

Coloring Book With Magic Pen

Thank you for purchasing the **“Coloring Book”** game template.



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Version History

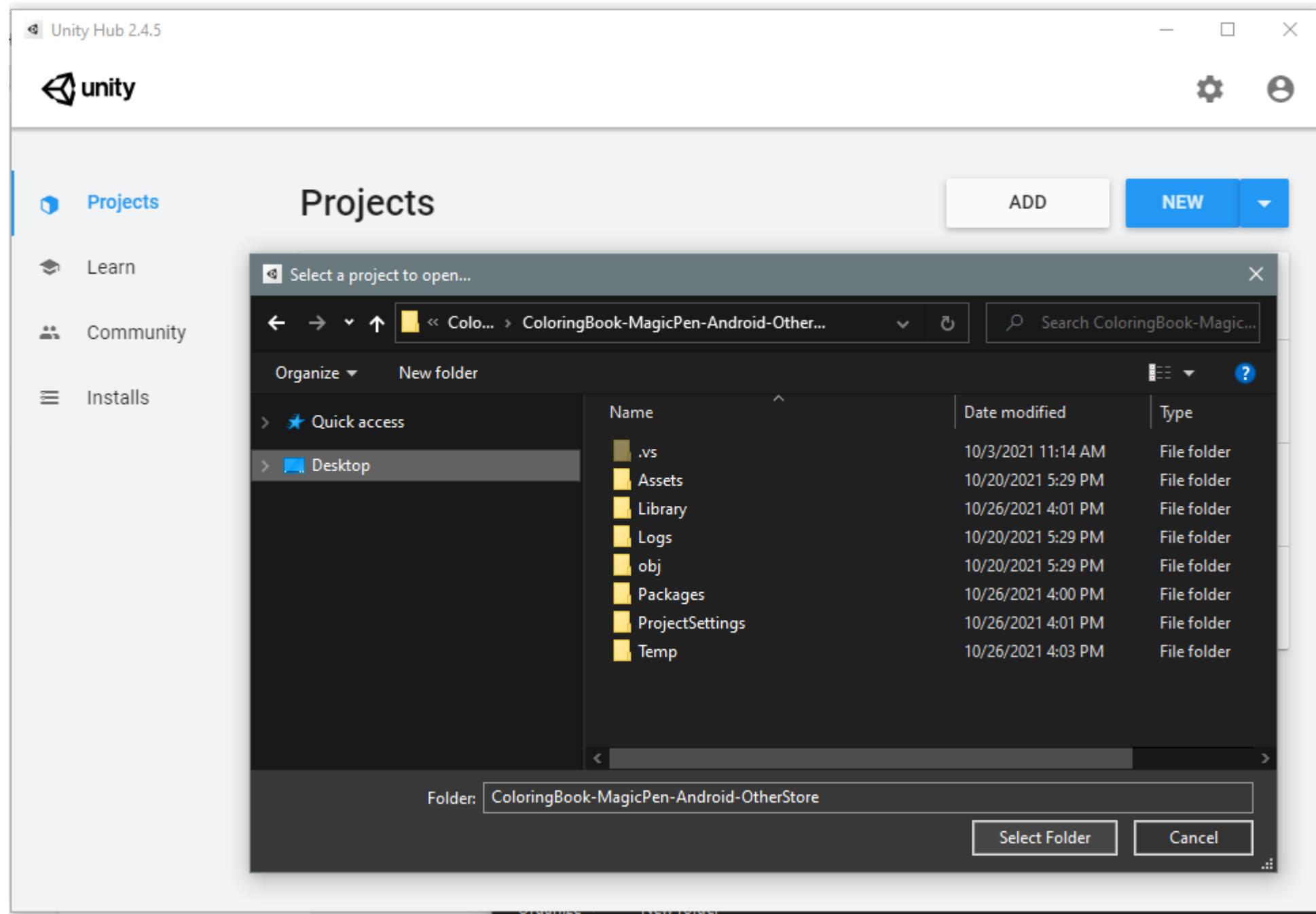
- Version 1.0
 - First release

Requirements

- Unity version 2019.4.14 or higher

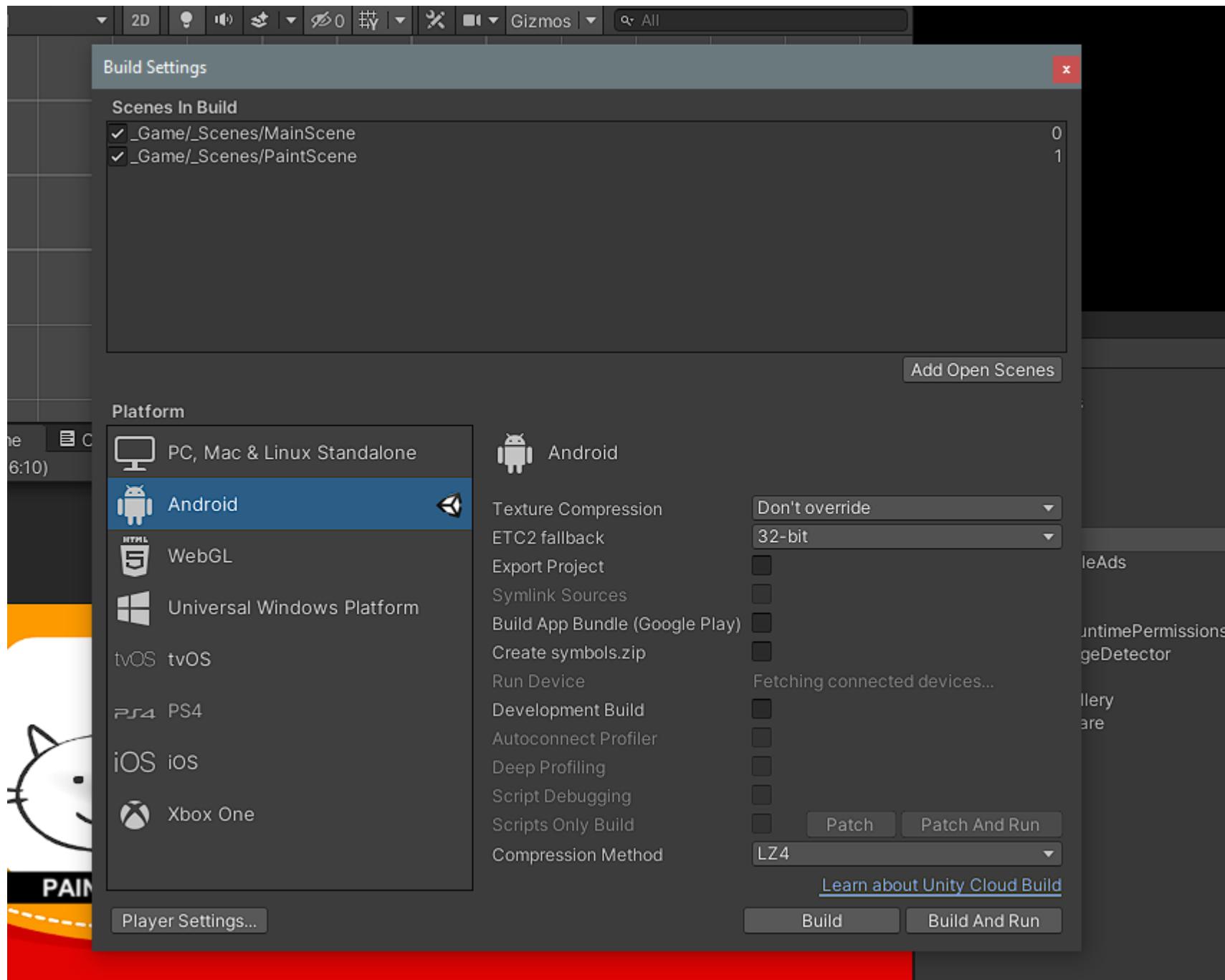
Open Project

Install [Unity Hub](#) and add the project in Unity Hub like below image. Then click on project name to open the project.



