Bubble Elf Documentation

- **Import project in Unity 3d v 2018.4.24**

    Unpack the zip archive with the name "Project". In the Unity3d welcome window, click **Open** and select the Project folder.
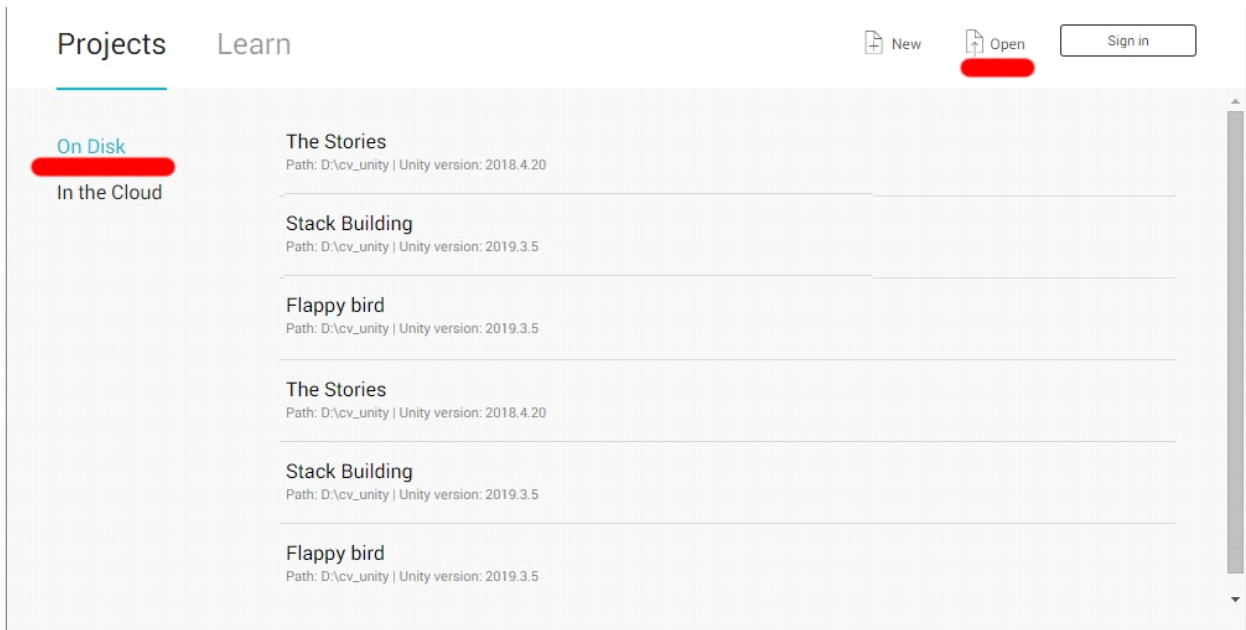

Image 1 – Open Project in Unity

- **Re-skin project**

    In Unity 3d, click **Project Settings** in the upper-right corner. In the Project Settings window, select the **Player** tab and replace the game logo with your own.

The recommended logo size is 512x512 px. Also, change the **Company Name**, **Product Name** items to your own.
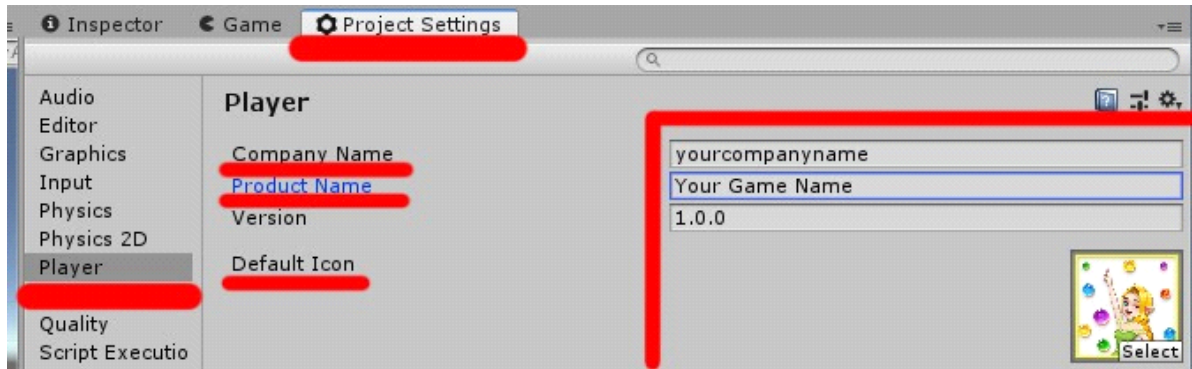

Image 2 – Re-skin game name and logo

Now in the **Player** window, select the **Other Settings** tab and enter your **package name**.

