Feature: Better Rating

IsRatingAvailable() : bool

GetRatingURL() : string

**Note: no problem**

Feature: Remote Configuration & Offers

GetIAPs(Callback<int, string> callback) : void

GetRemoteValue(string key, Callback<int, string>) : void

GetRemoteValuesWithPrefix(string keyPrefix, Callback<int,List<string>>callback):void

**Note: what’s the difference between GetRemoteValue and GetRemoteValuesWithPrefix? I am litter confuse on these two methods, one for test and one for realy game? It is no problem to save all configurations as local date in case internet inaccessible**

Feature: Cloud Save

Login(Callback<int> callback) : void

Logout() : void

Load(string name, Callback<int, string> callback) : void

Save(string name, string data, Callback<int> callback) : void

**Note: Add one button to login, because some channels don’t have users’ systems, we will use IMEI to replace user ID if indeed, if I am right, name is user id or IMEI**

Feature: Rewarded Videos

IsVideoAdAvailable() : bool

ShowVideoAd(Callback<int> callback) : void

**Note: no problem, but how to control the reward coin? It is random number at your side or use “offer\_special\_” to do that, if I am right, I can use “offer\_special\_” to control the price.**

Feature: Custom Unlock screen

**Note: no problem, game will not lock again if user already reached the level, if am right,I can set json like this:**

{

"identifier": "offer\_special\_content\_campaign",

"iapIdentifier": "com.ironhidegames.ironmarines. unlock\_campaign",

"offerType": 1,

"offerCost": {

"currencyType": 0,

"cost": 0

} ,

"rewards": [{

"identifier": "content\_campaign ",

"rewardType": 5,

"count": 1

} ],

"metadata": {

"value": "解锁关卡",

"offerType": "holyday\_halloween",

"duration": "0.12:59:59",

"unique": "true",

"checkPurchasedHeroes":"false"

}

}

**It is possible to give us all default configurations, so we can test and understand more deeply of the json structure.**

Feature: A/B Testing

**Note: I think we will check carefully again of how Firebase working, we will try to emulate what firebase doing,**

Appendix

Status Codes

**Note: No problem.**

Remote Configuration Format

**Note: problem**

Rating settings

**Note: No problem.**

IAP identifiers list

**Note: No problem.**

Special Offers

-duration: time the total duration of the offer after it was shown for the first time.

**-If I am right “"0.12:59:59"” it means the merchandise can receive after 2.88hours 59mins 59secods.**

-offerType: int the type of offer, mainly used for special occasions, like halloween, etc.

**-it is very useful value, but how to use the value? If it is holyday\_halloween, how game to make difference when got value of “holyday\_halloween”, could you descript more info.**

Rewards

**Note: No problem, I am just curious about if** identifier **and** rewardType **are not march, what will happen? Game will use** identifier **first or** rewardType **first?**

Hero Sales

**Note: I want to know when the data will be loaded? Game starting or entering the store? about** duration, **if I am right, 1.00:00:00 means 24hours.**

"heroSale" : {

"heroes":[

{

"heroKey":"hero\_shatra",

"discount":50

},

{

"heroKey":"hero\_tank",

"discount":25

}

],

"metadata":{

"startingDate":"07/01/2017 09:05:33",

"duration":"1.00:00:00"

}

}

Overriding default configurations

**Note: I want to know when game will read configuration, such as: game is loading all configuration, but game already set setting by old configuration, new configurations will be setting after restart, I will be convenience for me if I know sequence of loading and setting configurations, also is it possible to give use all default settings? I think that will reduce our mistake and save our time.**