Build Settings

Make sure you have added these scenes.

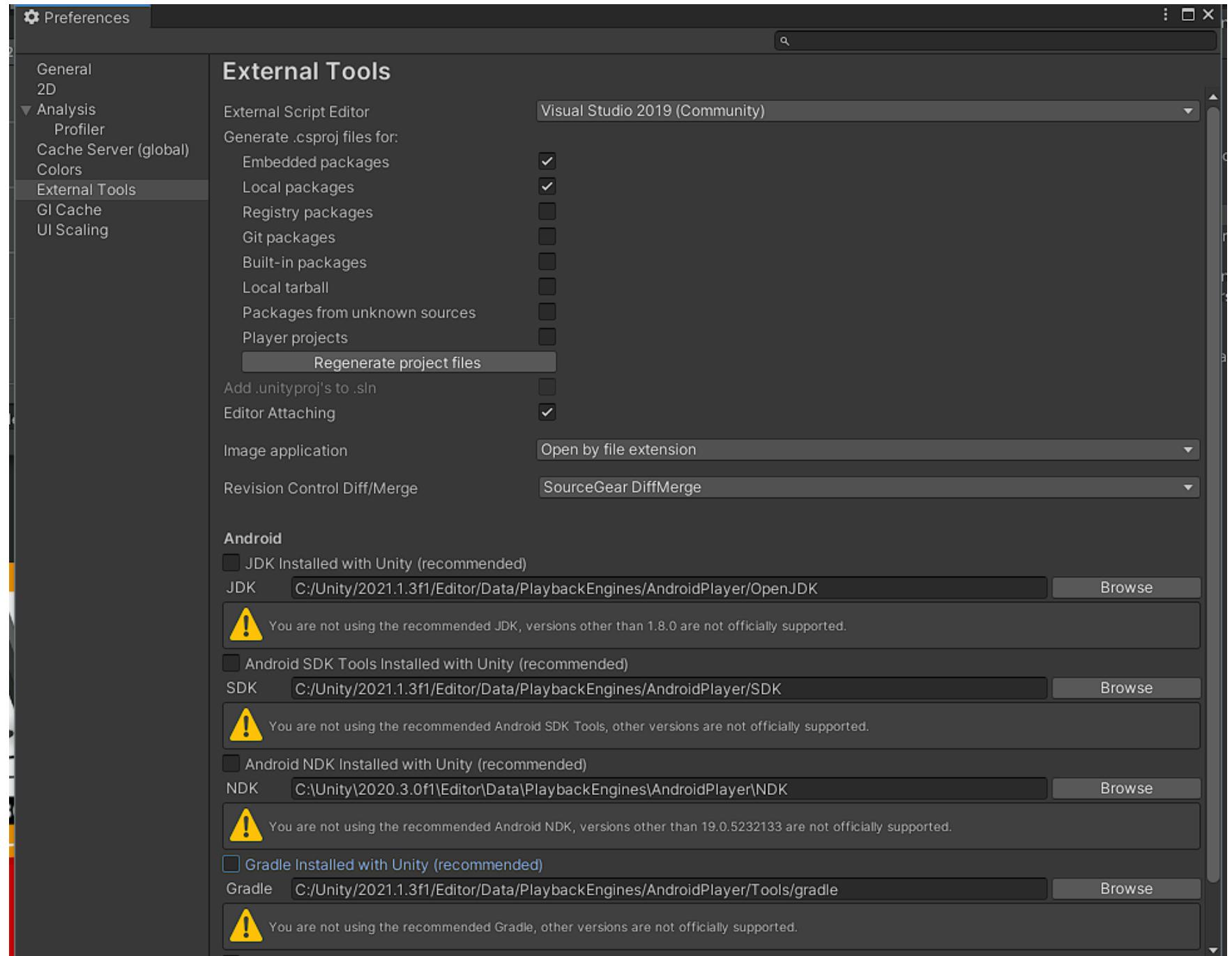


How to Export

Prerequisites

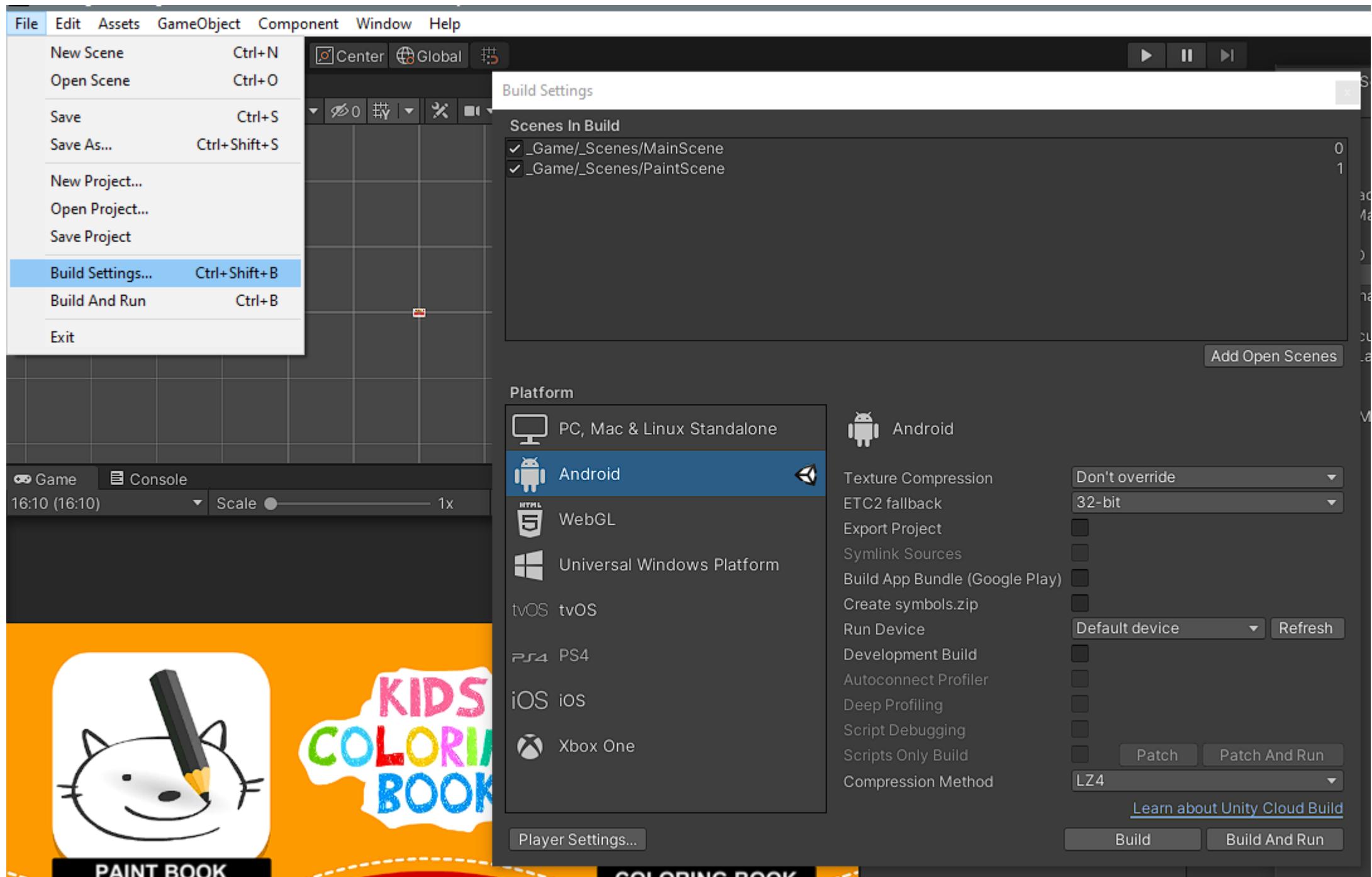
Android and Java SDK

Like the image, click on Preferences from the Edit menu in Unity so that Unity Preferences window is shown and then enter the installation folder address of Android SDK, Java SDK and NDK (ARM64) in their places (you need to have Android SDK and Java SDK installed on your system beforehand).