Important! Package name should be written as in the template **com.yourname.bubbleshooter** (**first you should enter the prefix com or other**, then the name of your company, then the name of the game).
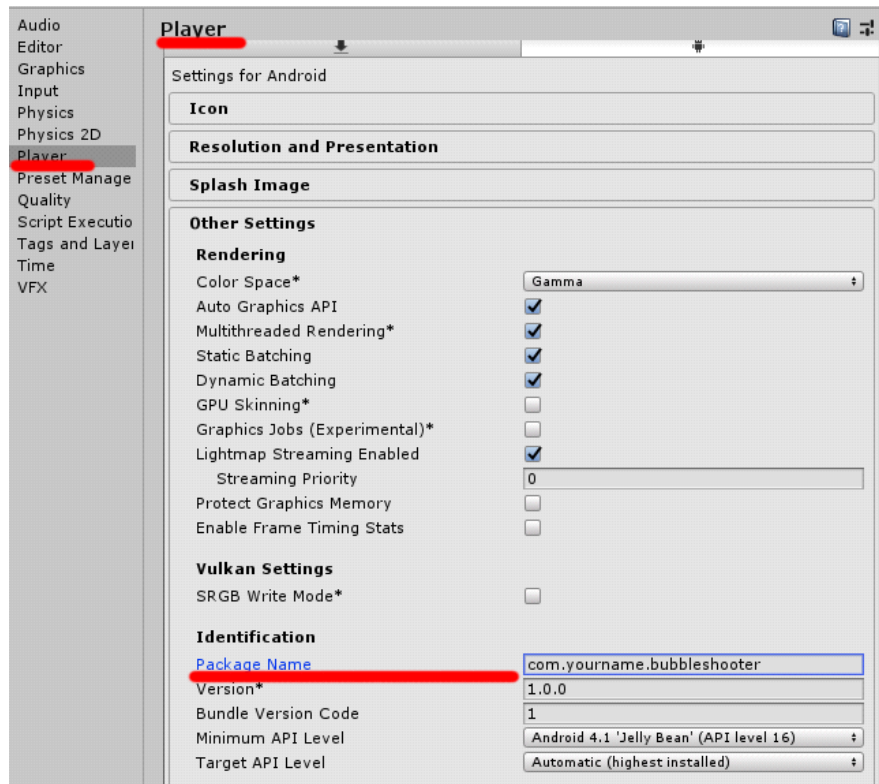
Image 3 – Change package name

