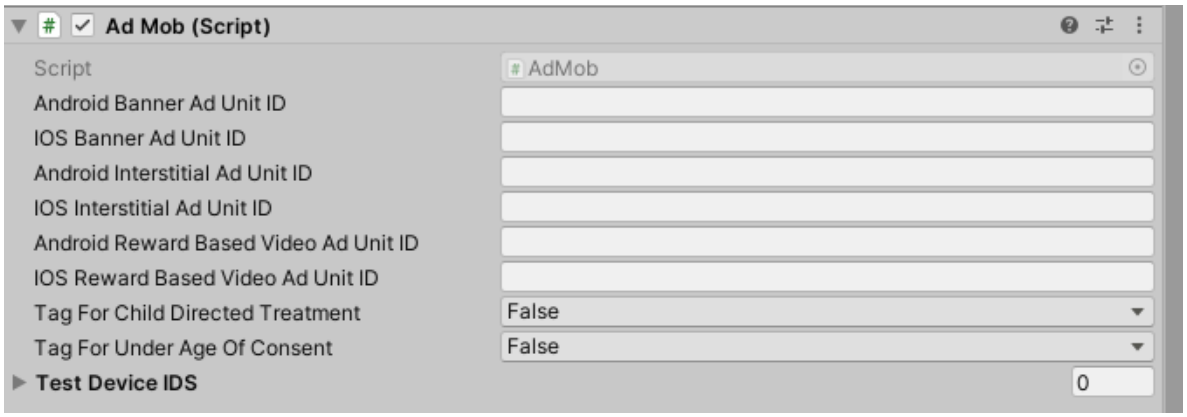


Enable Jetpack and set target API as last or highest install one



12. When resolve is done you should see this message

13. Insert the **App Id**, **Unit IDs** of the Banner/Interstitial in the Admob Component in the AdsManager GameObject in the **Main** scene and then click on **Apply** button to save your changes.

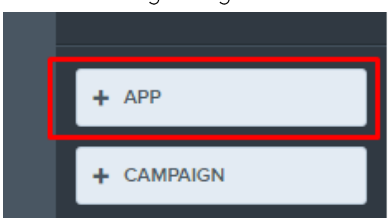


Using 2018.3 or Higher you will see custom Apply button instead

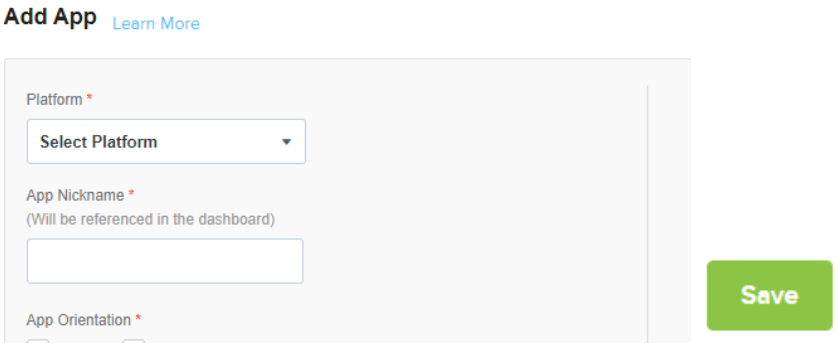
3.2 - Setup ChartBoost Advertisements

Login to https://www.chartboost.com

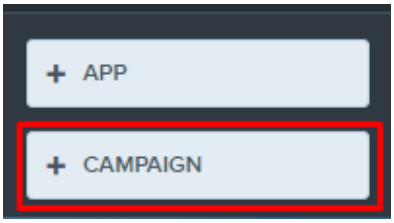
1. From the left sidebar at the bottom click on + APP as the following figure

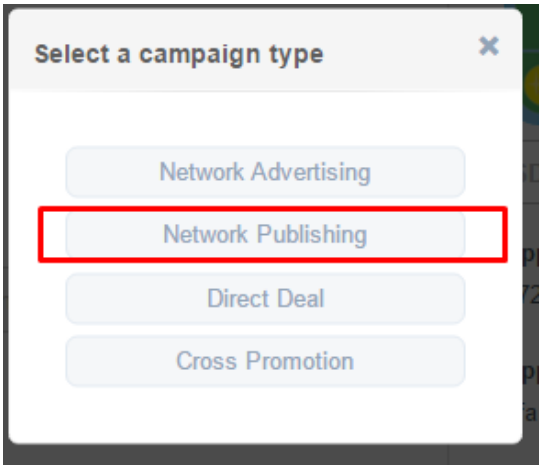


2. Fill the details of the app, and then Save



3. Create new Campaign

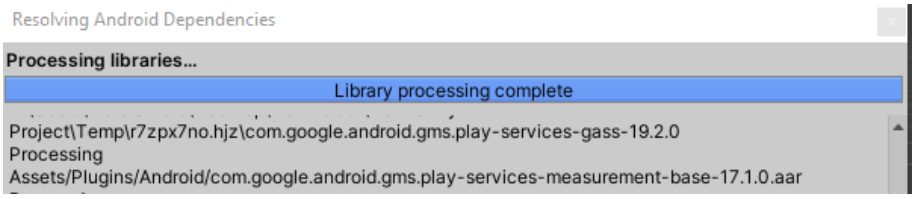




4. Fill the Network Publishing Campaign details and then Turn-on the Campaign, and finally save.

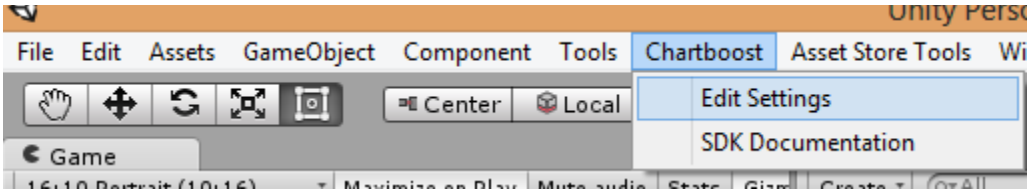
5. Download ChartBoost Package for Unity
https://answers.chartboost.com/hc/en-us/articles/200780379-Download-Integrate-the-Chartboost-SDK-for-Unity

6. Import the package in the zipped file to your unity project.
Note: you may see Resolving Android Dependencies window if you imported Admob package before (Resolve Dependencies)