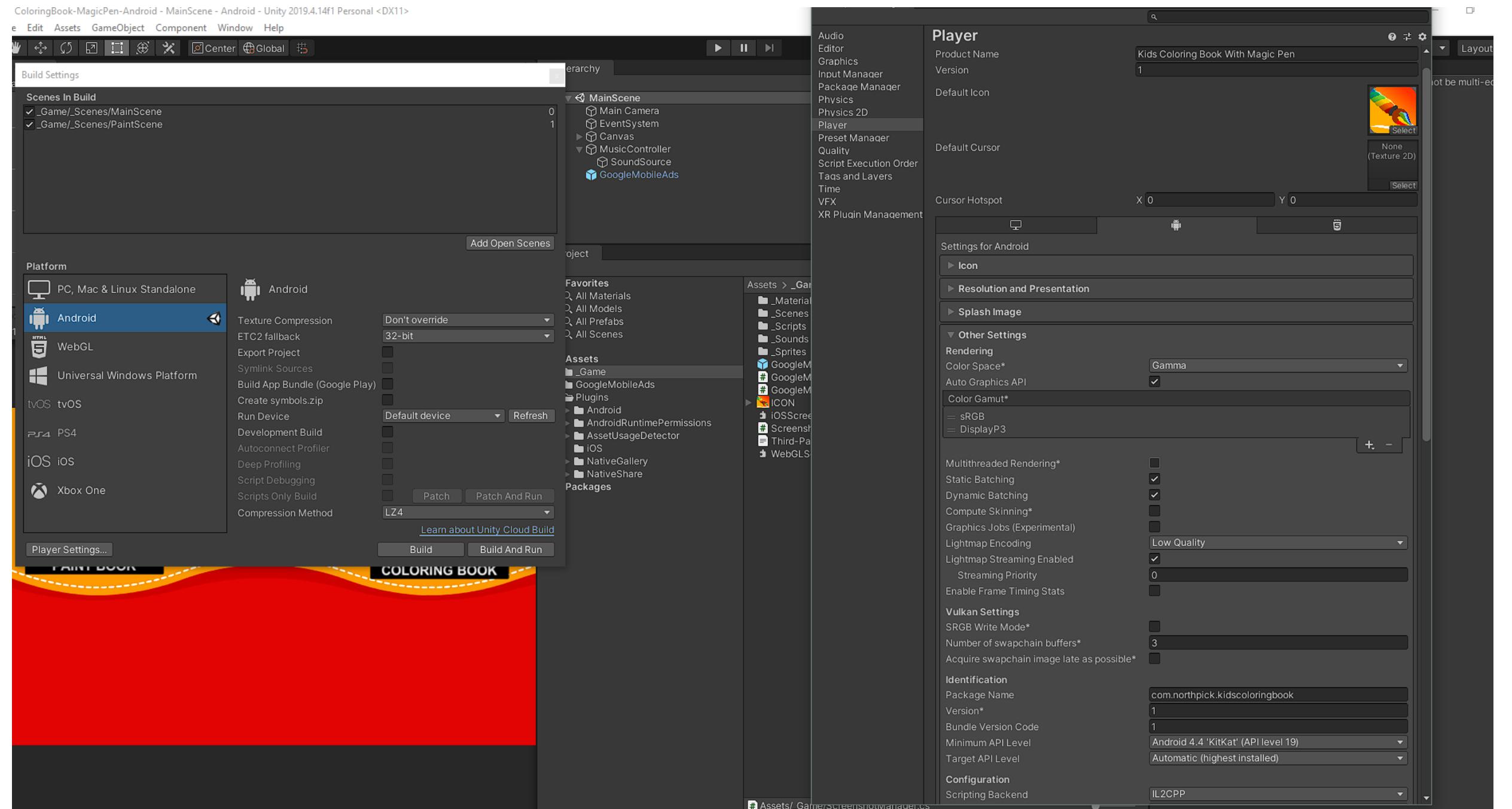


Export to Android

After the project is opened, click on Build Settings in the File menu like the image below.

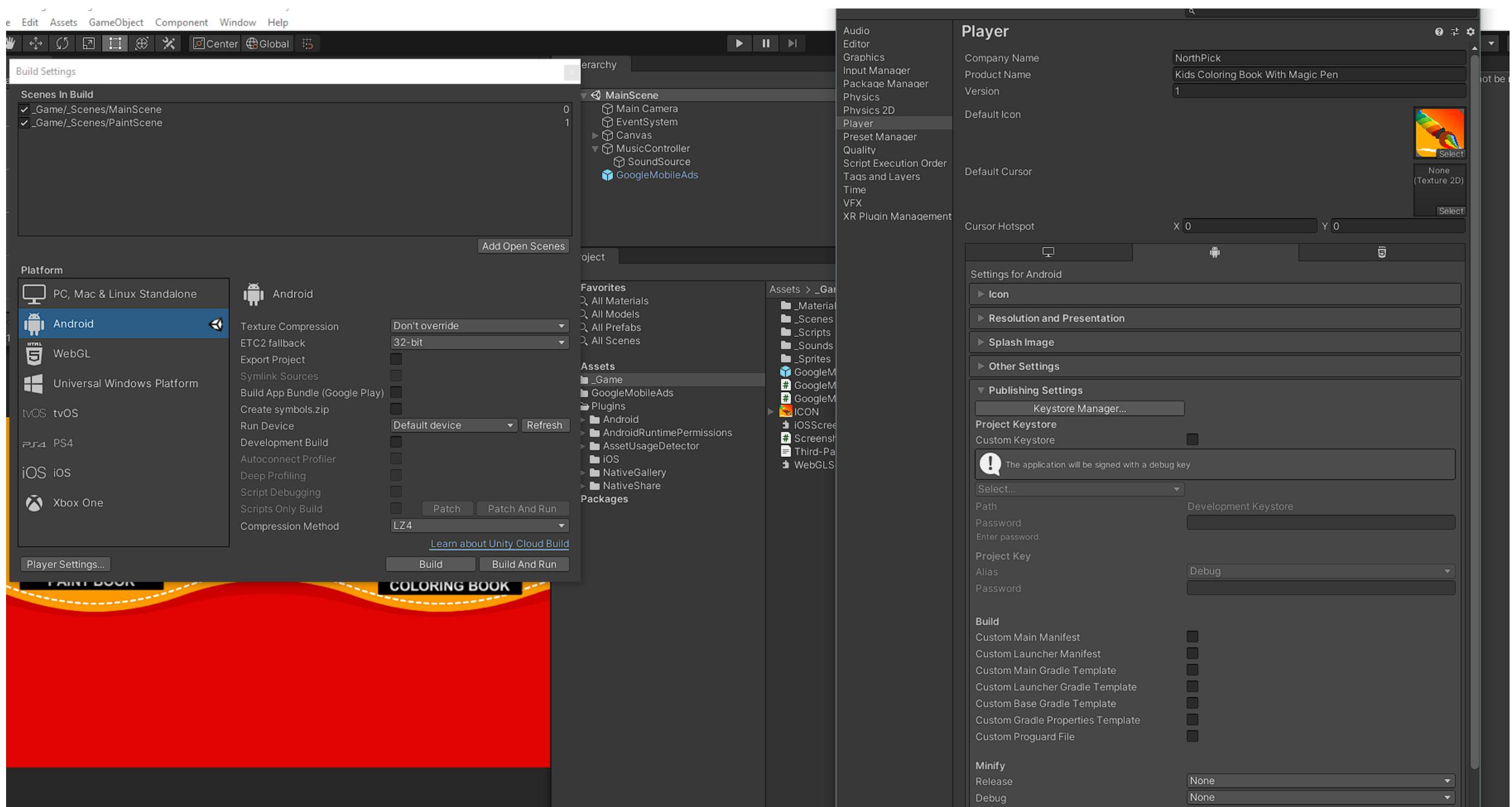


Then, in the newly opened window, click on Android platform and then on Player settings.



