

Pixel Art - Number Coloring



Version: 1.0.0

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Overview

Pixel Art - Number Coloring is the best app to enjoy COLOR FILLING by NUMBER. Try it out NOW to create your pixel artwork easily and share amazing art pieces with your friends, family, and followers.

Perfect for kids and adults, Pixel Art - Number Coloring is excellent for stress-relief, relaxation, improving concentration, and developing motor skills.

Pixel Art - Number Coloring offers a huge library of different pictures ready to be color filled! You can choose among a great variety of landscapes, animals, super-heroes, sports legends, flowers, and much more. Have fun colouring plenty of pixel style images!

You can also Pixel Art - Number Coloring a picture from your camera roll and make your friends discover it!!

You will find in Pixel Art - Number Coloring:

- Many free pixel arts daily
- Relaxation / Stress free
- Family friendly app
- Learn numbers and colors
- Develop motor skills and concentration
- Easy to use
- Share on Instagram, Facebook and other social networks

Android Demo

Please follow this link to download the demo apk:

<https://play.google.com/store/apps/details?id=com.ino.games.pixeldot>

Targeted platforms

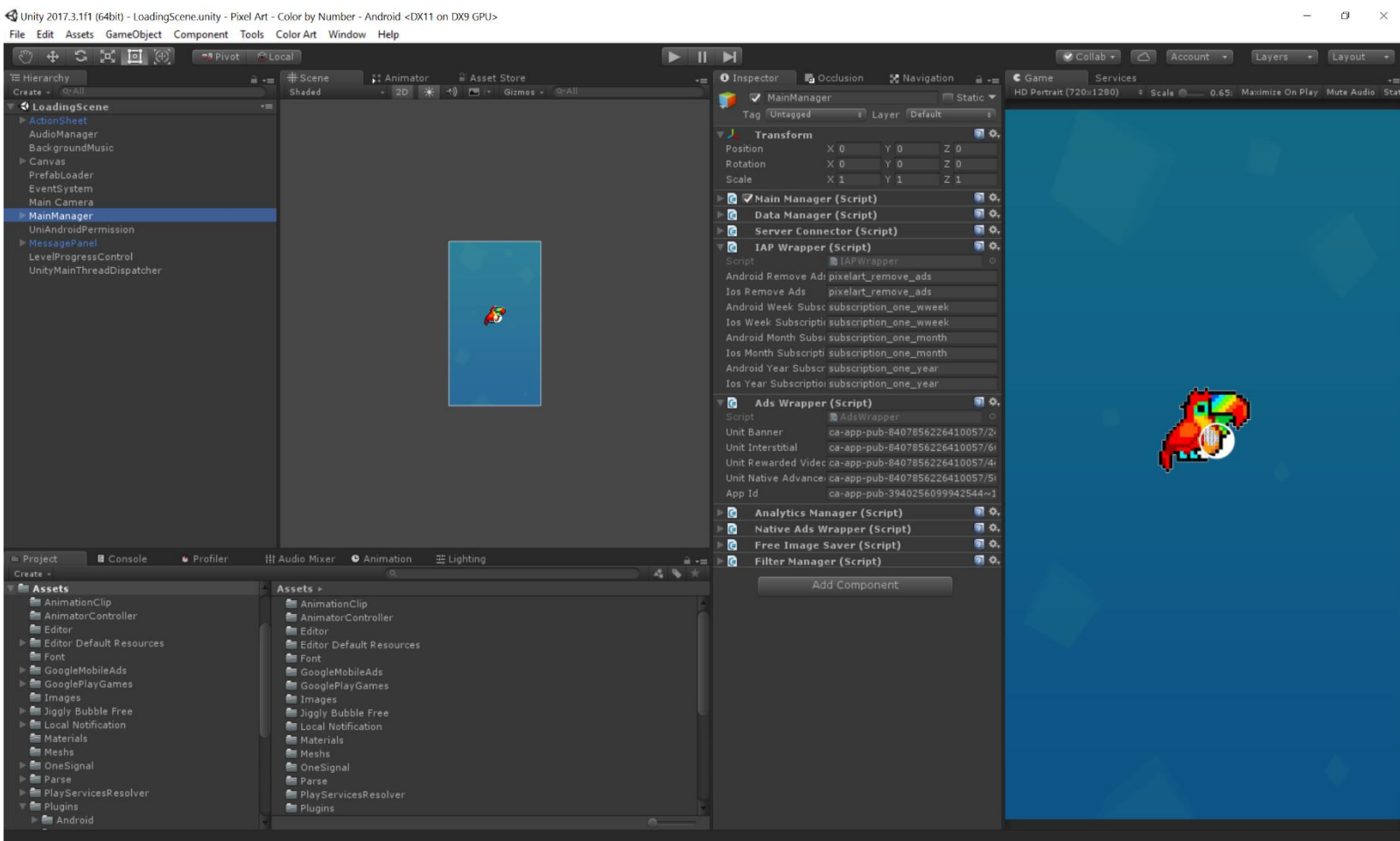
Unity (Android, iOS)