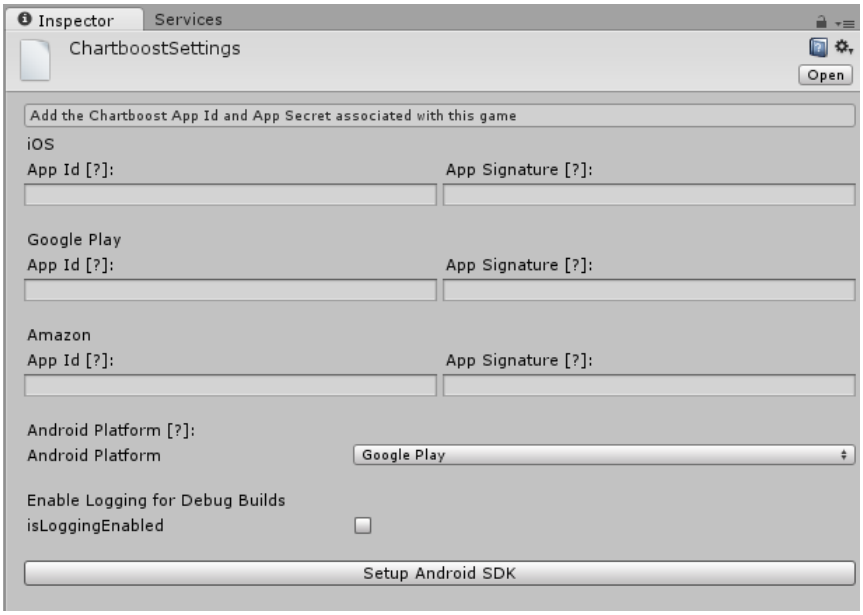


7. Copy App ID & App Signature

8. From your unity project, select ChartBoost -> Edit Settings

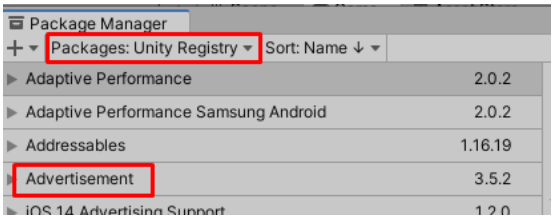


9. Paste App ID & App Signature in the ChartBoost Settings



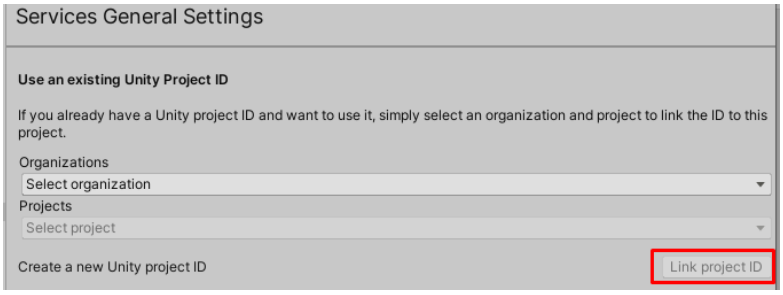
3.3 - Setup Unity Advertisements

1. Install Advertisment package from Window -> Package Manager



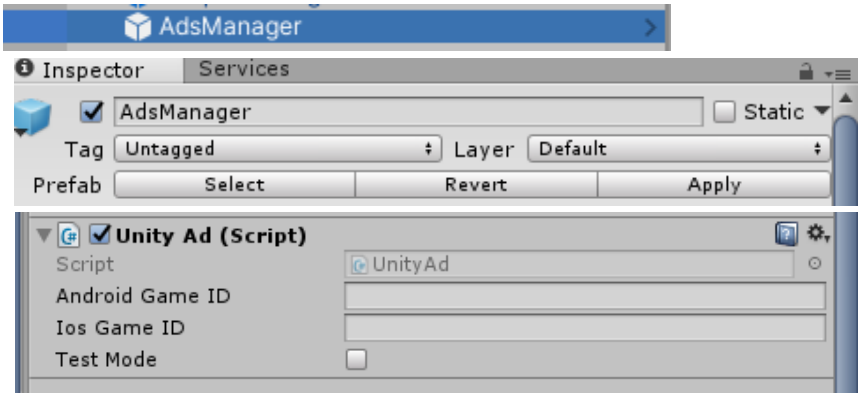
2. Enable Unity ADS Service from Window -> General -> Services

3. Link your project and Organization



4. Get your Android/IOS Game ID

5. Insert your Unity Android/IOS Game ID in the UnityAd Component in the AdsManager Gameobject, and then click on Apply button to save your changes.



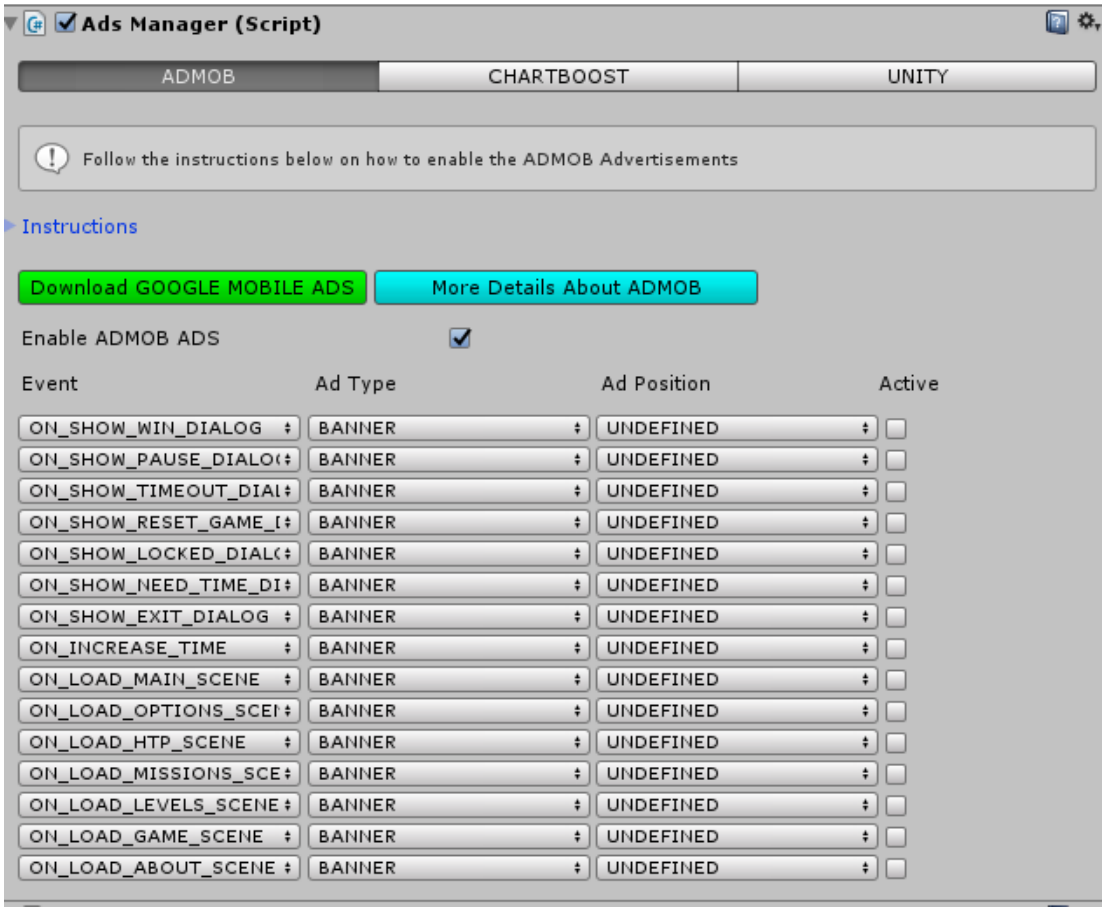
Note: To test the unity ads Enable **Test Mode**, once you want to release or publish your app turn it off.