Then, like the below image, select the desired name for the game and its package name in the Inspector section (if you like).

And finally, you have to sign the exported version with your keystore like the image below and then click on the Build button so that Unity starts making the exported version for Android.



Here is a guide from Unity website about making Android version:

<https://learn.unity.com/tutorial/how-to-publish-to-android>

Export for XCode (iOS)

Click on Build Settings from the File menu in Unity.

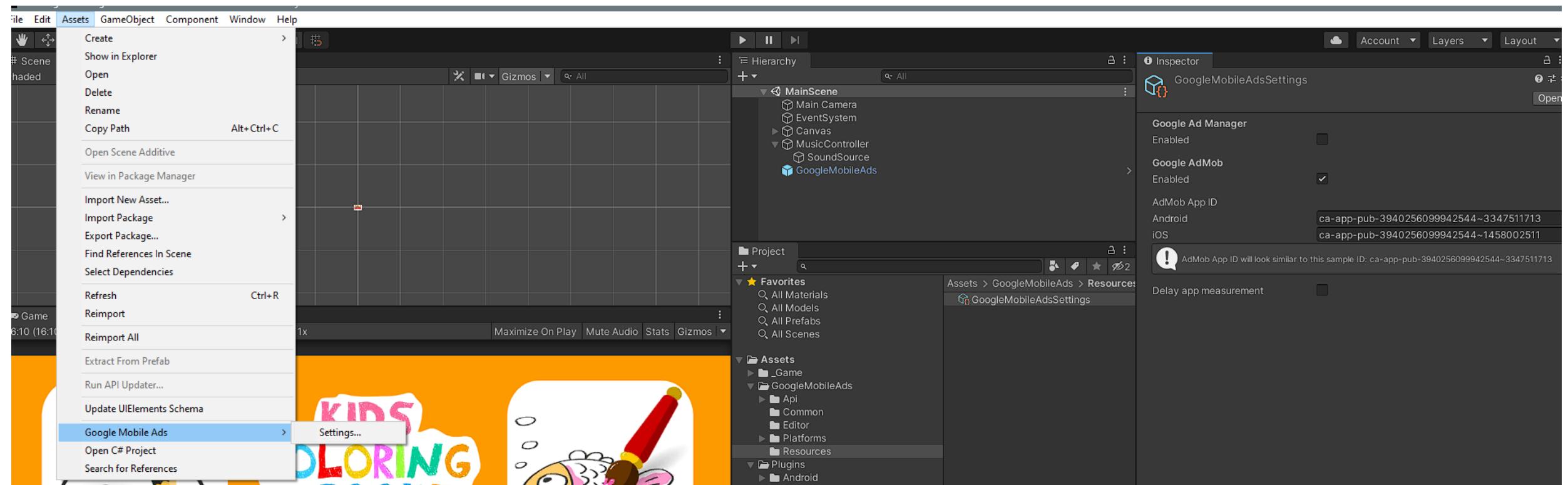
Finally, to make the exported version for XCode, click on the Build button in the Build Setting window.

And here is a guide for making Android and iOS versions from the Unity website that you can read to get some extra details and information:

<https://learn.unity.com/tutorial/building-for-mobile>

AdMob

Like the below image, click on settings from assets menu so that Google Mobile Ads configurations are shown up and then enter the App IDs that you have created in your admob panel in Android and iOS sections.

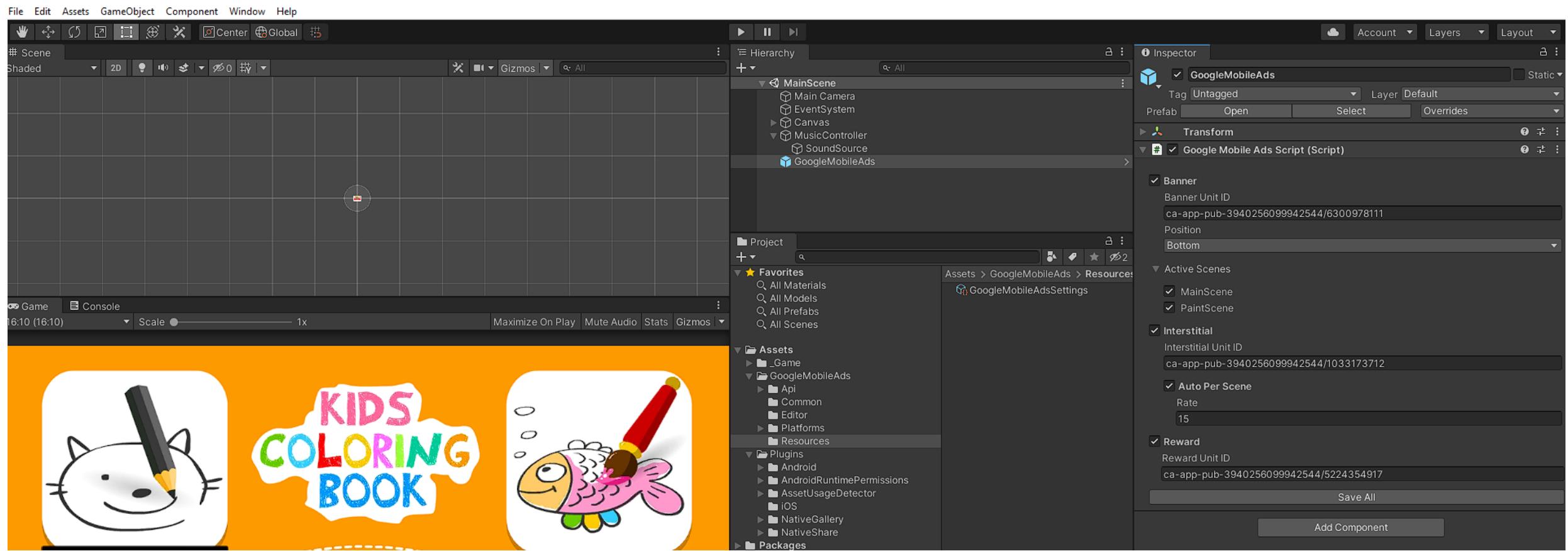


Then in the MainScene, select GoogleMobileAds object and then in inspector, Admob settings are shown. If you want to use banners, you can activate the banner section and enter the corresponding unit id. You can also choose the banner's position and where in the game it is shown.

To activate full screen ads, you have to mark interstitial choice and enter the related unit id in it like the below image. If you activate Auto per scene, ads will be shown based on the number entered in the Rate field when scenes are changing and you don't have to load the ads manually.

If you want to use reward ads, then you need to activate the Reward section and enter its unit id.

Note: After implementing the changes, make sure to press the Save All button to save your changes.



