Games for mobile devices Assignment 2

100% Continuous Assessment, submission via GitHub, downloaded on Friday 8th May

The project will be assessed on the following requirements.

# Development of an Advertisements Manager Script 50%

This script should be a “stand alone” script which has functionality which will deal with.

The display and control of ads from Unity and one other provider (AdMob etc.)

It will have...

* Interstitial
* Banner
* Rewarded

A driver script should be used to test these and to illustrate functionality, i.e. coins for watching rewarded ad, methods for determining whether…

* Ad is loaded
* Ad watched
* Etc….

# Integration of Play Services (20% - 30%)

Illustration of how these services may be used including...

* Achievements
* Leader boards
* Game Saves
* Etc.

# In game currency and or IAPs (0% - 20%)

Code demonstrating this in action, along with a brief on how this is/was tested

# Play Store (10% - 30%)

Managing and linking the app within the Play Developer Console, Alpha and Beta testing, Deployment etc.