Using 2018.3 or Higher you will see custom Apply button instead

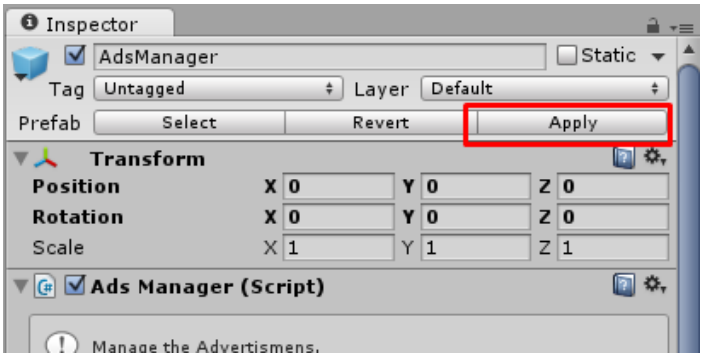
(You can find more details about ADS Packages in the **AdsManager** GameObject)

4.0 - Advertisements Manager

To manage the advertisements of each Package (*Admob*,*ChartBoost*,*Unity ADS*), open the Album scene then select the AdsManager GameObject and manage the ads using AdsManager component



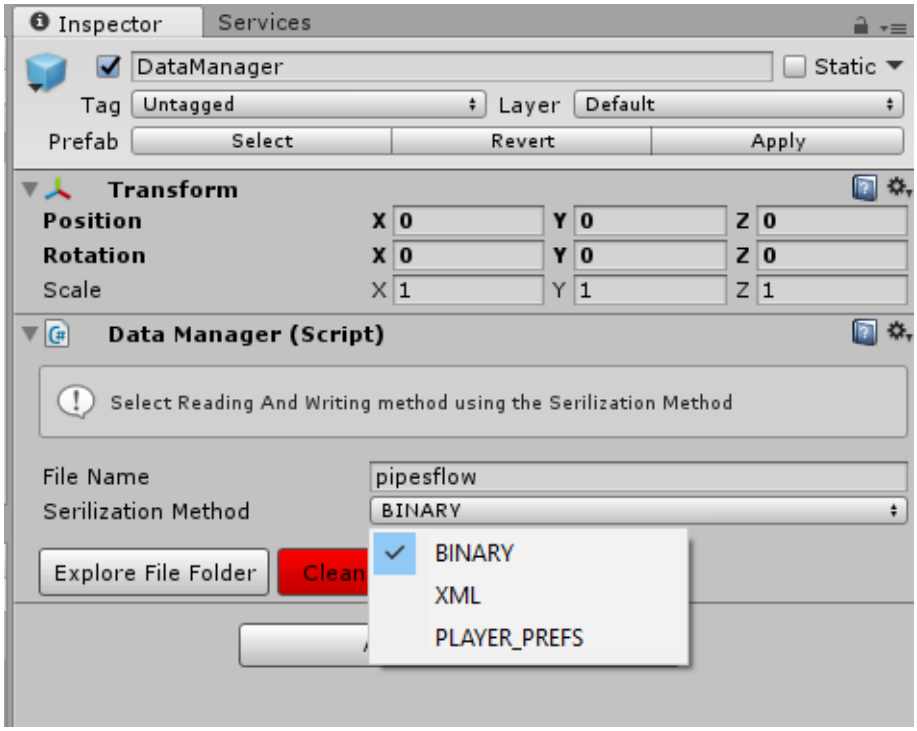
Click on **Apply** button to save your changes.



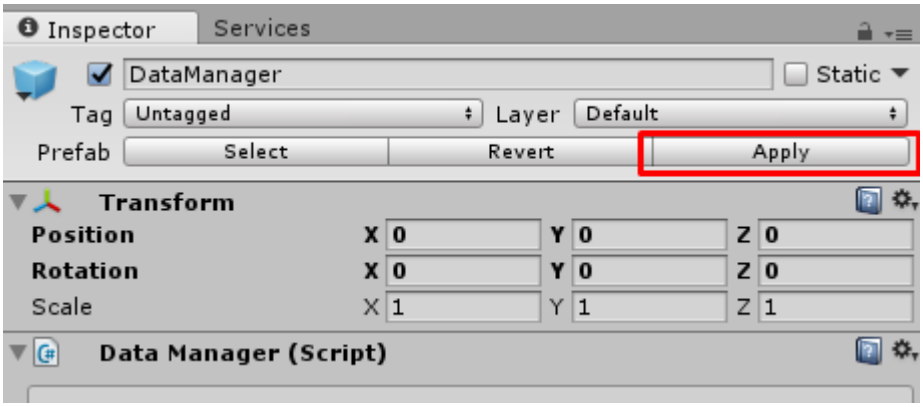
Using 2018.3 or Higher you will see custom Apply button instead

5.0 - Data Manager

You can change the serialization method for Reading & Writing the data in the Game using DataManager component in the DataManager GameObject in the Main Scene as the following figure



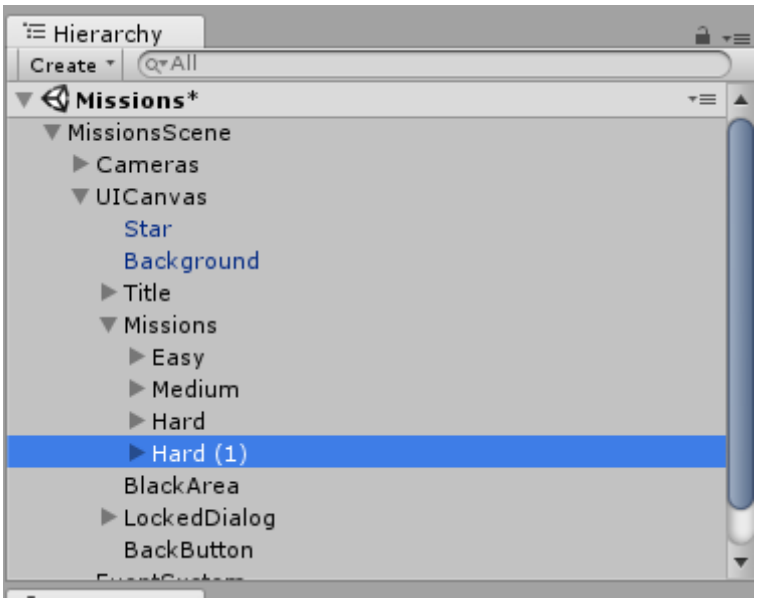
Click on **Apply** button to save your changes.



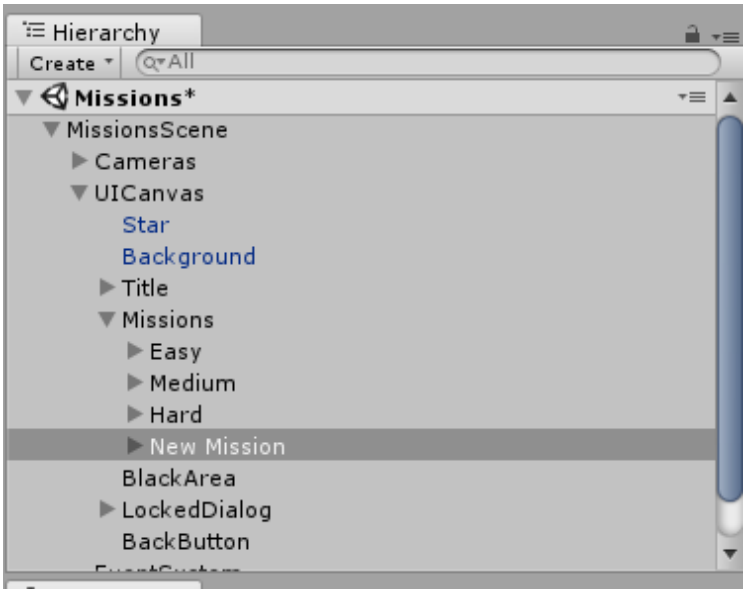
Using 2018.3 or Higher you will see custom Apply button instead