To show the ads manually, use these codes:

Showing banner ads:

```
GoogleMobileAdsScript.USE.ShowBanner();
```

Removing and not showing banner ads:

```
GoogleMobileAdsScript.USE.HideBanner();
```

Showing full screen ads:

```
GoogleMobileAdsScript.USE>ShowInterstitial();
```

Showing reward ads:

```
GoogleMobileAdsScript.USE>ShowRewardAd();
```

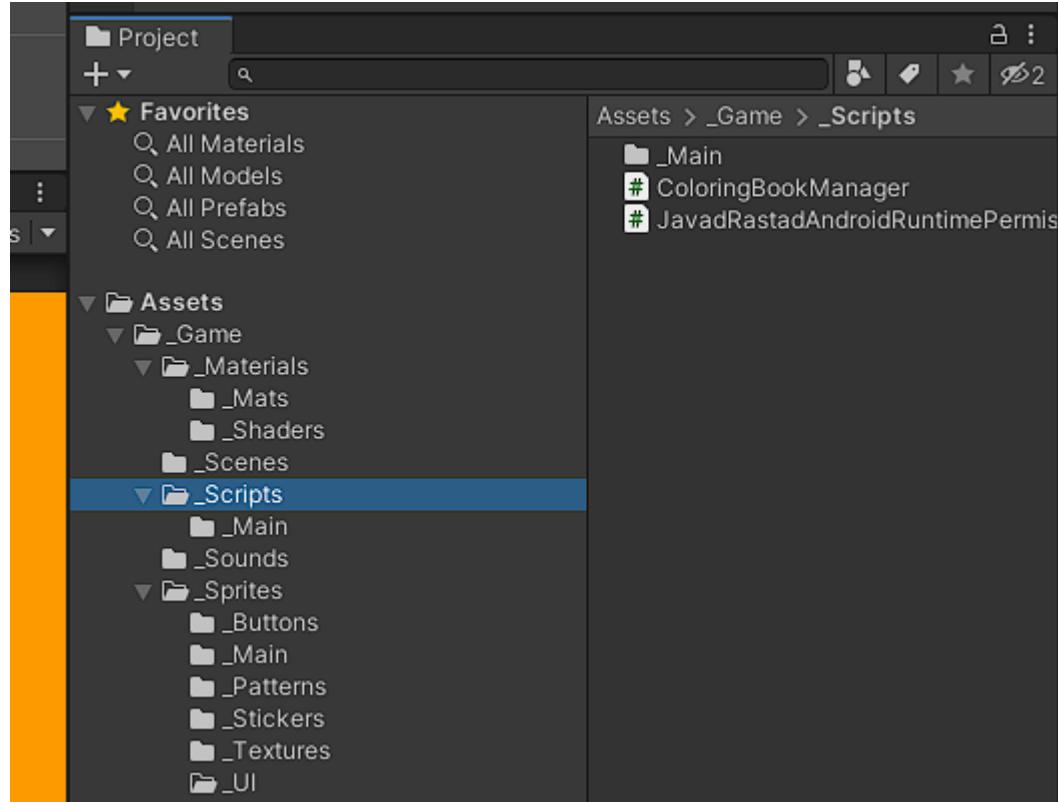
Rewarding the player after reward ads are shown successfully:

For this, you need to edit line 73 of GoogleMobileAdsScript like below:

```
70  
71     public void RewardVideo(string type, double amount)  
72     {  
73         // put ur rewarded video here  
74     }  
75     . . .
```

Scripts

All scripts are under the Scripts folder.



MainManager

Codes related to controlling the game's main menu including coloring and drawing tabs are here.

ScrolListManager

This is for controlling scroll menus in coloring and drawing sections in the main menu.

MusicController

This is for controlling music and sound effects including background music, click sounds, camera's shutter sound and etc. Audio settings are also here.

ButtonScript

This is for controlling movement animations and clicks related to buttons, pencil, marker and in general, all of the game's UI.

JavadRastadAndroidRuntimePermissions

This is for controlling Android permissions.

ColoringBookManager

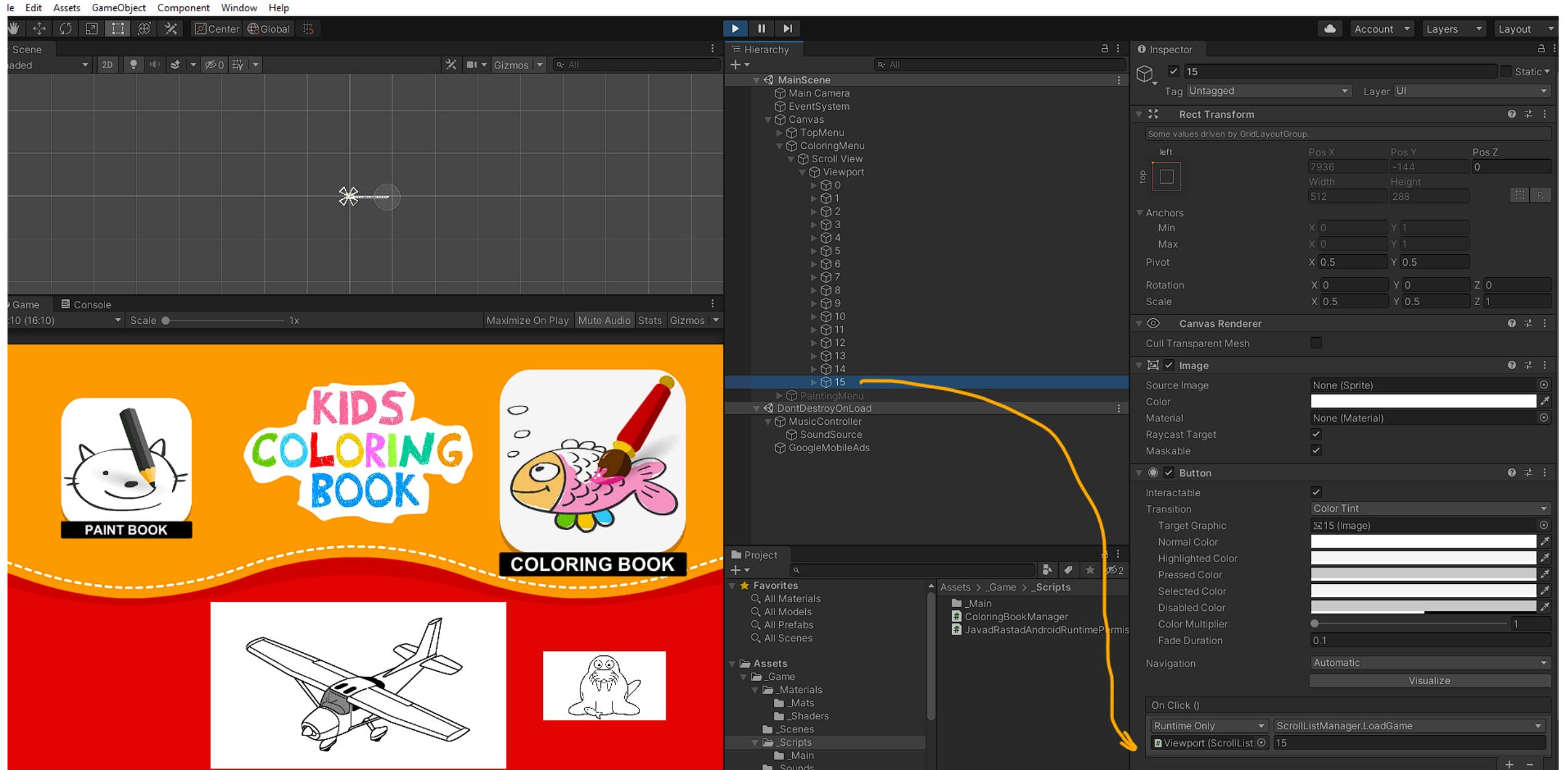
This is the project's main core and controls coloring and drawing sections.

