

# Word Chef Documentation

(v2.1)

## 1. Overview

Word Chef is a new type of the classic word search puzzle game. In this game, you are the chef, your duty is to find the right formulas to make great disks (Swipe to connect letters and build a valid word). It comes with 6 difficulties ranging from Beginner to Expert and there are 540 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:

- 540 levels with 6 difficulties
- 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

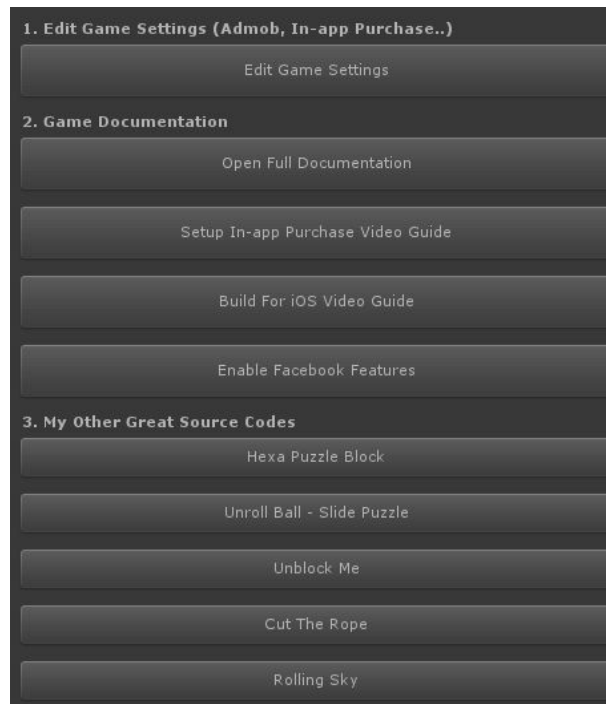
Open Unity 5.5.3 or higher, click "Open project" -> Choose "Word\_Chef" folder.

Wait until the import process complete.

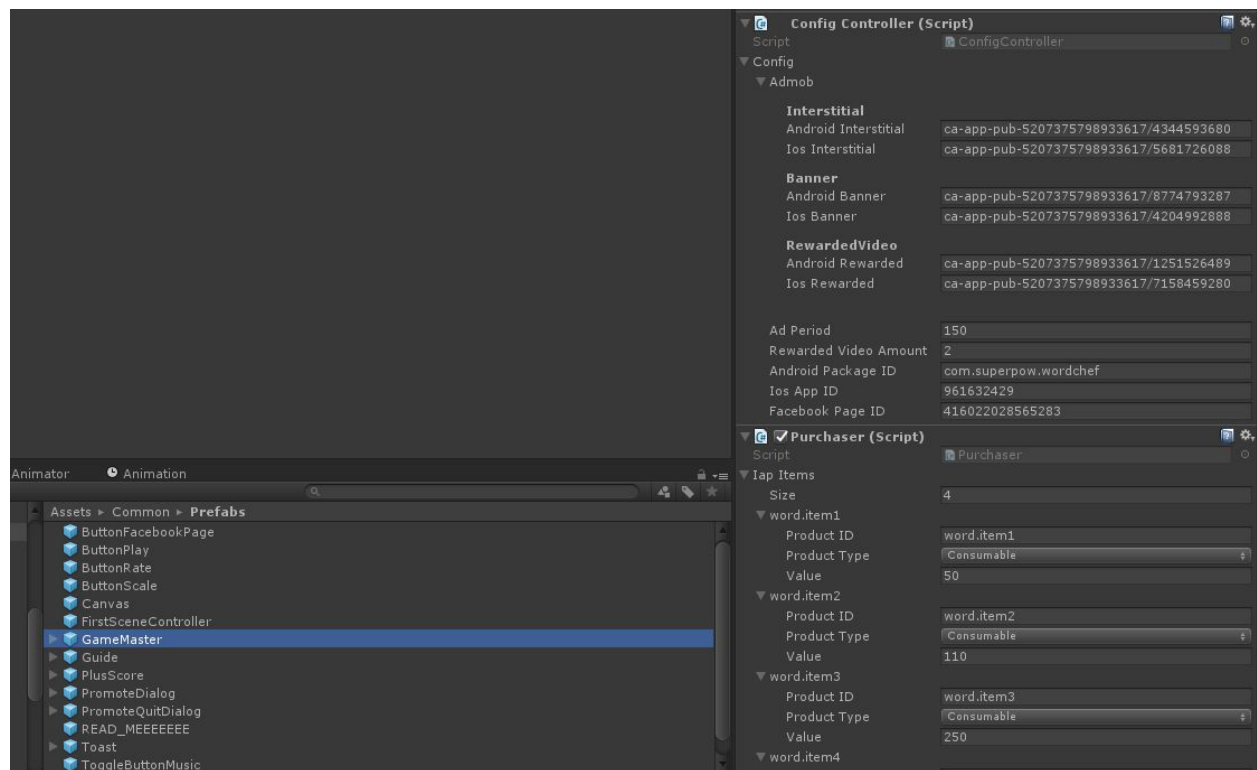
Important: Sometimes after opening the project in the first time, Unity has a bug that it miss some references. If you start the game and you can't hear music, you have to restart Unity. Restarting Unity solves the problem.