7.0 - Create Mission

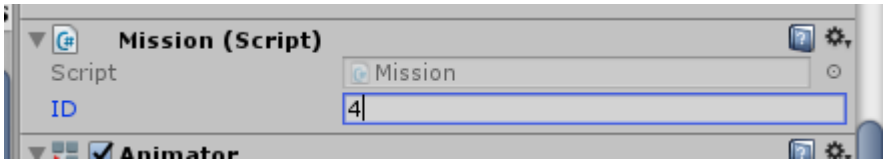
To create new mission, duplicate one of the built-in Missions for example 'Hard' Mission



Rename the duplicated mission, and move it to the relevant position in the scene

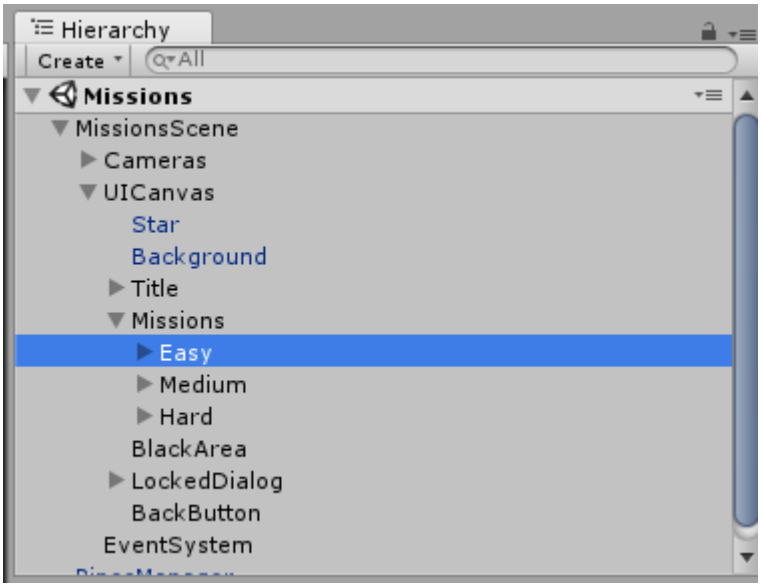


[Important] Change/Increase the ID of the new mission in the Mission component

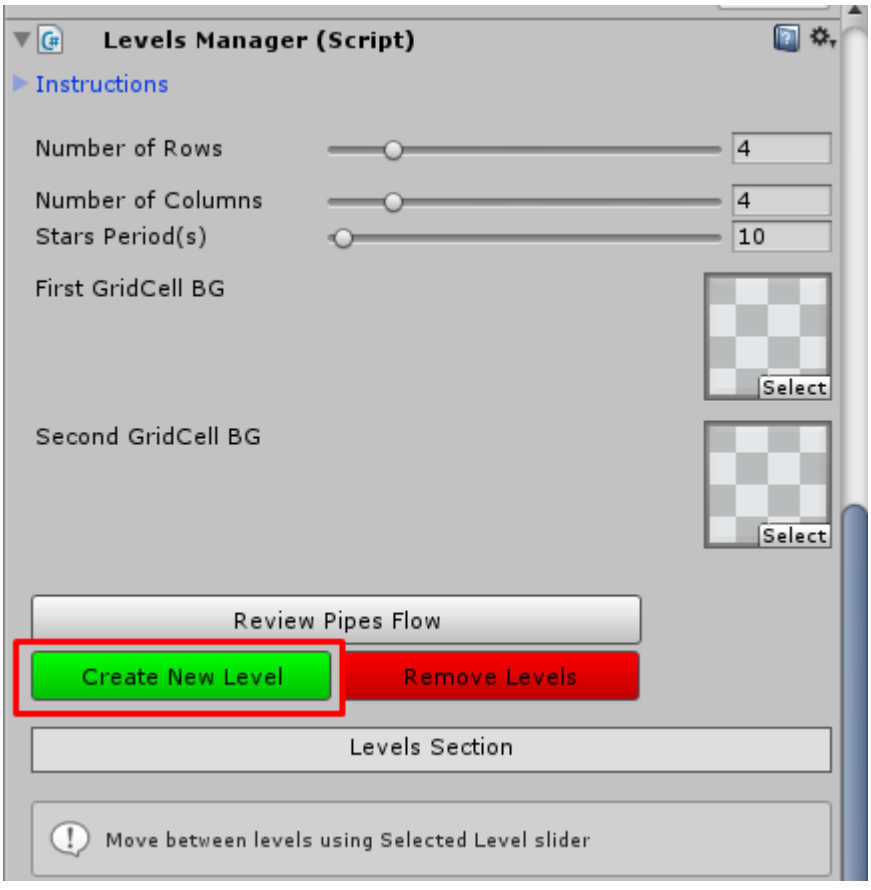


8.0 - Create Level

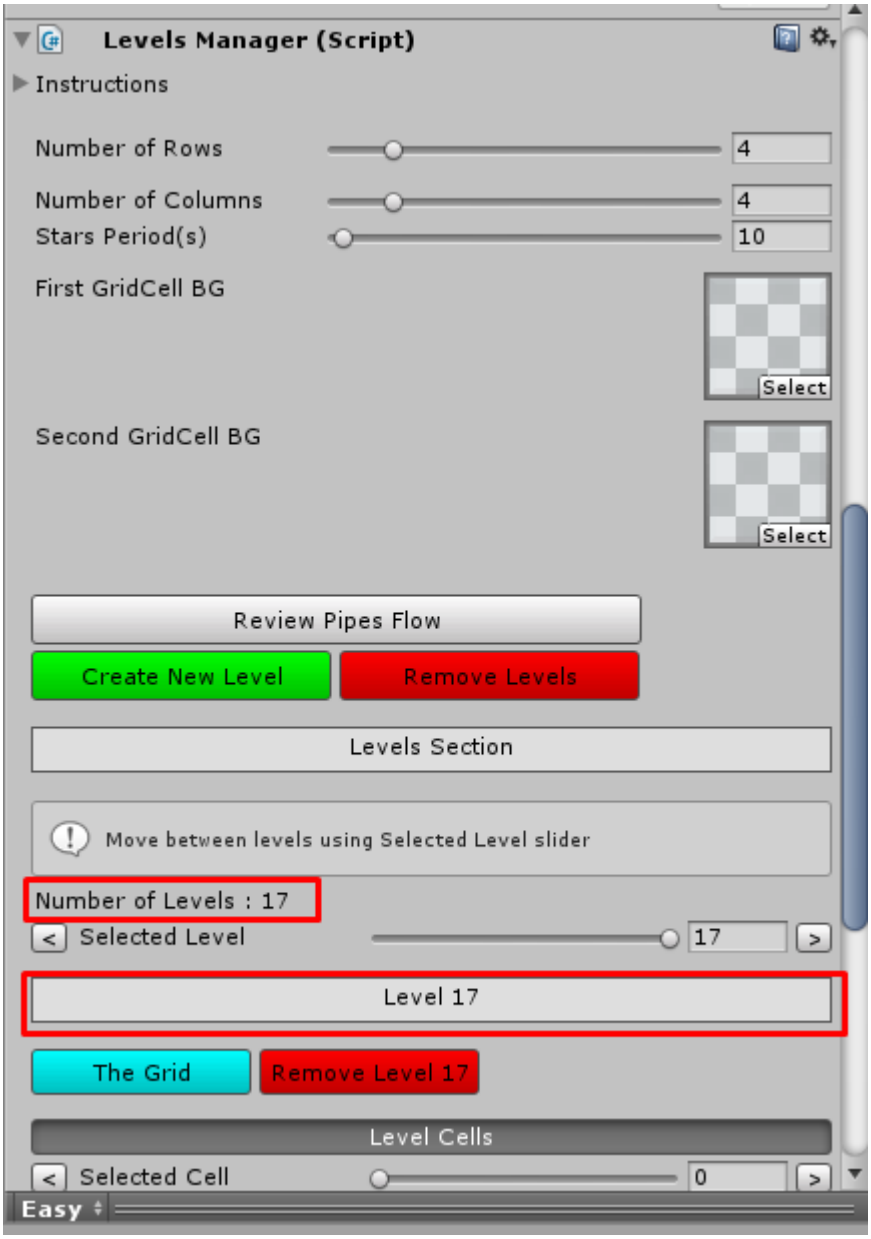
To create a new level, open the Missions scene and then choose any Mission GameObject as the following figure