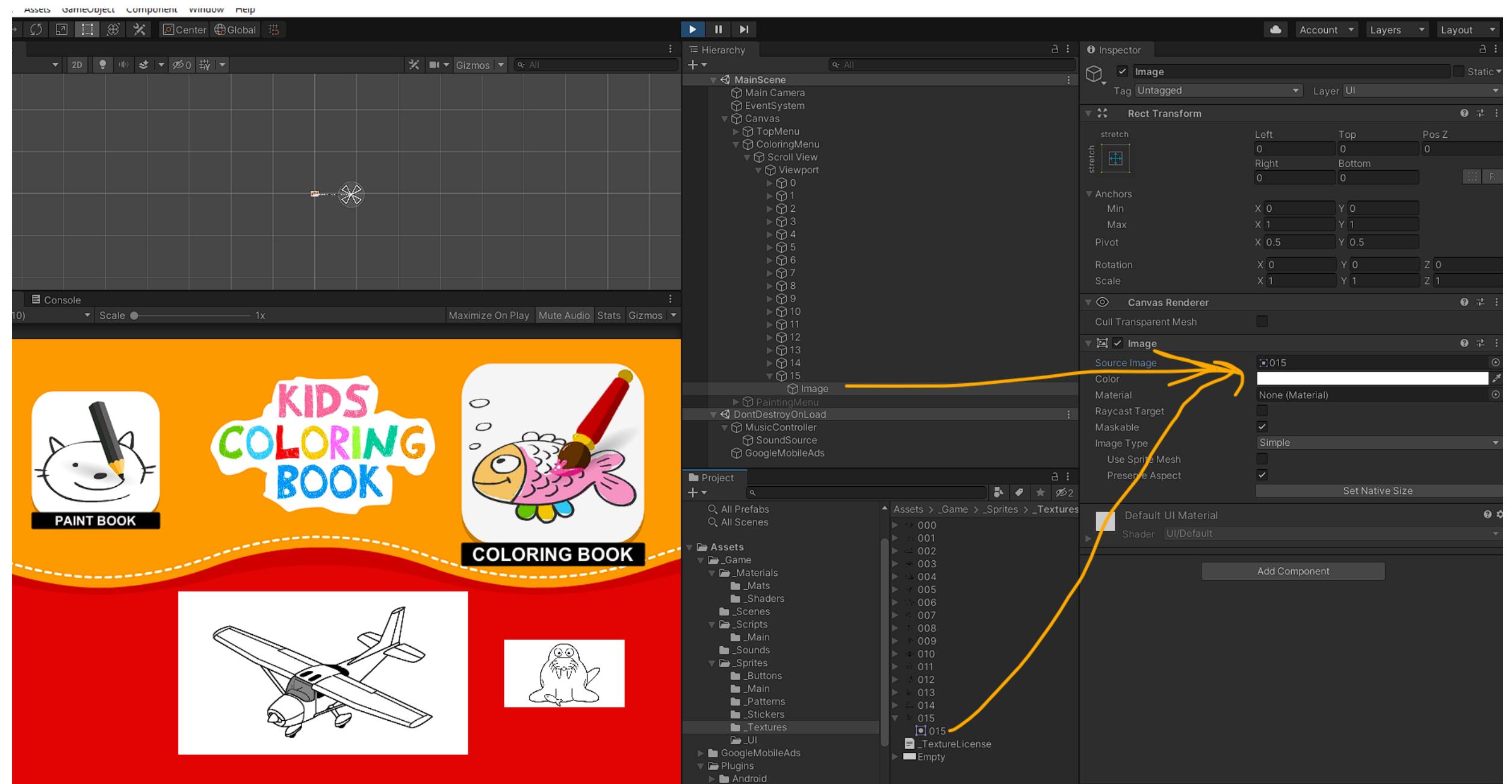
Adding New Images

Open MainScene and find the ColoringMenu game object in the main menu. Then go to Viewport's child and there should be 16 objects there.

Then like the below image, duplicate (CTRL+D) the last marked game object (game object named 15) and change its name to 16. The next image's name will be 17 and it goes so on.

For each new image that is added, you have to increase the value of the LoadGame function in Inspector by one, like the below image.