Monetization model

- Admob

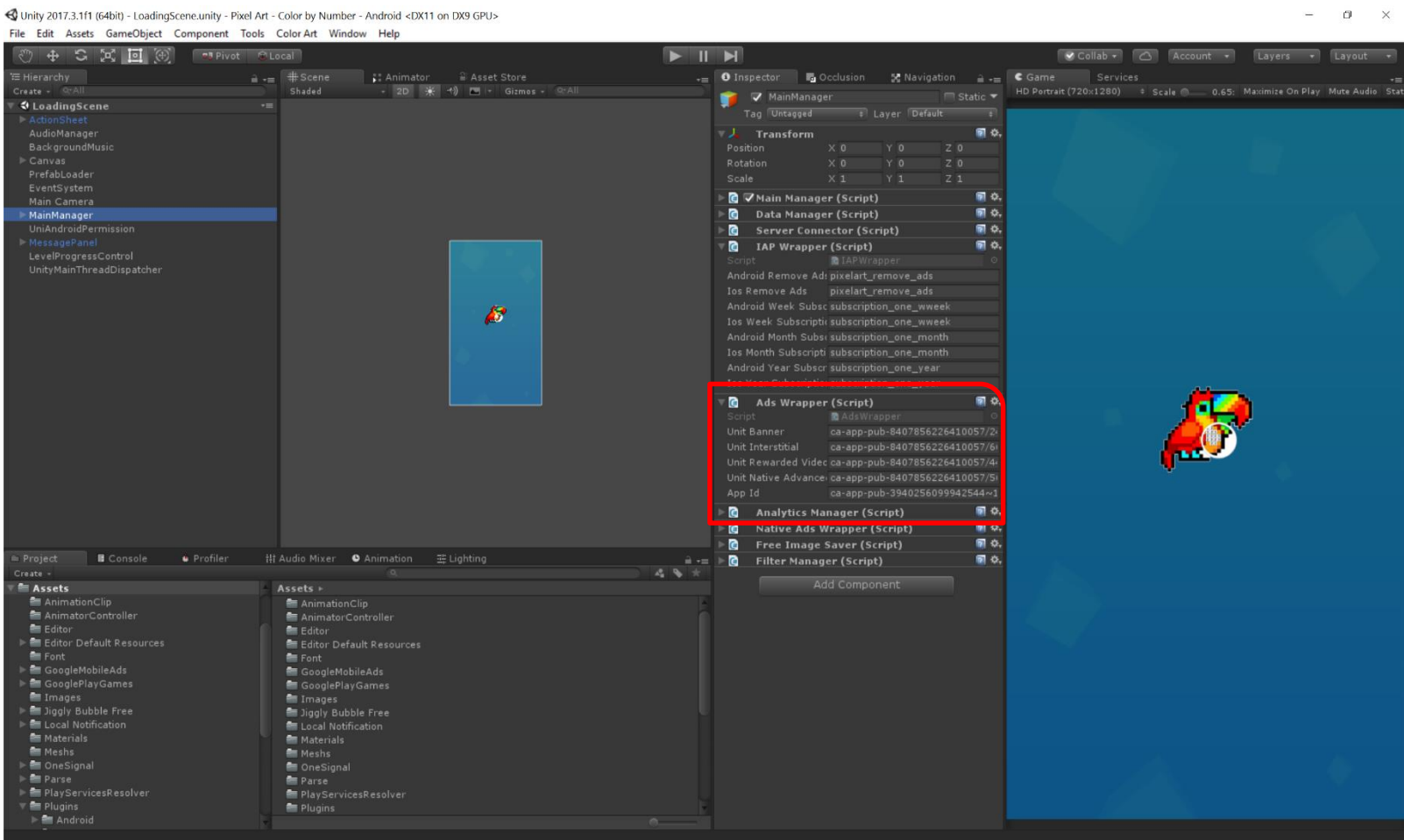
Purchase In App

Create your IAP ids (android or iOS) and then replace the ids as in the red mark area in the following image