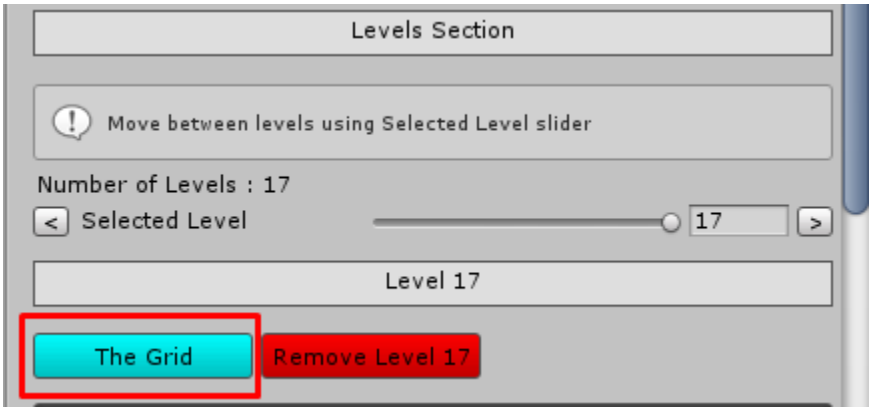
And then click on Create New Level button in the LevelsManager Component as the following figure

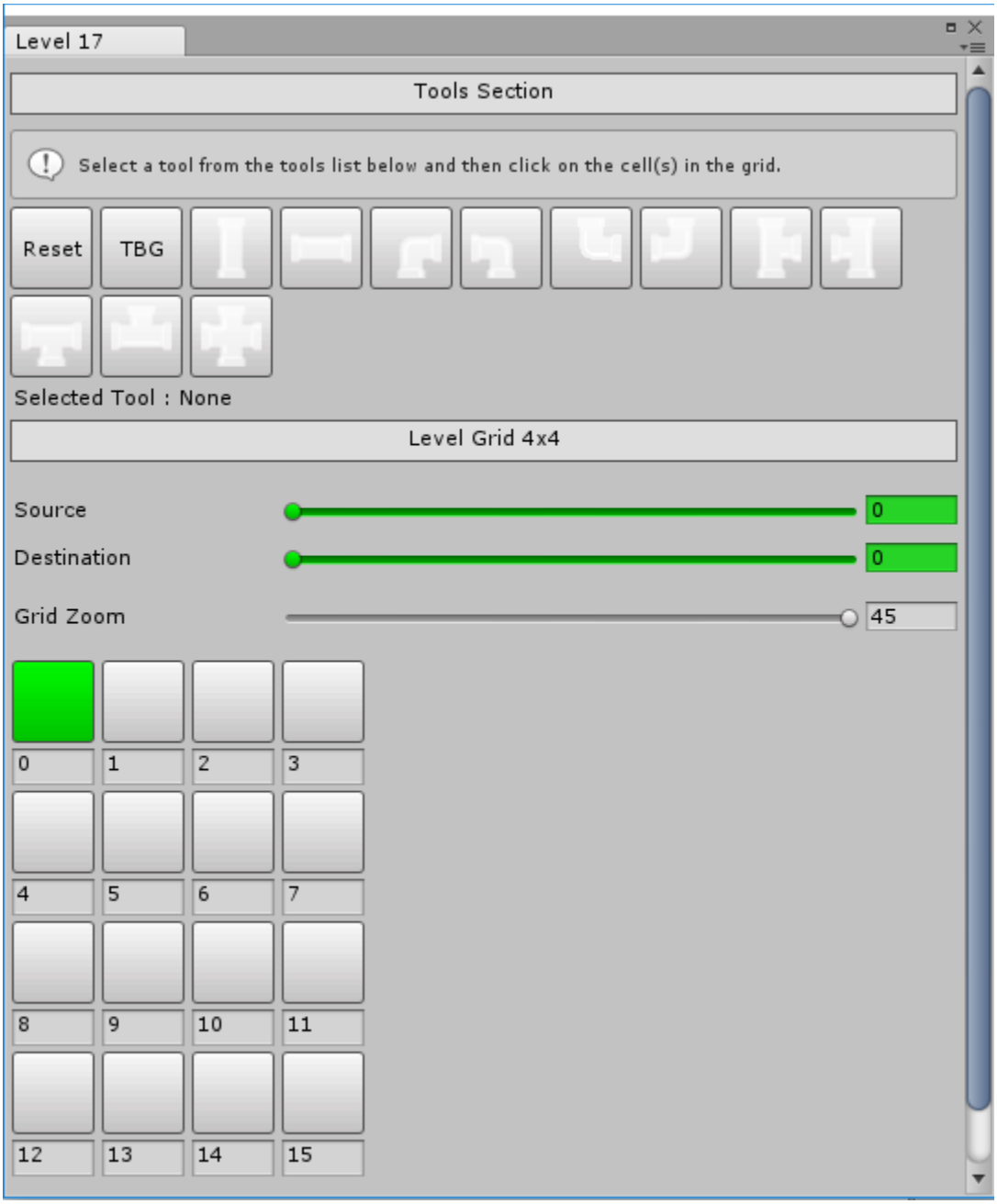


Congratulation, new level is created as the following figure below



To view the grid of the new level, click on The Grid button as the following figure





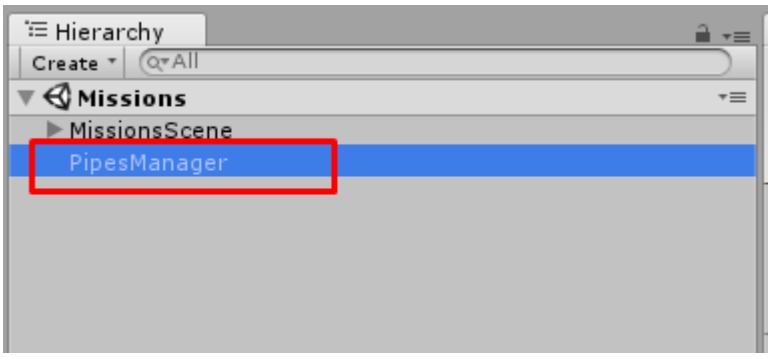
Now you can use the Tools Section to set the pipes in the grid of the level , just select one and then click on the cell

