Document

Thank you for purchasing this game code. If you have any questions that are beyond the scope of this help file, please feel free to email or Skype.

Note: This game is develop in cocos2dx. So please follow this step for how to open in android studio and what change require for that.

After download zip file then extract zip file. After extract and go inside folder so you can see two folder one for game code and one for document.

Step 1: Put Your game Folder On Desktop
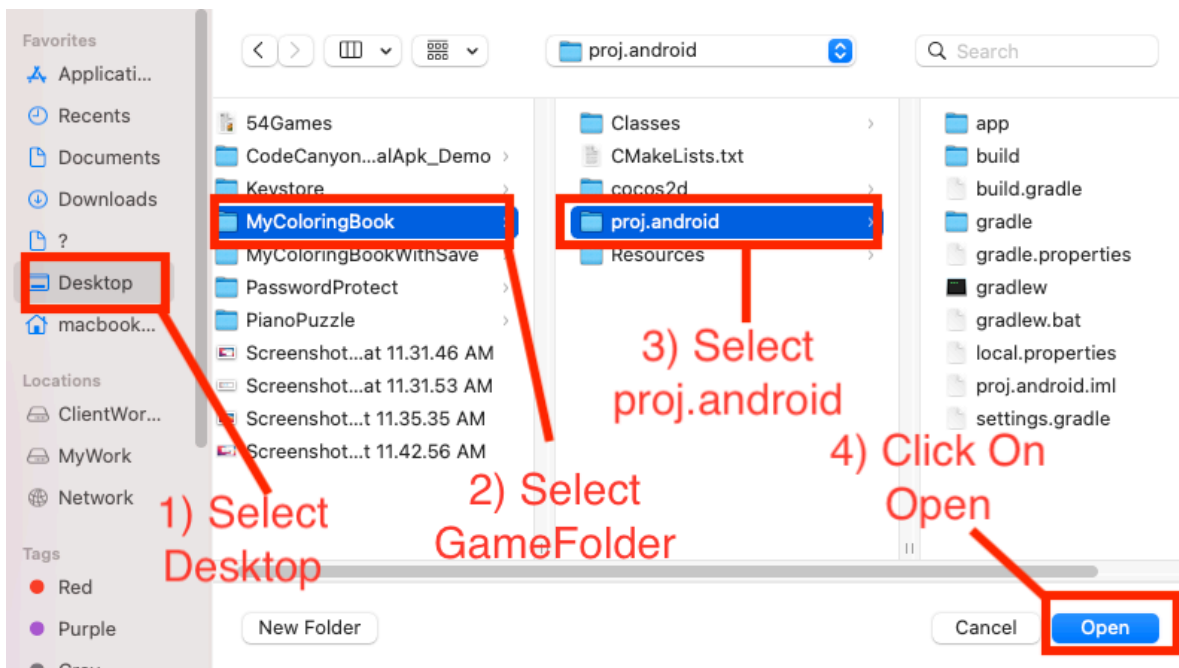