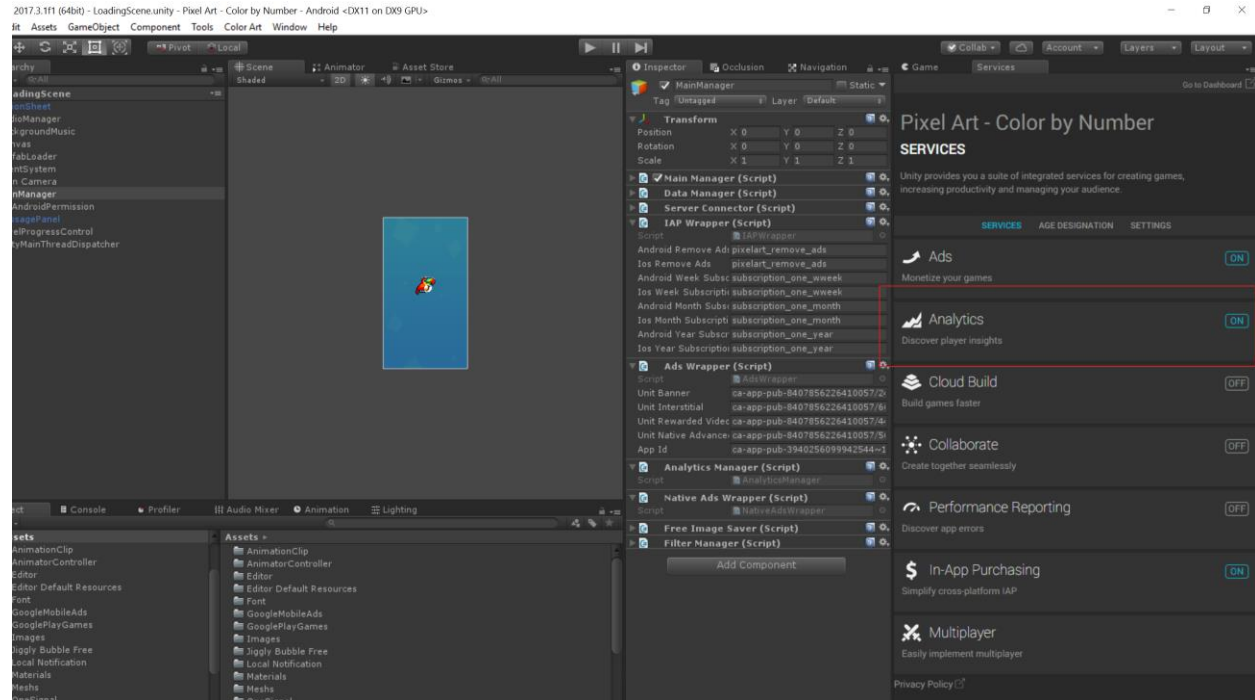
Admob Ads

Create your Admob units ids then fill in the following:



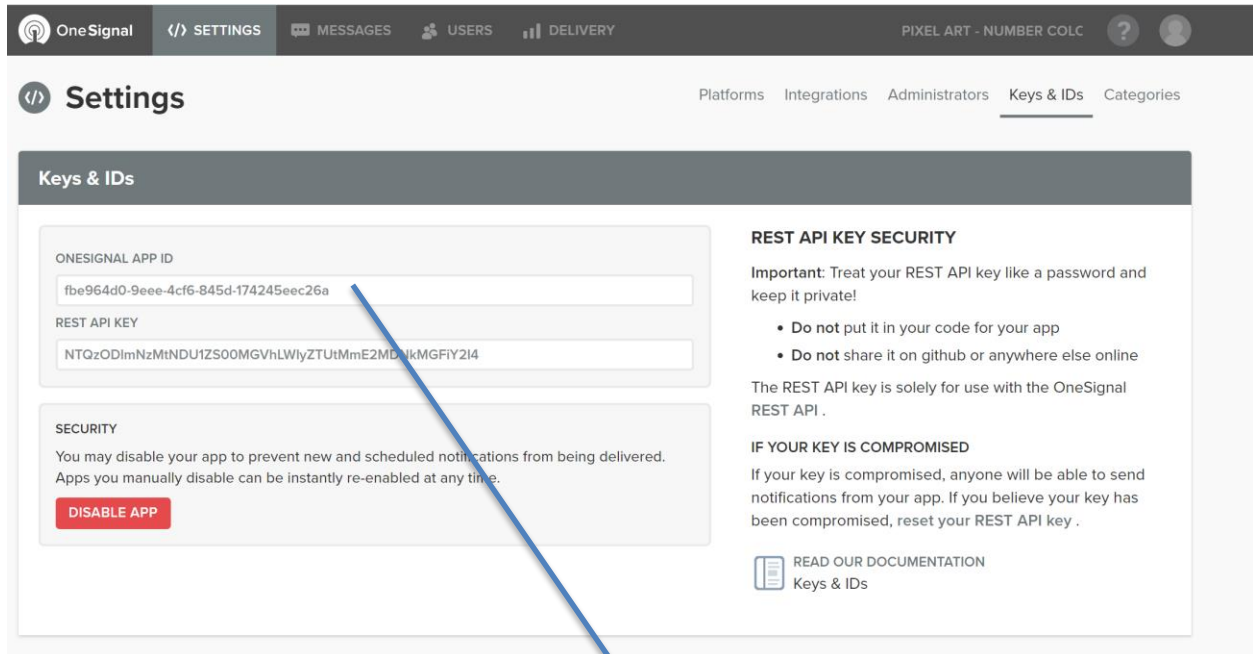
Analytics

We are using Unity Analytics in this game. The only thing you have to do is to enable Analytics service in the Services tab as in the following image