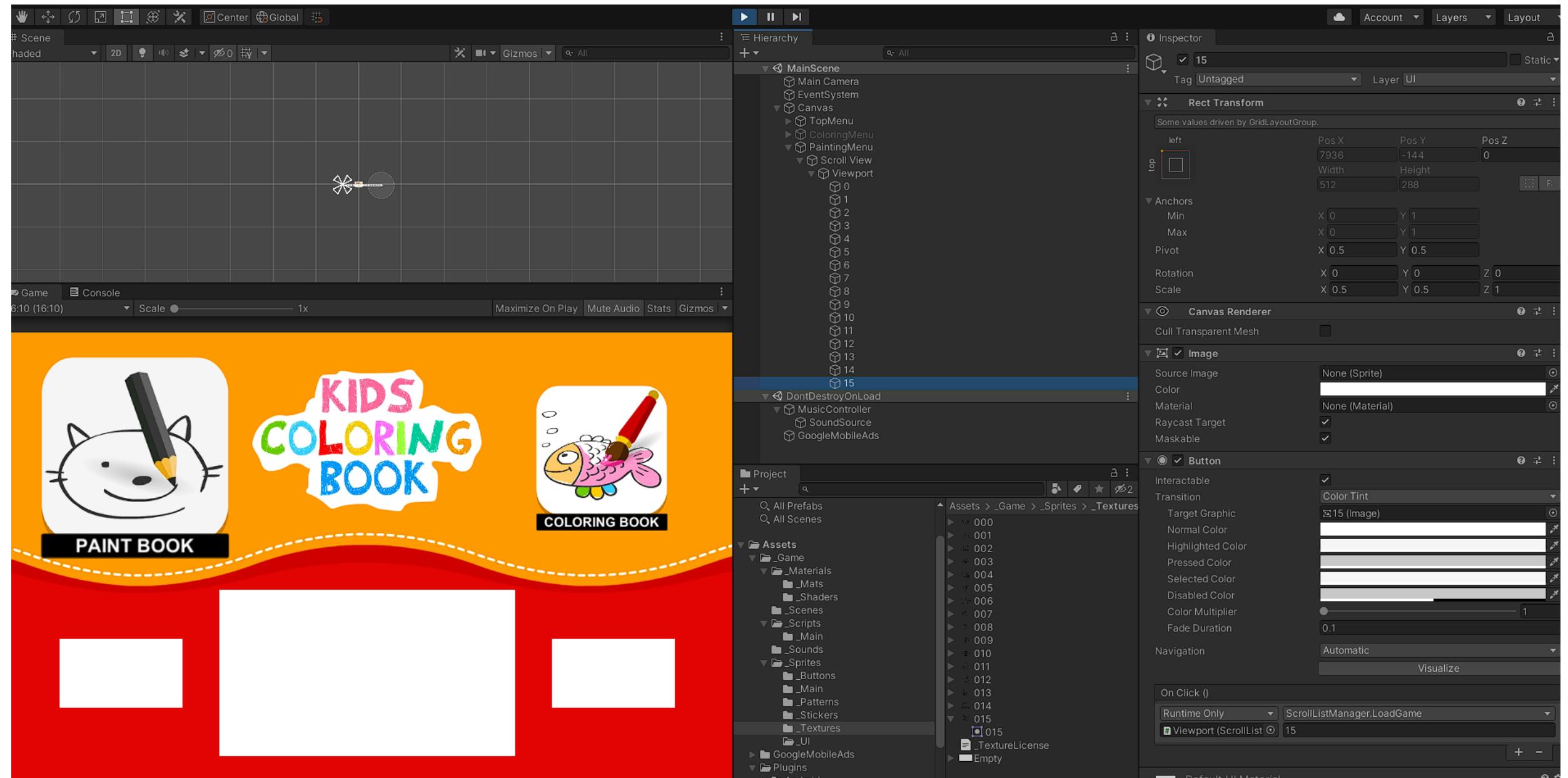


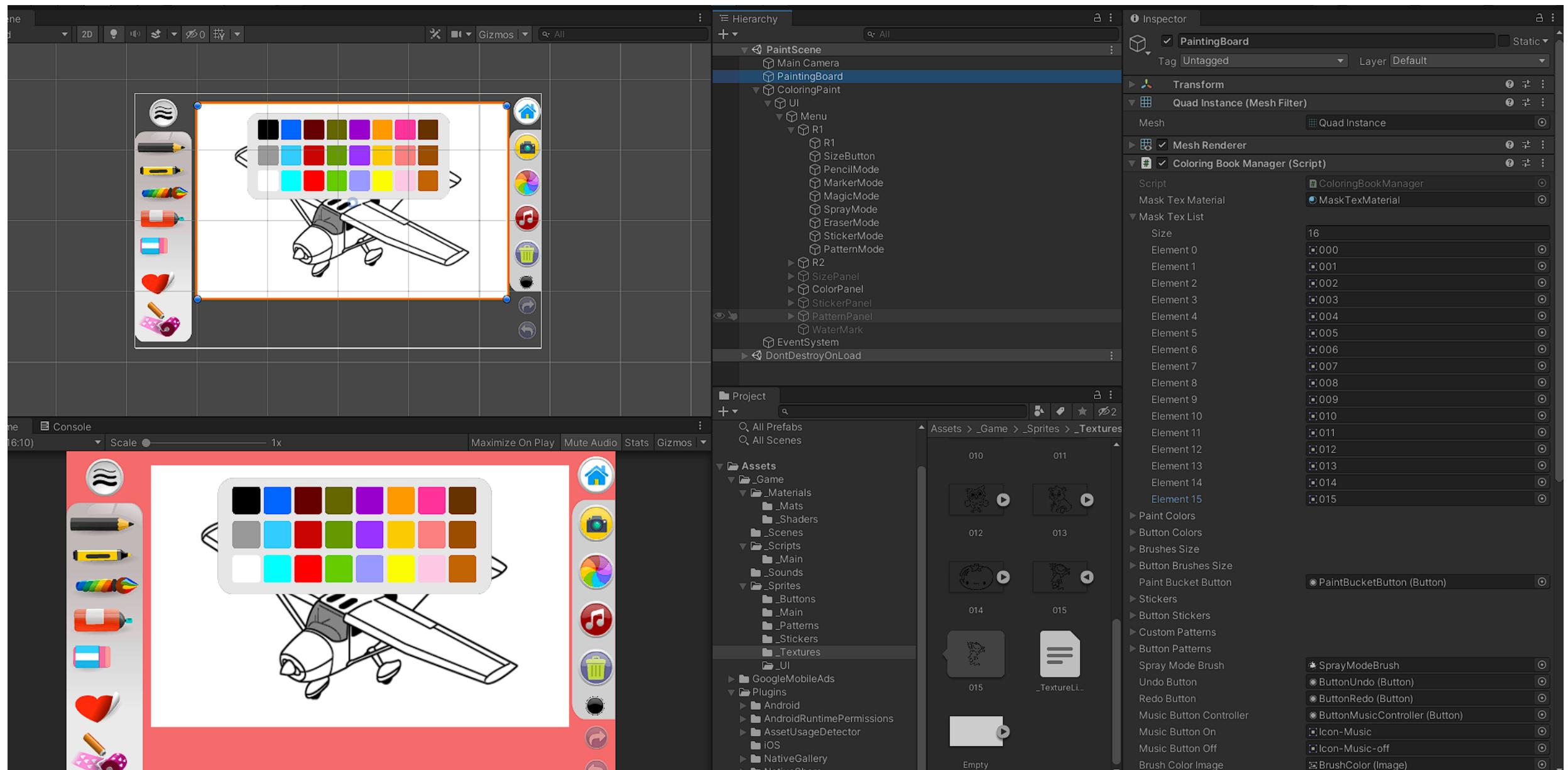
Then like the above image, you should connect the new image to the related object.

Note: Image's size must be 1024*576.

Then open 'PaintScene' scene and select PaintingBoard on hierarchy, then on inspector add the new image to the end of MaskTexlist of coloringBookManager component.

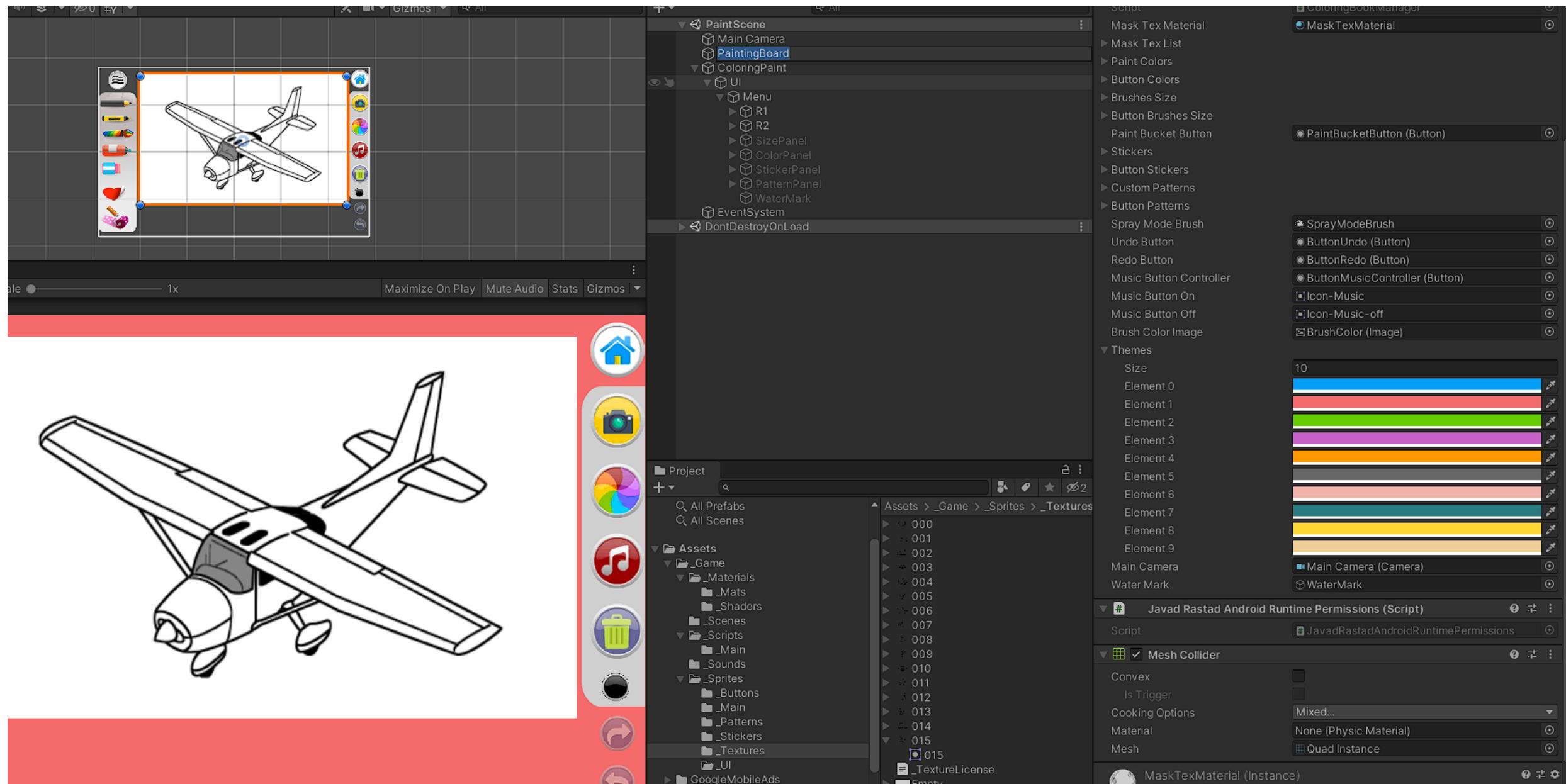
To add a new blank page for drawing, you need to find the PaintingMenu game object in MainScene and then go to Viewport's child , where you should find 16 objects. Duplicate the last object (object named 15 in the below image) and then increase the value of the LoadGame function in Onclick by one. This number is in fact this object's index.