Now go to the **Assets/Scenes** folder and double-click the **InitGame** scene. Click on the game logo and move your logo to the **Source Image** field in the right block. Recommended logo image size is 512x430.
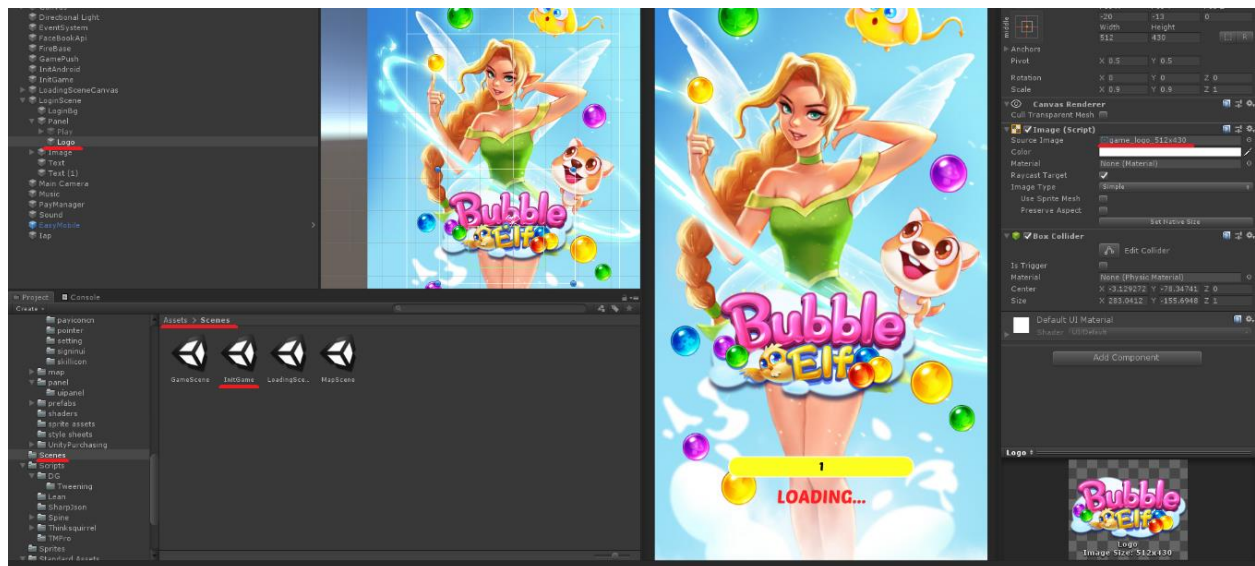

Image 4 – Change logo

Now in the top Unity panel, select **Assets** -> **Google Mobile Ads** -> **Settings**.

In the right **Inspector** window, enter the ID of your Admob application. (If you want to import the game also for IOS, you must enter both IDs).
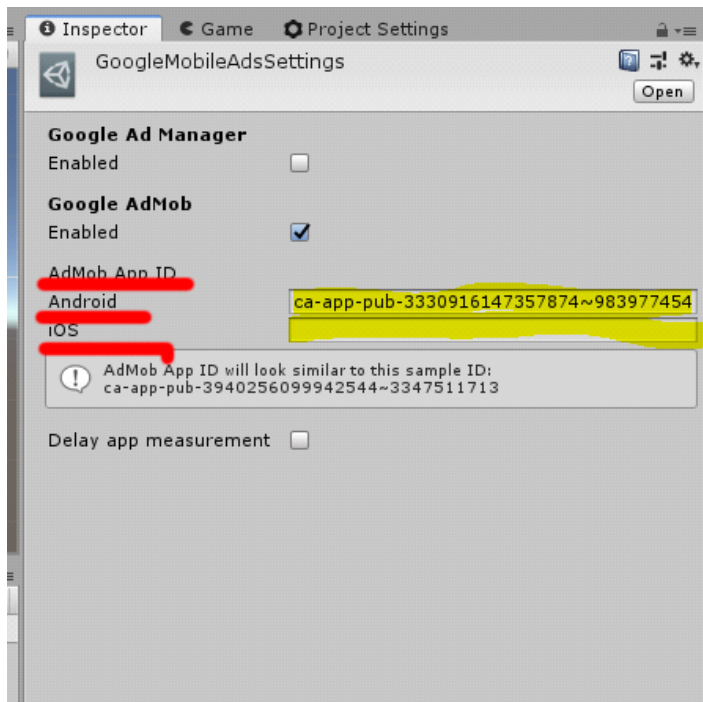

Image 5 – Admob id

Next, in the upper panel, select **Window** -> **EasyMobile** -> **Settings**. And in the right window of the inspector, fill in your Admob ad IDs.

Image 6 – Admob ads ids

Follow the video instructions to set up the leaderboard. (The required code is already embedded in the game, you only need to enter your IDs and create leaderboards in stores, as shown in the video).

Instruction link: https://www.youtube.com/watch?v=lJIX3cDzWB8

• **Publishing Settings**

To sign your game with a unique key and publish it on Google Play, use this video guide.

Instruction link: https://www.youtube.com/watch?v=I1K6q3SItiA

To set up in-game purchases, use this video guide. (**You don't have to change anything in the game**, you only have to set up purchases in the

Google Play and App Store). You can find the file with the data to fill in in stores in the **Documentation folder**. File name **In-game purchases config.**