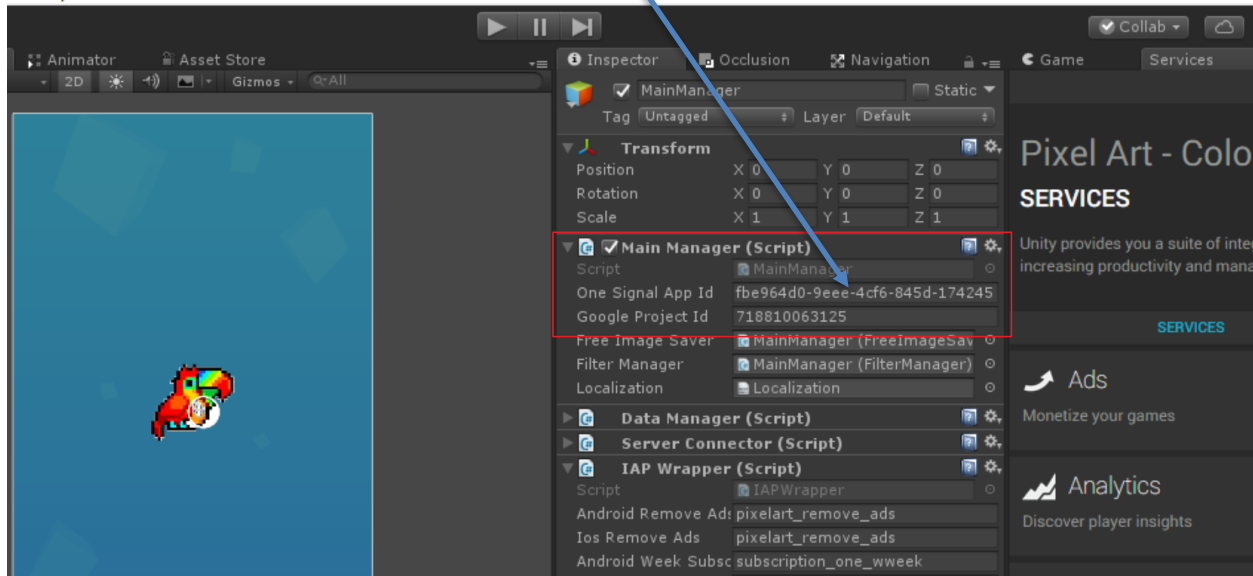
Push Notification

OneSignal is being used. To configure using this push notification, you have to create your own OneSignal account from <https://onesignal.com/> (follow <https://documentation.onesignal.com/docs/accounts-and-keys#section-app-id>) and then insert the app ID as in the following images. To use the push notification, you have to register a GCM id as well (it's called "Sender ID" in google project)



- Android <DX11 on DX9 GPU>

w Help

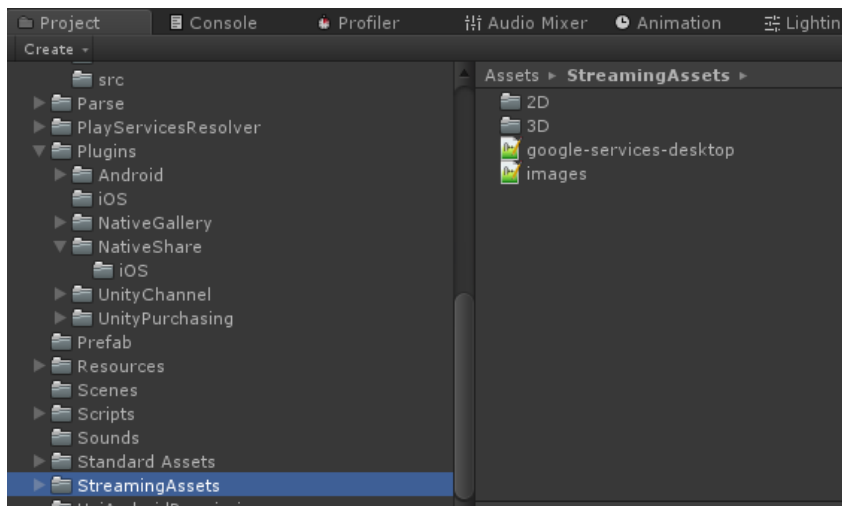
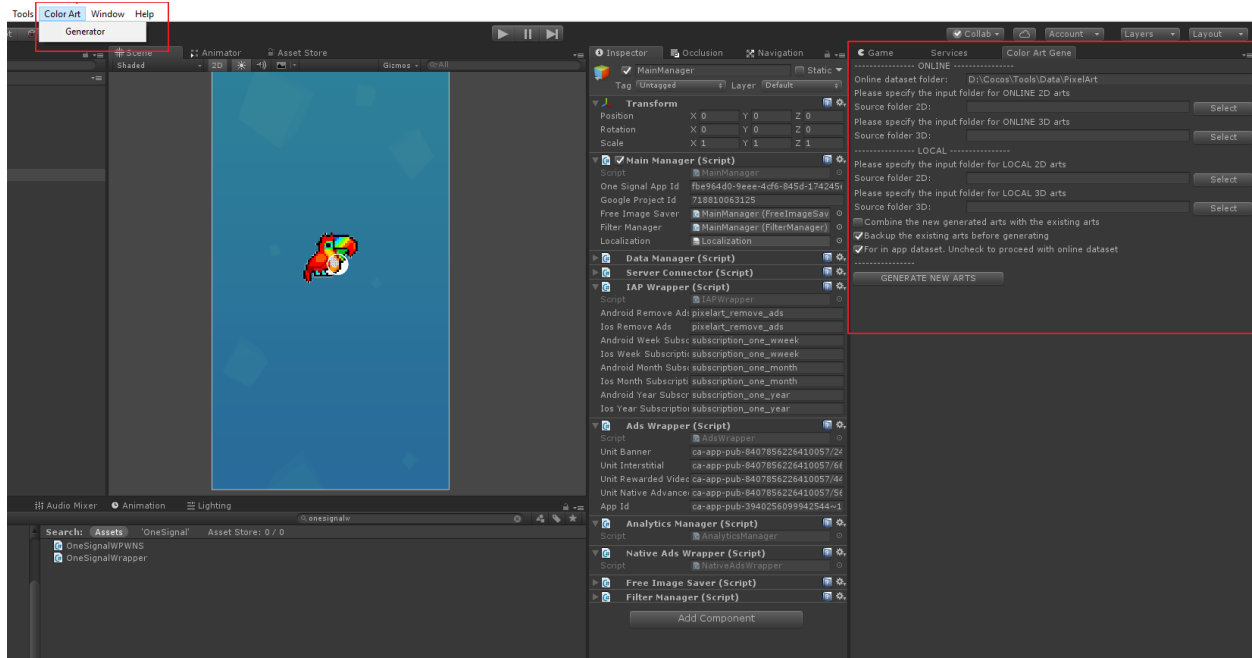


The image shows two overlapping screenshots. The top screenshot is from the OneSignal 'Settings' page, specifically the 'Configure Platform' modal for 'Google Android (GCM) Configuration'. It prompts the user to 'Generate a Google Server API Key' and provides a link to documentation. Below this, there are input fields for 'Google Server API Key' (containing a dotted line) and 'Google Project Number' (containing '718810063125'). A blue arrow points from the 'Project number' field in the bottom screenshot to the 'Google Project Number' field in this modal. The bottom screenshot is from the Google Cloud Platform 'Settings' page for the project 'Pixel Art - Number Colori...'. It shows the 'Project name', 'Project ID' (pixeldot-colorbyrnumber), and 'Project number' (718810063125). A red box highlights the 'Project number' field. On the right side of the bottom screenshot, a dropdown menu is open, showing options like 'Preferences', 'Keyboard shortcuts', 'Terms of service', 'Privacy', and 'Project settings', with 'Project settings' highlighted by a red box.