Finally, define the Source and the Destination pipes in the level

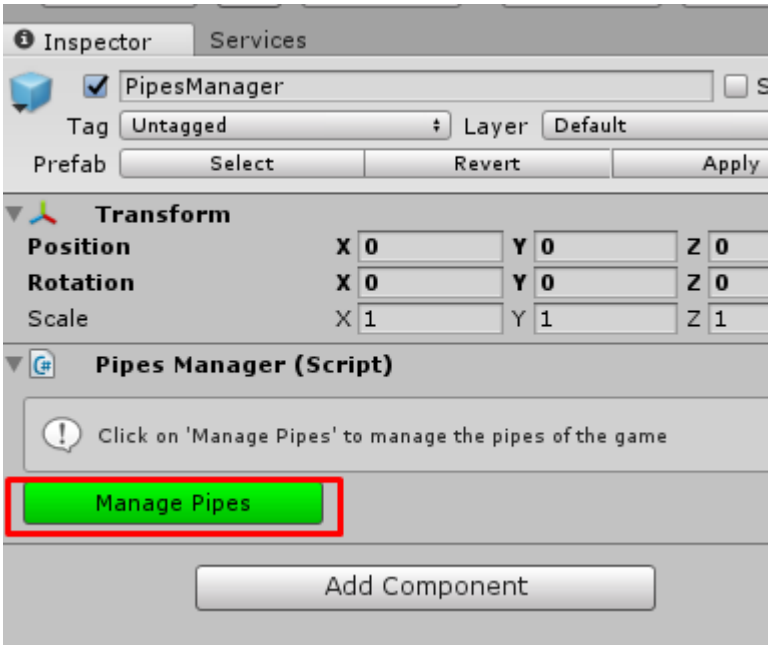
Save your changes (Ctrl/Cmd + s)

9.0 - Pipes Manager

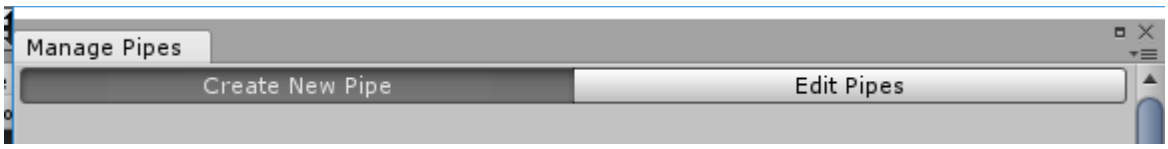
Use the Pipes Manager to manage the pipes of the project in the Missions scene



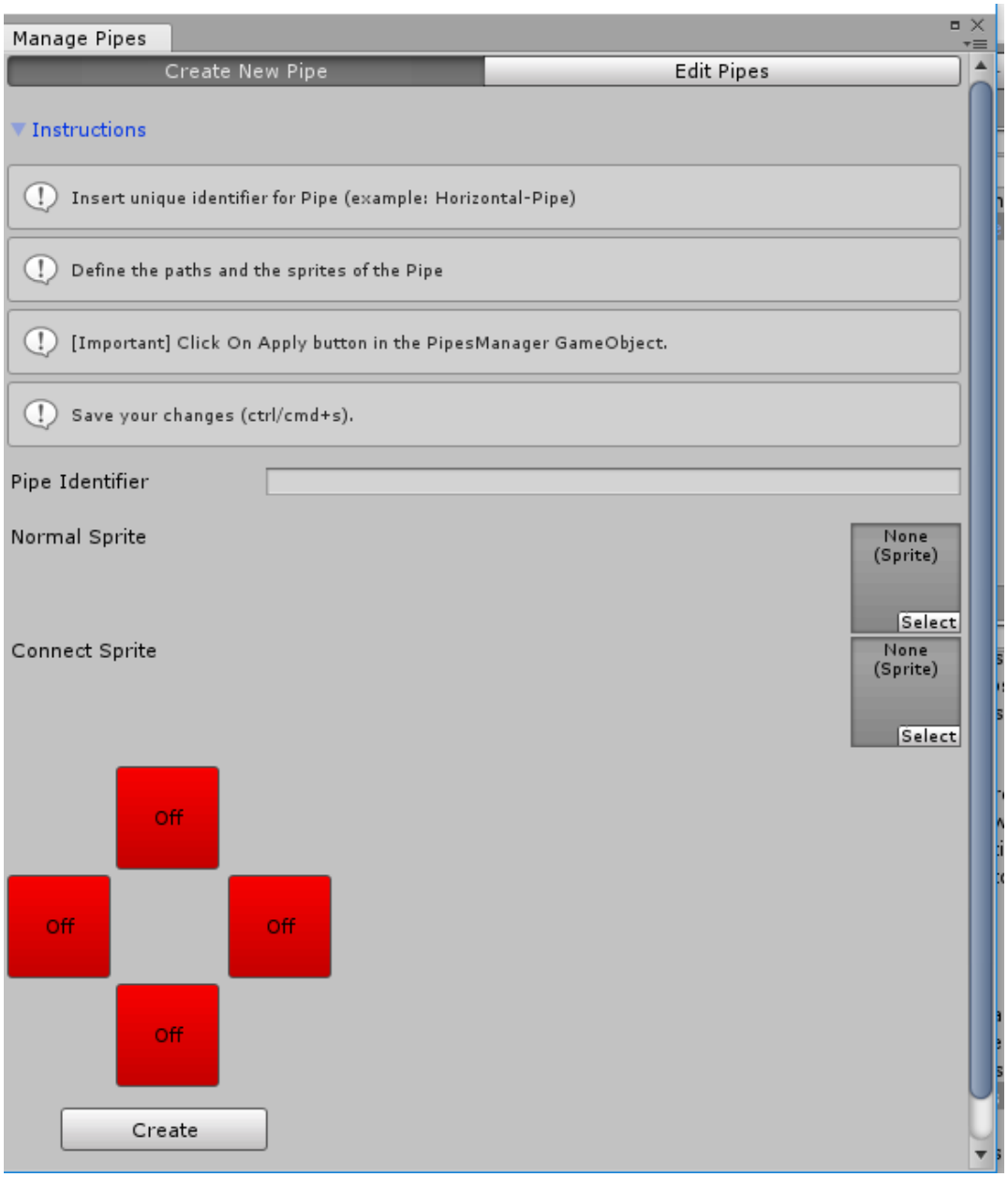
Click on Manage Pipes to manage the pipes



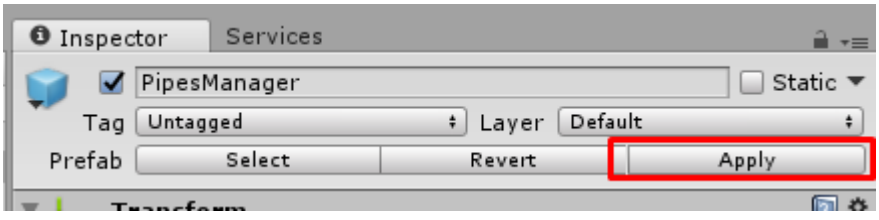
You will find two tabs, one of them to create a new pipe and the other one to edit the saved pipes.