After that game folder put on your desktop. You can also open from your drive but some time long path issue so just follow this step. After game uploading on play store you can put on your drive. But when you work so put game folder on desktop because long path issue in android studio.
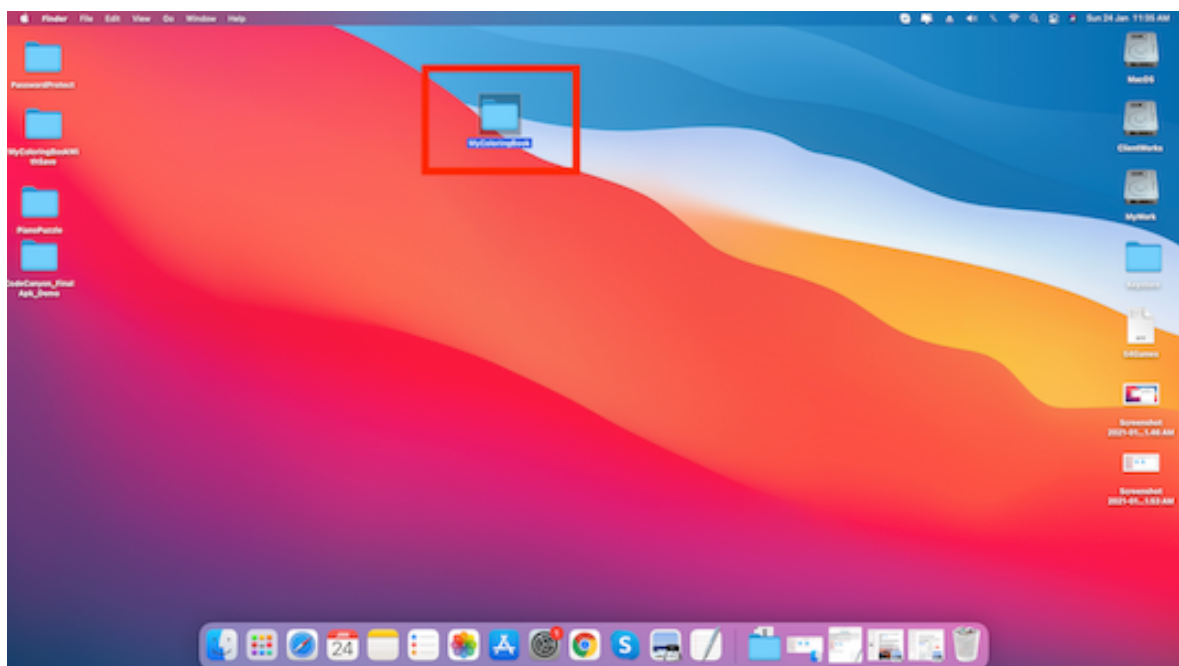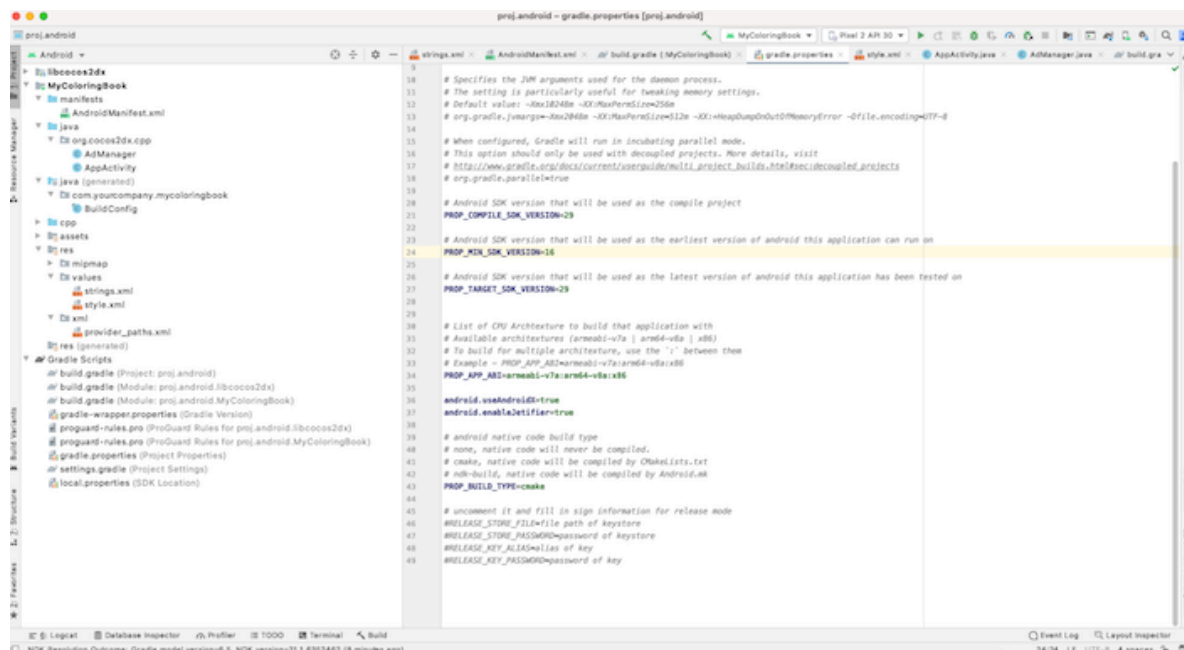
Step 2: Now Open Android Studio And Do Like This.
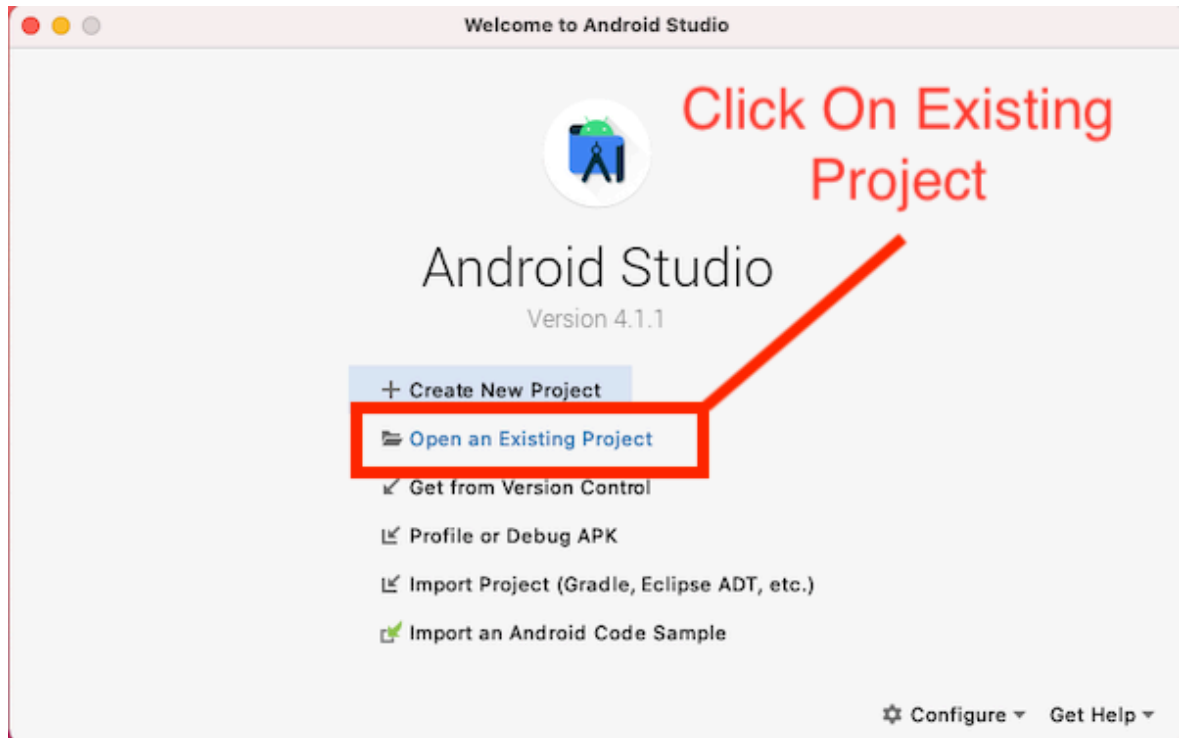
Step 3: Now Select and Open Like This