Model generator

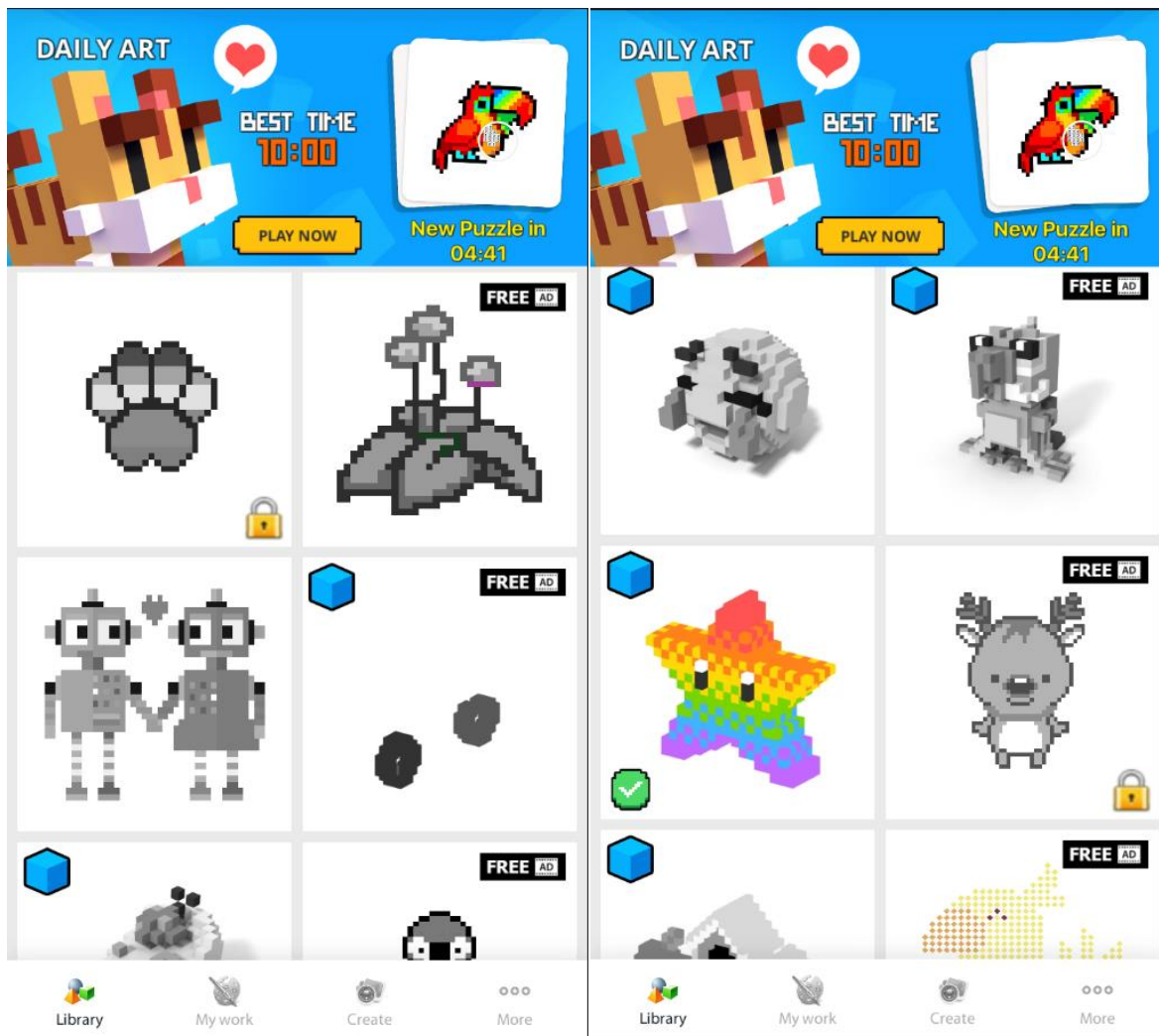
We support a great tool for you to generate your own model.

Select menu “Color Art -> Generator”



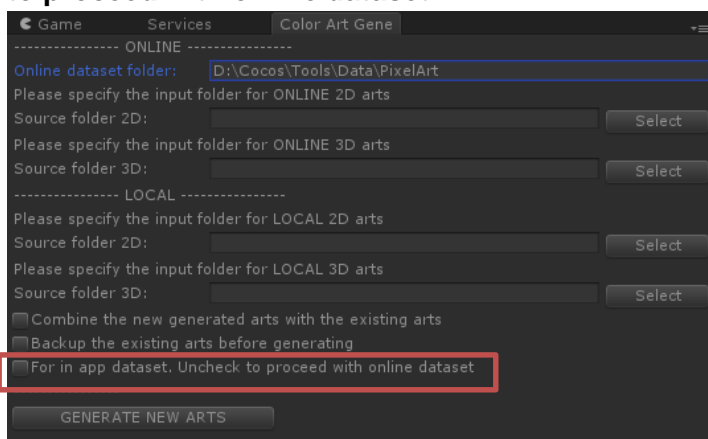
The ONLINE feature is great for the admin to update arts daily. With this, the list of arts is changed every day (according to the update) and it will not be static. This makes users think the game is “touched” by the publisher every day.