## 5. Configuration

Open Home scene in Assets/WordChef/\_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://www.youtube.com/watch?v=LFuKHmFeR9g>

In-app purchase ids:

- word.item1
- word.item2
- word.item3
- word.item4
- word.item5

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. Level Editor: How to make more worlds and levels:

<https://drive.google.com/open?id=1TDEgmtm2jUJho9LBVThRWiahJIDopFDhYis5nCcGECMk>

### 8. Fix font error: The letter does not show up.

[https://youtu.be/9MMGw3\\_hM-Y](https://youtu.be/9MMGw3_hM-Y)

If the above solution doesn't fix the error completely  
Find Pan.cs file (line 82) and update this code:

```
Timer.Schedule(this, 0, () =>
{
    for (int i = 0; i < numLetters; i++)
    {
        letterTexts[i].transform.localPosition = letterLocalPositions[indexes.IndexOf(i)];
    }
});
```

### 9. How to build for iOS.

[https://www.youtube.com/watch?v=f0TfqG9\\_Xbc](https://www.youtube.com/watch?v=f0TfqG9_Xbc)

Google Mobile Ads SDK version 7.21.0 for iOS:

[https://drive.google.com/open?id=0B\\_WMAEuaDS4Ca0gzbERMV25LWmc](https://drive.google.com/open?id=0B_WMAEuaDS4Ca0gzbERMV25LWmc)

Above is video guide for “Unroll Ball” game, but it applies to all our games. If you encounter any problems related to building game, 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. Enable Facebook features**

[https://drive.google.com/open?id=1bjhWT0xrIWOG0vY8t03Tiqh7\\_ErRCR2zTm8zNR667f4](https://drive.google.com/open?id=1bjhWT0xrIWOG0vY8t03Tiqh7_ErRCR2zTm8zNR667f4)

### **10. Unlock all levels for testing**

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

### **11. Why does the Admob rewarded video not work?**

If you put your Admob ad id and it didn't work (only banner and interstitial work) , then this is normal. Your real rewarded video id only works after publishing to store (Admob policy).

A trick to test the rewarded video ad before you publish the game is to: change the package name (in Player Settings) to a live package name on store. It would work. Remember to change it back to your package name after the test.

### **12. Support right-to-left languages**

In version 2.3, we support RTL languages. You just need to go to Game Settings → check "Is Word Right To Left".

### **13. Contact us**

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

Skype: [phuongdong0702](#) (use this if you want to get fastest response)

Email: [phuongdong0702@gmail.com](mailto:phuongdong0702@gmail.com)