

Simply Application Rating

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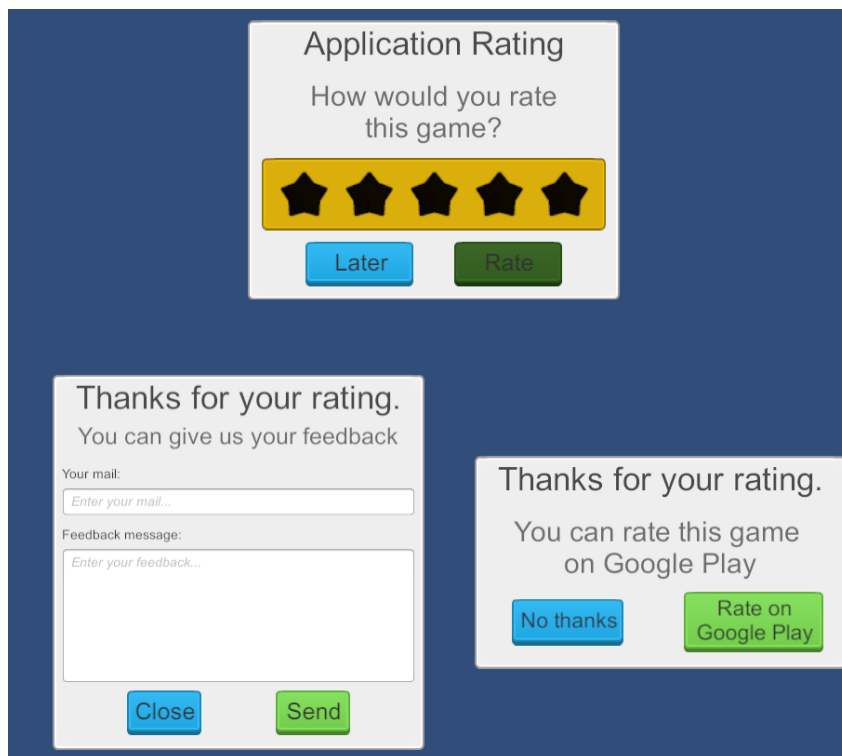
1. Overview

Asset Simply Application Rating provides a ready-made solution to increase positive ratings in mobile app stores (Google Play, App Store, etc.). Inside package:

- Script to control rating app
- Script that adds Unity analytics
- Prefab ready for use with the UI popup
- Example scene
- Some UI graphic

1.1 Example

On the example scene we find three popup UI as below.



They work as follows. In the application, add the code for counting application launches (such as in the "GameManager" script in the package). In the "RateGame" inspector, we set the number of app launches to display the rating. After the first application rating

window is displayed, the client selects the number of stars. If the client clicks the "Later" button, the window will be closed and will display again for the specified number of launched applications. If client selected from 1 to 3 stars and the client pressed the "Rate" button, script will display a window with the form for write feedback on your mail. However, if the client selected 4 or 5 stars and pressed "Rate" script will display a window encouraging the rating of the application in the store along with the button direct link.

Warning! Remember that the Google Play regulations prohibit any influence on the rating of client. Also, you must not suggest ratings to the client or reward for high rate.

1.2 Features

- Easy to prepare
- No programming required
- Increases the chances of higher app ratings in the store
- Encourages clients to write reviews by email

2. How to use

Preparation of rating application is very simple and can be done in a few steps:

1. We create a new scene.
2. We create Canvas.
3. Drag Prefab "PanelAppRating" to the previously created Canvas object.
4. Complete the data in the inspector for the "RateGame" script
 - a. Link - a direct link to the application in the store
 - b. MailFrom - Mail from which messages will be sent (default certificate settings allows Gmail but you can change it to your mail provider)
 - c. MailFormPassword - Password to mailFrom
 - d. MailTo - mail to which customers have to send feedback
 - e. RemindRating - number of application launches after which the popup with the rating should be displayed.
5. Create empty object and add "GameManager" script to it.
6. Add the "RateGame" script references to the "GameManager" script.
7. Enjoy the working rating system 😊