You can see the different arts list in 2 different days. The right image is from the day after. Some of new arts were added.



If you have your own server, you can use the ONLINE feature. The structures of the dataset for ONLINE and LOCAL are same.

To use the generator for the ONLINE, you have to uncheck the “**For in app dataset. Uncheck to proceed with online dataset**” checkbox.



The structure of the folders MUST be:

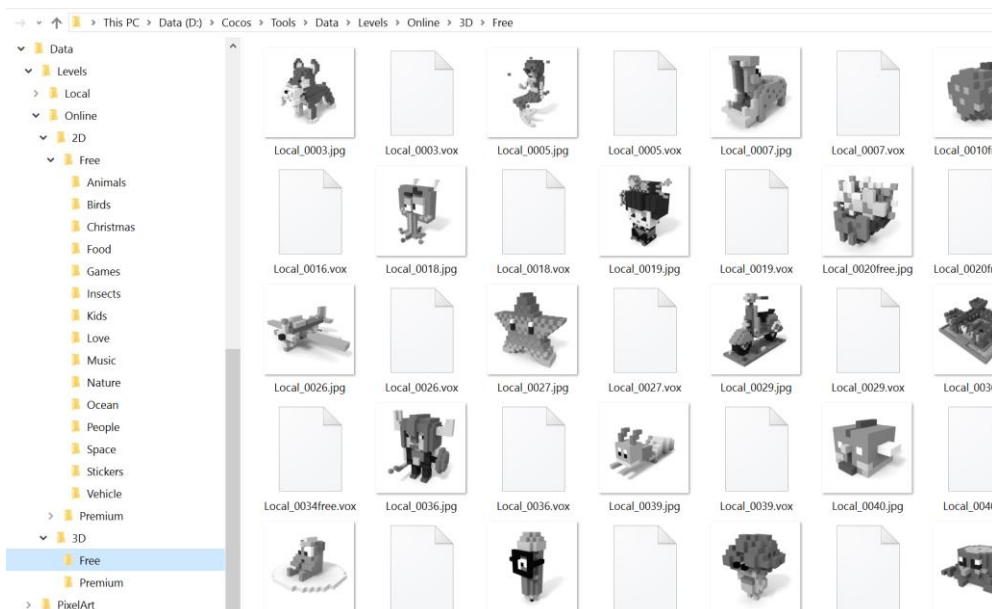
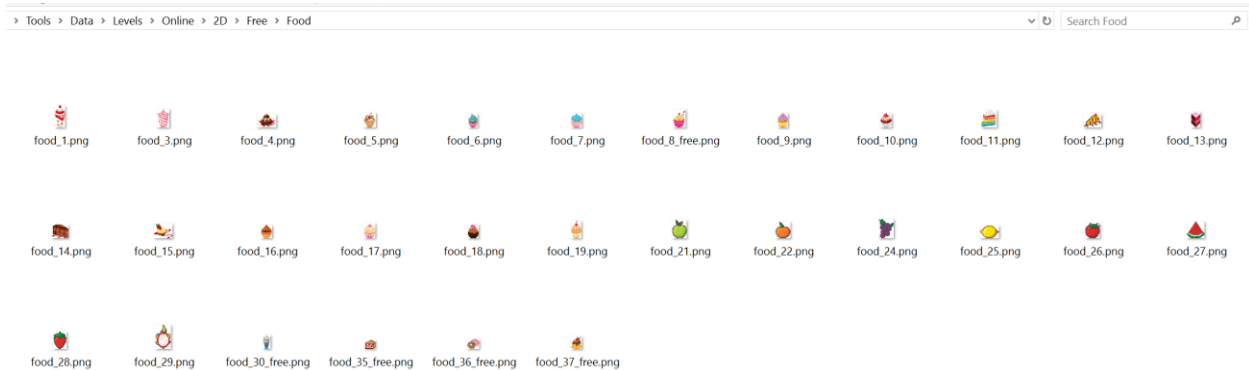
2D > Free

2D > Premium

3D > Free

3D > Premium

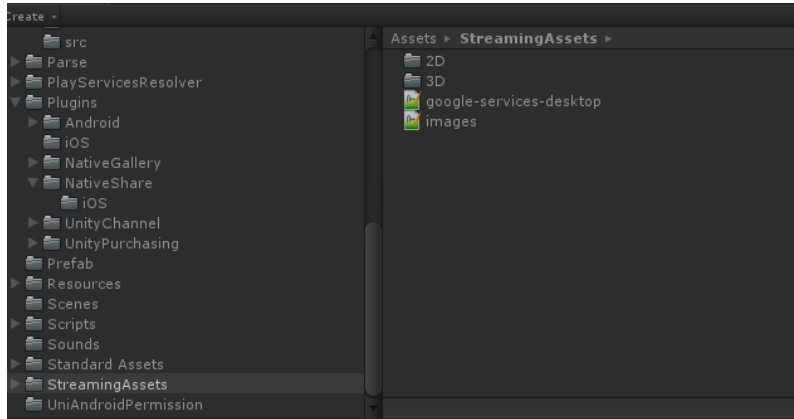
- “Free” folder will contain any image you wish users to not pay for
- “Premium” : all images that you want to charge the users
- Regarding 2D folder, you can put all unlimited number of images (unlimited number of folder levels) as long as all these images / folders are under “2D” folder. It’s good to use images with less colors, 8-bit images are the best.