Use Create New Pipe tab to create new pipe(s)

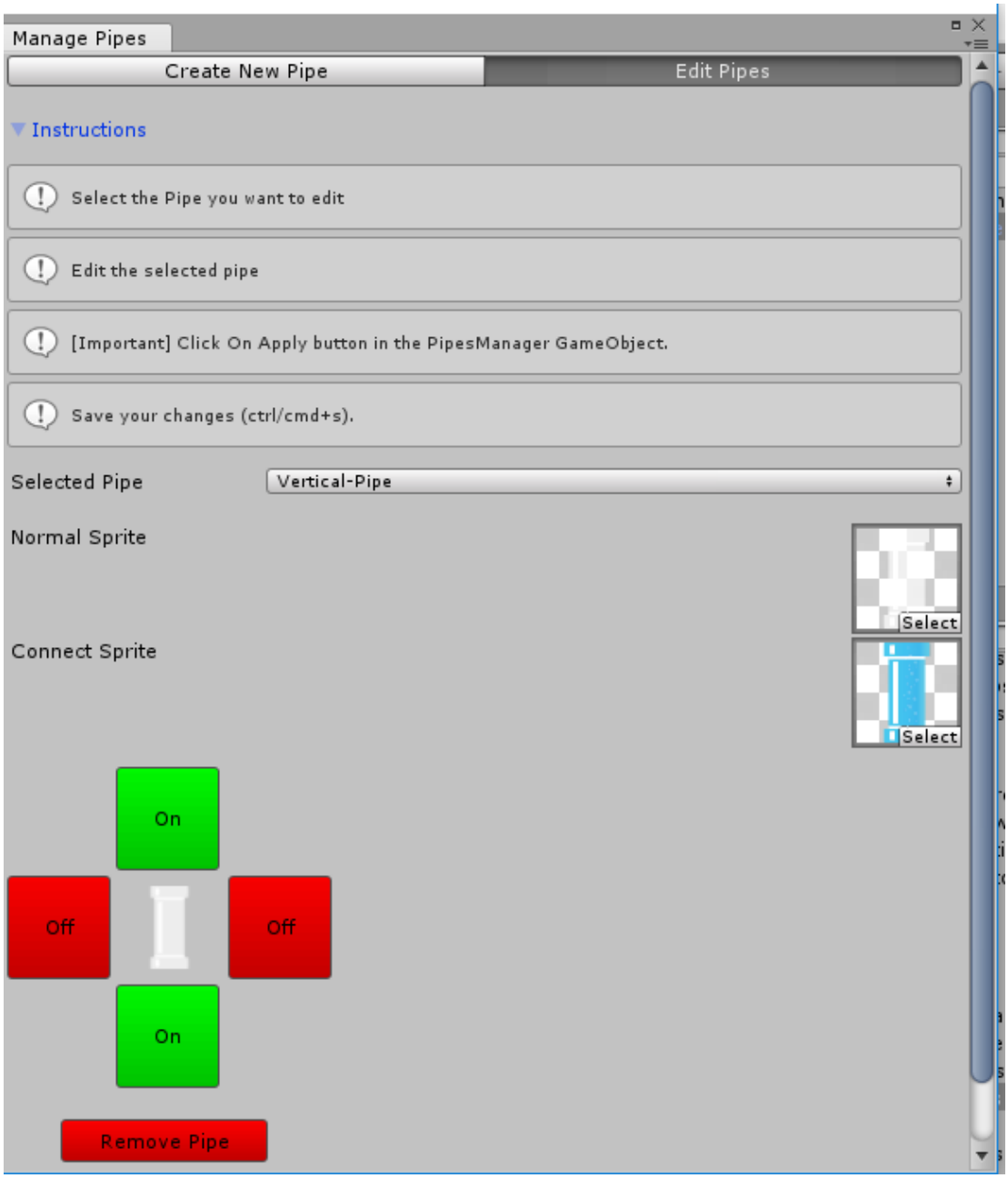


Do not forget to click on Apply button to save your changes

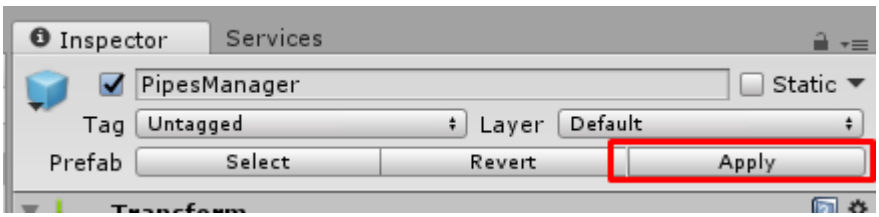


Using 2018.3 or Higher you will see custom Apply button instead

Use Edit Pipes tab to edit the pipe(s)



Do not forget to click on Apply button to save your changes



Using 2018.3 or Higher you will see custom Apply button instead

10.0 - Project Dialogs

- Show Dialog

To show the Win Dialog / Dialog, you need to call the Show() Method which is in the WinDialog / Dialog script.

Or get the reference of Win Dialog / Dialog Component and call Show () Method.

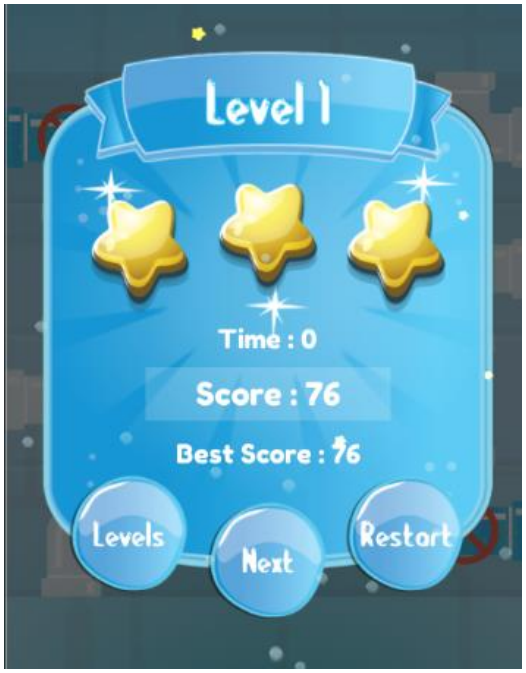
```
Example: GameObject.FindObjectOfType<WinDialog > ().Show ();
Example: GameObject.FindObjectOfType<Dialog > ().Show ();
```

- Hide Dialog

To hide the Win Dialog / Dialog, you need to call the Hide() Method in the Win Dialog / Dialog script.

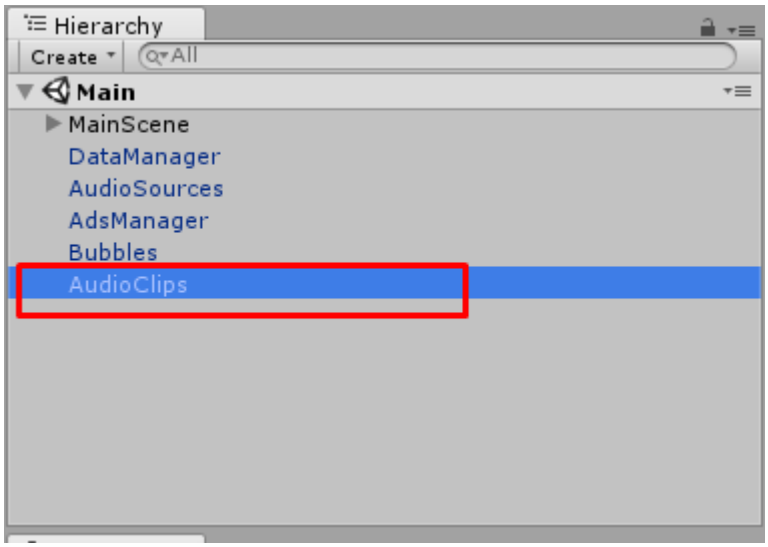
Or get the reference of Win Dialog / Dialog Component and call Hide() Method.