After just wait for completed process then your project is open completed look like this.

Now Your game project completed open.

Step 4: Run Game

So now you first check game in your device or simulator. If you need run game in your device so

you in your device require developer option enable. If you don't know so just search in google.

For example your mobile galaxy s4. So search on google how to enable developer option in galaxy s4.

So you get step for this and follow that. Because all mobile developer option enable in different different method.

And if you run in simulator so click on run button on android studio.

proj.android – gradle.properties [proj.android]

```
10    # Specifies the JVM arguments used for the daemon process.
11    # The setting is particularly useful for tweaking memory settings.
12    # Default value: -Xmx10248m -XX:MaxPermSize=256m
13    # org.gradle.jvmargs=-Xmx2048m -XX:MaxPermSize=512m -XX:+HeapDumpOnOutOfMemoryError -Dfile.encoding=UTF-8
14
15    # When configured, Gradle will run in incubating parallel mode.
16    # This option should only be used with decoupled projects. More details, visit
17    # http://www.gradle.org/docs/current/userguide/multi_project_builds.html#sec:decoupled_projects
18    # org.gradle.parallel=true
19
20    # Android SDK version that will be used as the compile project
21    PROP_COMPILE_SDK_VERSION=29
22
23    # Android SDK version that will be used as the earliest version of android this application can run on
24    PROP_MIN_SDK_VERSION=16
25
26    # Android SDK version that will be used as the latest version of android this application has been tested on
27    PROP_TARGET_SDK_VERSION=29
28
29
30    # List of CPU Archtexture to build that application with
31    # Available architextures (armeabi-v7a | arm64-v8a | x86)
32    # To build for multiple architexture, use the `:` between them
33    # Example - PROP APP ABI=armeabi-v7a:arm64-v8a:x86
```

Now let's see how to change package name, icon, Admob detail etc. In Step 2 pdf.

If any problems so you can message me on Skype so i will help you with any desk.

my Skype id is

live:nitinchauhan3046