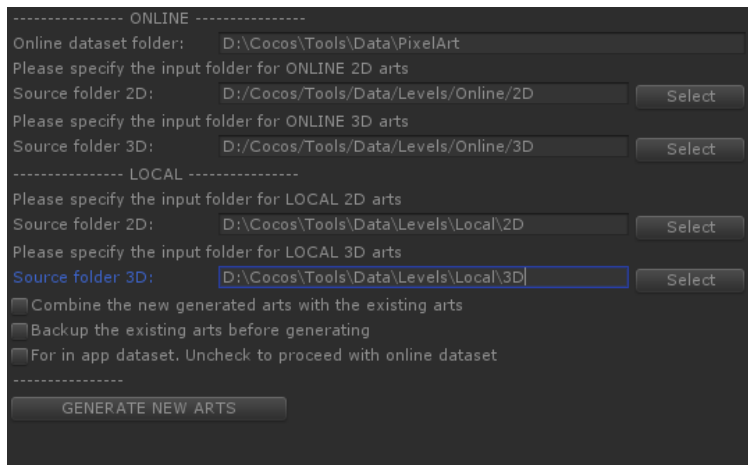
Regarding 3D dataset, you can use a great tool MagicaVoxel (<https://ephtracy.github.io/>) to create the models. The 3D model should contain both thumbnail image and a *.vox file (exported from MagicaVoxel) at the same place as in the above image.

For ONLINE dataset, you have to specify the output path “**Online dataset folder**”. This folder will contain the result of the generator.

For LOCAL dataset, you don’t need to specify the output path, because it always replace the content of “Assets/StreamAssets/”



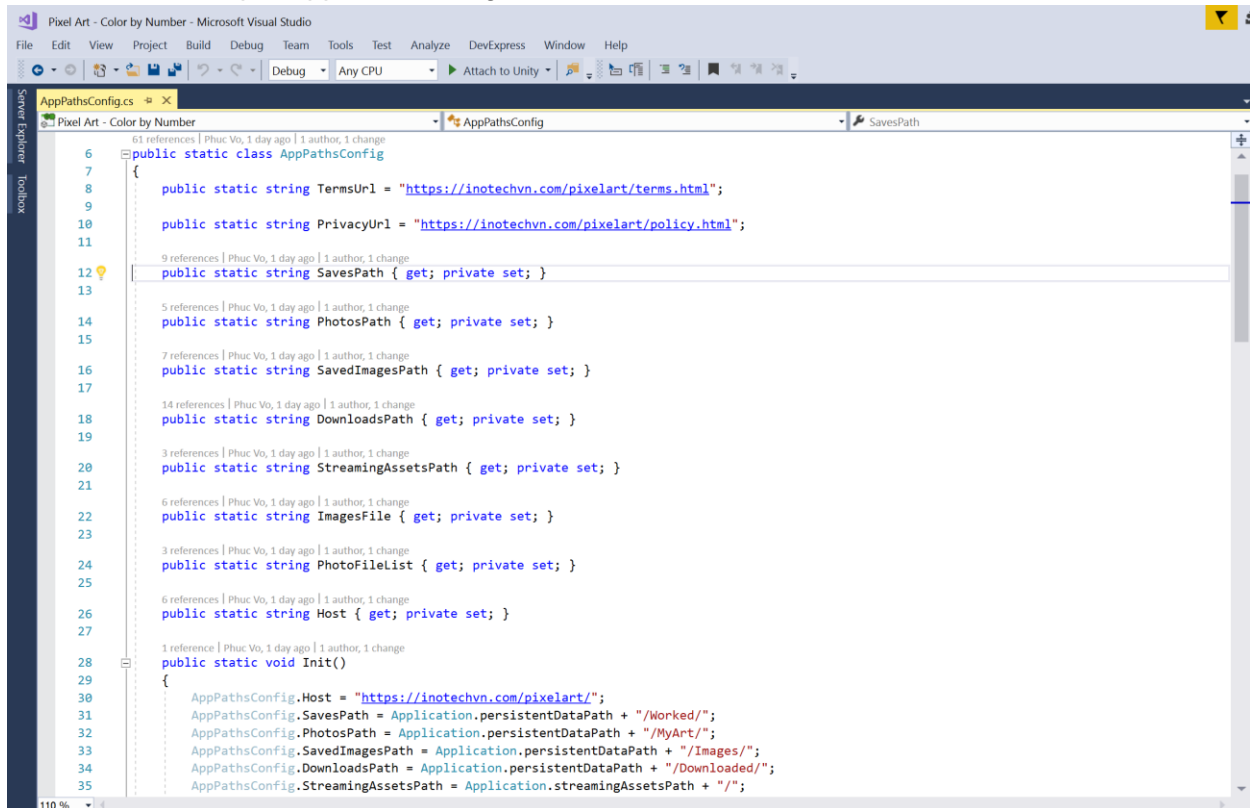
Finally, the settings should be like this:



Now, if the checkbox “For in app dataset. Uncheck to proceed with online dataset” is **CHECKED**, the content of “Assets/StreamAssets” will be replaced. If the checkbox is **UNCHECKED**, the content of “Online dataset folder” will be at the following image:

Tools > Data > PixelArt >					
<input type="checkbox"/>	Name	Date modified	Type	Size	
	2D	3/31/2018 7:11 PM	File folder		
	3D	3/31/2018 7:11 PM	File folder		
	images.xml	3/31/2018 7:11 PM	XML File	149 KB	
	policy.html	3/31/2018 10:12 PM	Chrome HTML Do...	31 KB	
	terms.html	3/31/2018 10:12 PM	Chrome HTML Do...	31 KB	