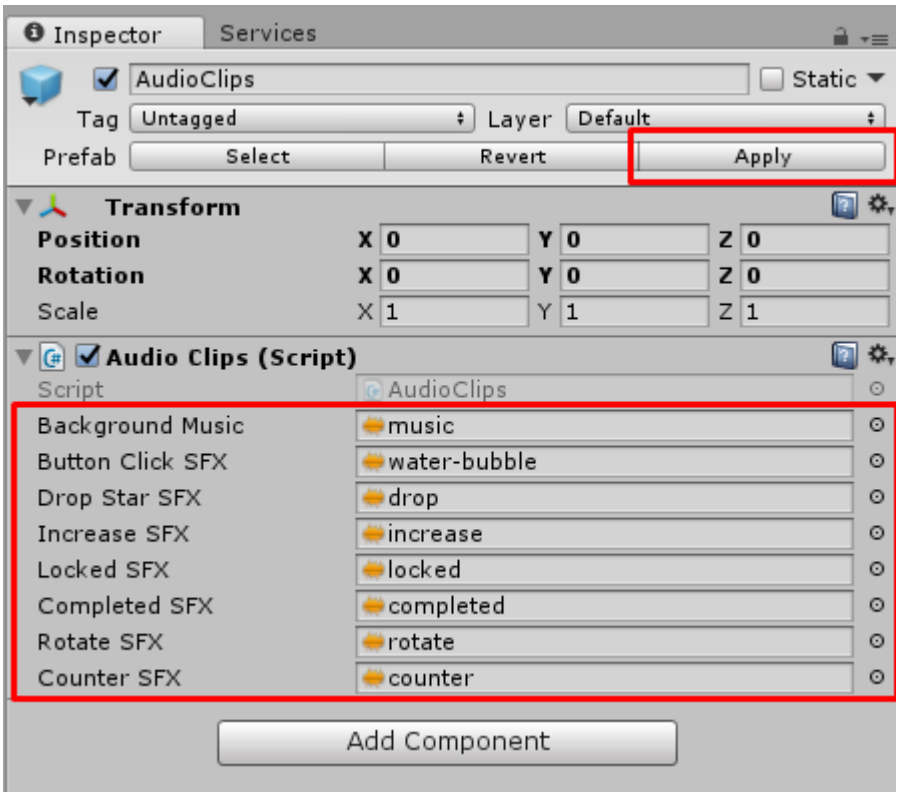
```
Example: GameObject.FindObjectOfType<WinDialog > ().Hide ();
Example: GameObject.FindObjectOfType<Dialog > ().Hide ();
```



12.0 - Audio Clips

You can set up or change the Background Music of the game as well as the sound effects from the **AudioClips** Component in **Main** Scene as following figures below, and then click on **Apply** button to save your changes.

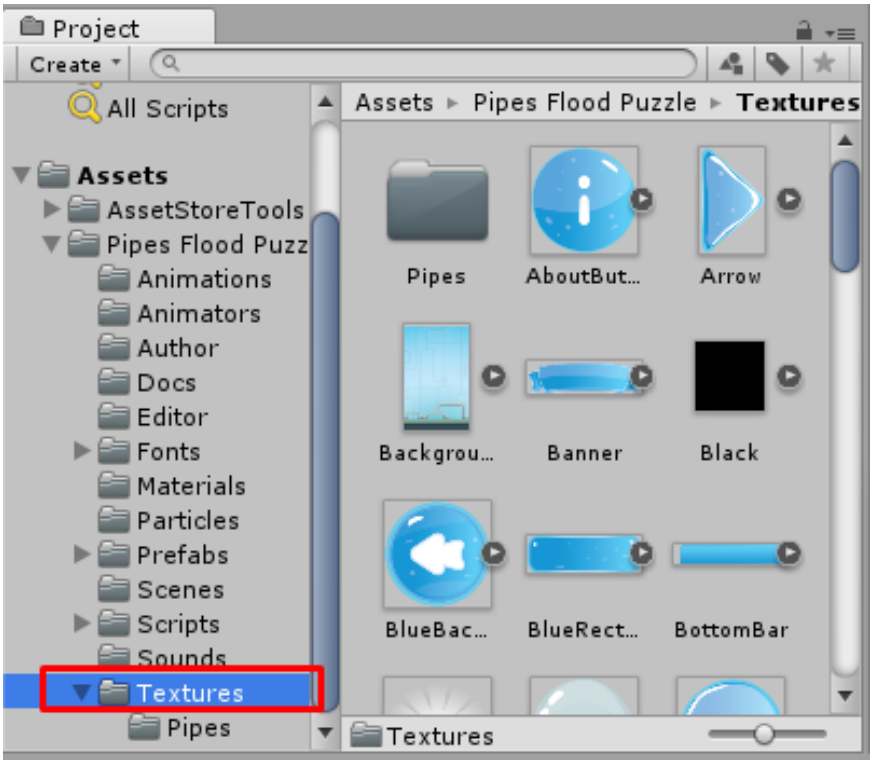


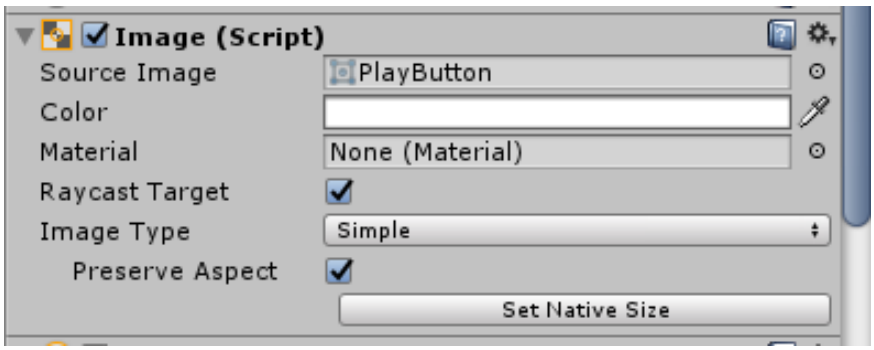


13.0 - How to Reskin

We recommend to reskin your Package to make your app unique in the stores.

After you design new images replace them (the same name) in Textures folder to reskin your App. If you have missing references change the sprite or Source Image from SpriteRenderer or Image component in the GameObject.





15.0 - More Details

- Use the first AudioSource component in AudioSources GameObject in the Main Scene for the Music

- Use the second AudioSource component in AudioSources GameObject for the Sound Effects.

If you have any questions, suggestions, comments, feature requests or bug detected, you can contact us and we would be happy to listen from you.

For more details, do not hesitate to contact us

Useful Links

http://indiestd.com/questions-and-answers

http://indiestd.com/contact-us