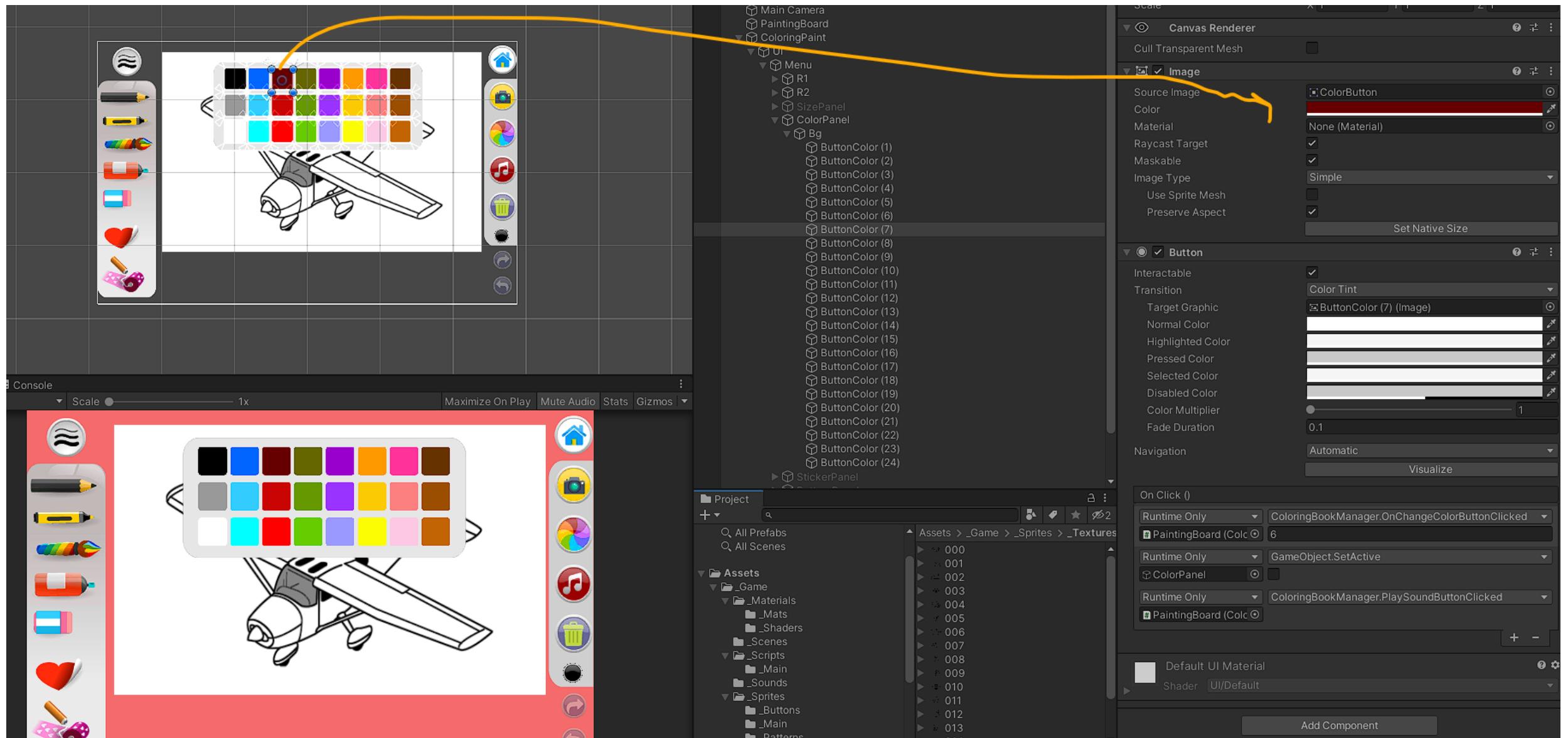
Theme

Currently, the game has 10 colored themes and you can add a new one with 4 colors for UI from the Inspector section or you can edit the existing themes like the image below.



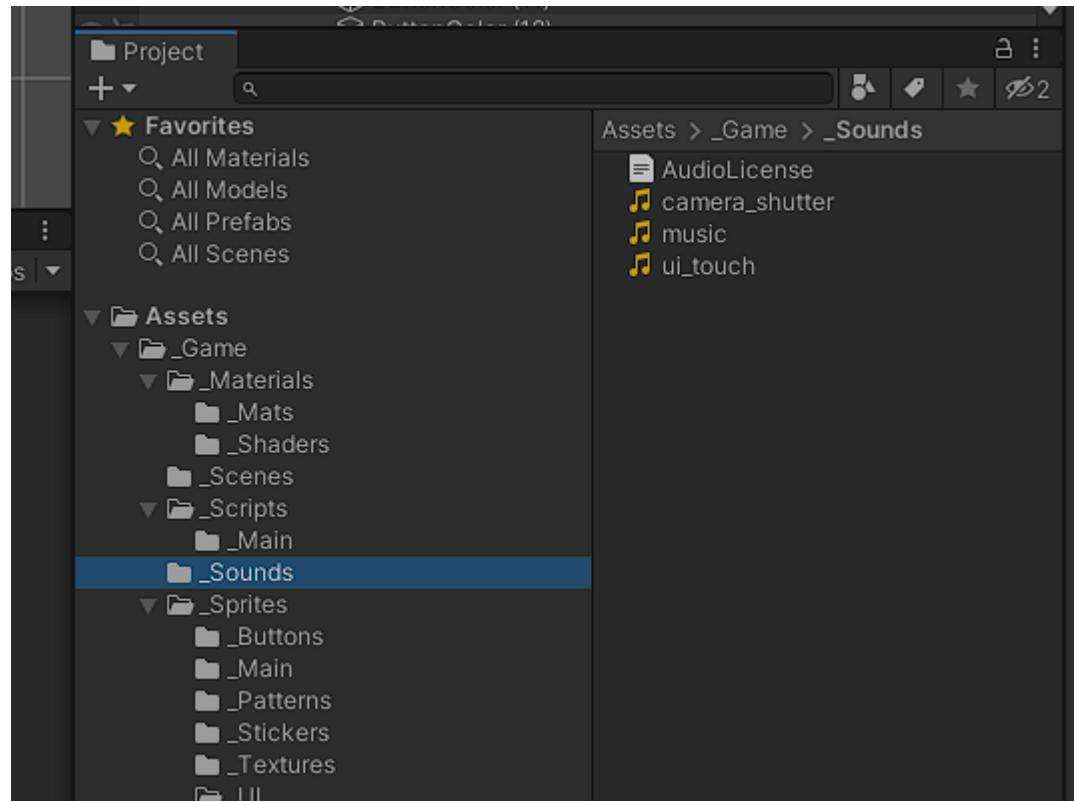
Changing the Color of Pencil or Marker:

To change the colors of pencil, marker and etc., you just have to select that pencil or marker and then from the Image section in Inspector, change its color and then the game will automatically use that color like the below image:



Music

To change the game sounds and music, you have to replace the sounds in the Audio folder with what you want. But note that you must keep the files names exactly as before.



Reskin

All the images that are used in the game are in the Sprite folder. You can replace the default images with the new ones that you want.

Important Note: For changing the game default images, new images should have the same size and name as default ones.

