

Hexa Puzzle Documentation

(v2.1)

1. Overview

Hexa Puzzle Block is a tetris style puzzle game, an addictive block puzzle. The goal is to drag pieces to board and fill up all grids. It comes with 4 difficulties ranging from Beginner to Expert and there are 240 levels in total.

This game helps you reduce time to build a similar game. We are working hard to make more levels and update them in the next versions.

2. Requirement

- Unity 5.5.3 or above.

3. Features

Game:

- 240 levels with 4 difficulties (Beginner, Advanced, Master, Expert).
- Source code is clean and professional.
- Easy to build on multiple platforms.

Plugin:

- Admob integrated
- In-app purchase integrated (Android, IOS, Windows Phone, Windows Store, Amazon, Mac)

4. Import project

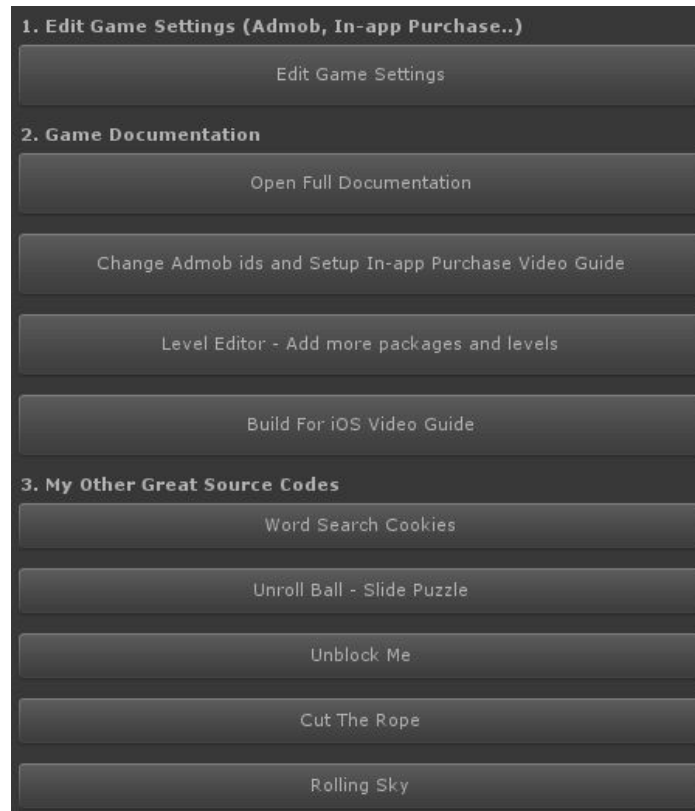
Open Unity 5.5.3 or higher, click "Open project" -> Choose "Hexa Puzzle" folder.

Wait until the import process complete.

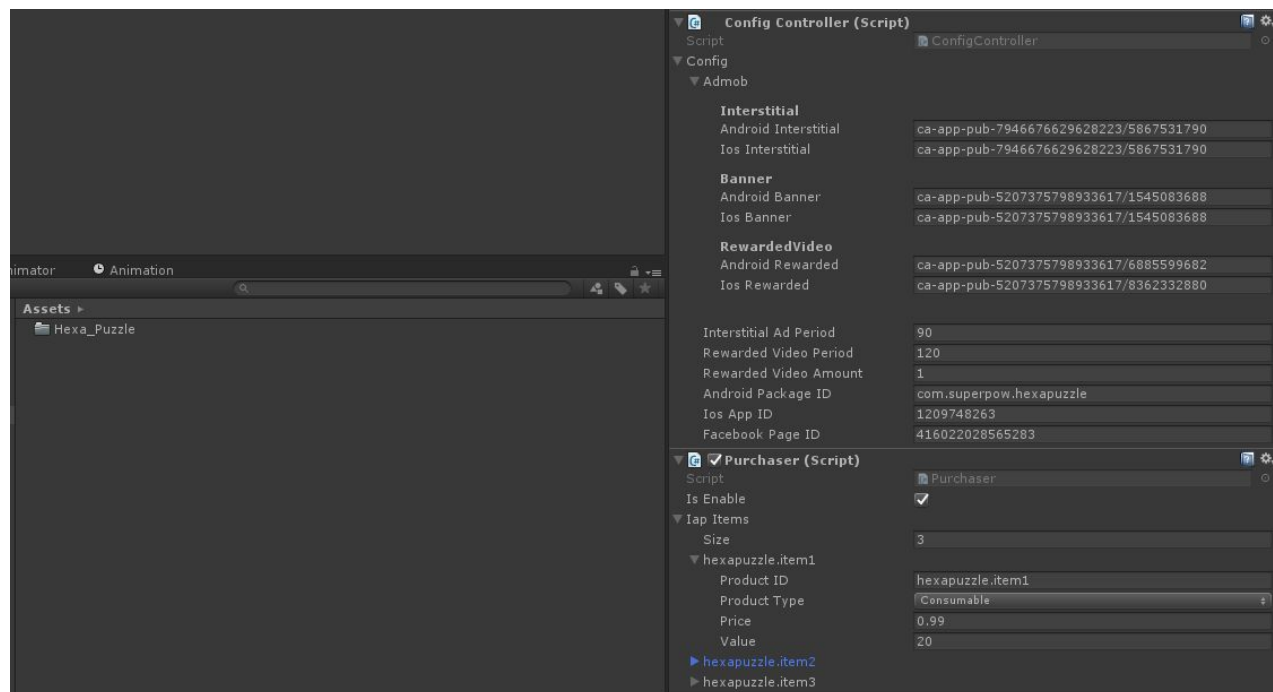
Important: Sometimes after opening the project in the first time, Unity has a bug that it miss some references. If you start the game and you can't hear music, you have to restart Unity. Restarting Unity solves the problem.

5. Configuration

Open Home scene in Assets/Hexa_Puzzle/_Scenes folder → Select Read_Meeee object to go over some important stuffs:



Click on “Edit Game Settings” button to change Admob id, package name id, in-app id ...



6. How to set up in-app purchase.

<https://youtu.be/0Z2nKBoJGbY>

In-app purchase ids:

- hexapuzzle.item1
- hexapuzzle.item2
- hexapuzzle.item3

Please keep in mind that you can change those above ids whatever you want but it needs to be identical with the ones you register on the stores (Google Play, iTunes ..)

In-app purchase only works in your device (Android, iPhone ..) **after** you publish the game.

7. How to make levels (Level Editor).

https://youtu.be/rn_7UNkFzJE

8. How to build for iOS.

https://youtu.be/f0TfqG9_Xbc

Google Mobile Ads SDK version 7.21.0:

https://drive.google.com/open?id=0B_WMAEuaDS4Ca0gzbERMV25LWmc

Above is a video guide for building iOS of the game “Unroll Ball”, but it applies to all our other games. If you encounter any problems related to building games, please contact us.

Notes:

- In Xcode, please go to tab Build Phases and expand “Link binary with libraries” and remove the file **-IPods-Unity-iPhone.a** if it exists.
- If you get the error “**Module GoogleMobileAds not found**”, please follow this guide to fix it: <https://youtu.be/b573NVs0X0>
- Remember to set “**Enable Modules**” to Yes and “**Enable Bitcode**” to No in Xcode Build Settings tab.

9. Unlock all levels for testing

You can do it by going to menu Superpow → Unlock all levels

10. Contact us

If you have any questions, do not hesitate to contact me via

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Email: phuongdong0702@gmail.com