You have to create your own **policy.html**, **terms.html** files and put them in to the same folder at the output folder. Then place the output folder on your own server. You can also adjust the urls in Assets/Scripts/AppPathsConfig.cs

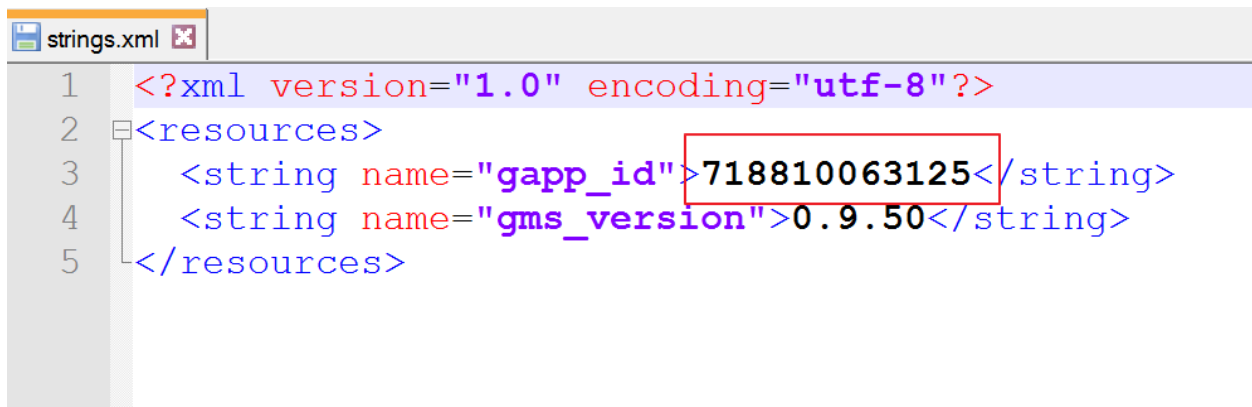
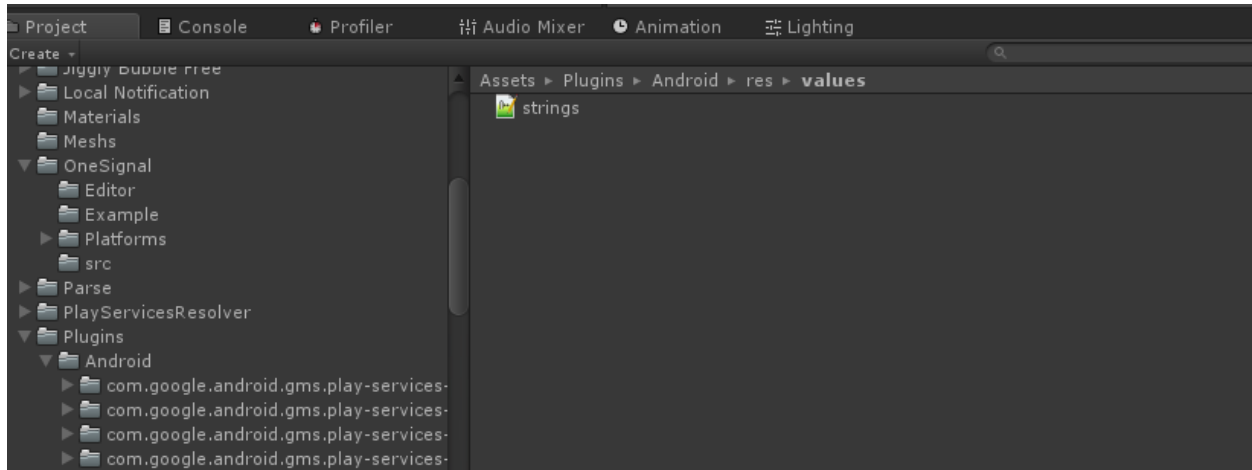


```

AppPathsConfig.cs
Pixel Art - Color by Number
63 references | Phuc Vo, 1 day ago | 1 author, 1 change
public static class AppPathsConfig
{
    public static string TermsUrl = "https://inotechvn.com/pixelart/terms.html";
    public static string PrivacyUrl = "https://inotechvn.com/pixelart/policy.html";
    public static string SavesPath { get; private set; }
    public static string PhotosPath { get; private set; }
    public static string SavedImagesPath { get; private set; }
    public static string DownloadsPath { get; private set; }
    public static string StreamingAssetsPath { get; private set; }
    public static string ImagesFile { get; private set; }
    public static string PhotoFileList { get; private set; }
    public static string Host { get; private set; }
    public static void Init()
    {
        AppPathsConfig.Host = "https://inotechvn.com/pixelart/";
        AppPathsConfig.SavesPath = Application.persistentDataPath + "/Worked/";
        AppPathsConfig.PhotosPath = Application.persistentDataPath + "/MyArt/";
        AppPathsConfig.SavedImagesPath = Application.persistentDataPath + "/Images/";
        AppPathsConfig.DownloadsPath = Application.persistentDataPath + "/Downloaded/";
        AppPathsConfig.StreamingAssetsPath = Application.streamingAssetsPath + "/";
    }
}
110 %
  
```

LEADERBOARD

To make the leaderboard work, you have to create a google play games app and replace the game id as in following images:



That's ALL.

**We hope you enjoy
Thank you!**