

Dinosaur Bone Digging Documentation



Minimal requirement: Unity 5.5.2f1

You can't sell your reskin based on our template, or any part of source code/assets. You can publish the game on Google Play, Appstore and any other mobile stores.

You can't publish the game as it is, you need to reskin it. In this document there is a detailed explanation about the reskinning process and requirements.

We do not support any additional changes of the source code or new features. If you need some customizations you need to hire a programmer. Please don't contact us on this behalf.

Engine Description	1
Game Features	1
ADS	1
Instructions for the Graphic Reskin of the Textures	2

Engine Description

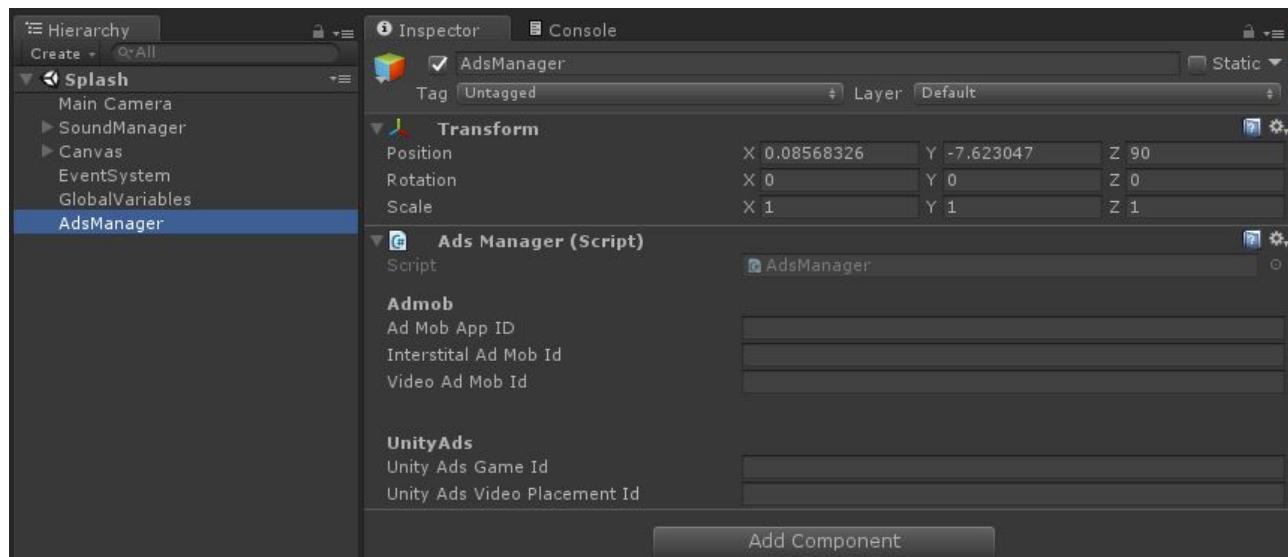
- Source code was made with Unity Engine
- Crossplatform (Android, iOS)

Game Features

- 4 ways to collect bones and solve the dino puzzle:
 - 1. DIGGING UP BONES – dig up holes and excavate dinosaur bones!
 - 2. FISHING FOR BONES – fish out fossils from the ocean!
 - 3. EXPLORING THE CAVES – use a flashlight to discover the bones in the dark caves!
 - 4. CLEANING THE BONES – clean the bones using special tools and then arrange the bones into a dino puzzle!
- MINI GAMES – 2 exciting mini games you can play in order to proceed to the next level, once your dinosaur puzzle is completed!
- AdMob and Unity Ads integrated
- Rate integrated

ADS

The monetization is made with AdMob(Interstitial and VideoReward) and UnityAds(VideoReward) ad providers. All monetization setup is made through one script: AdsManager. To configure the ads, just open the “Splash” scene in unity, select the “AdsManager” GameObject, and enter all the empty fields.



Instructions for the Graphic Reskin of the Textures

1: Loading Screen – consists of three sprites from the „SplashScreenTexture“.

Loading bar is filling up and in that way the simulation of loading the game is shown. The logo is positioned on the top of the post that is shown in the background. During the reskin, it is important to pay attention so that the space for the loading bar and the loading bar are reskinned 1 to 1.



Illustration 1: LoadingScreen – assembled in Unity



Illustration 2: SplashScreenTexture in Photoshop

2: **Home Screen** – Consists of the four textures: the “CharacterGirlTexture”, the “HomeBgTexture”, the “UITexture” and “NativeAds”. From the



“CharacterGirlTexture” all the sprites are reskinned 1 to 1 (If it is not necessary to change the gender of the character, the sprites for the eyes, nose and mouth can be kept). It is important to reskin this texture 1 to 1 because of the animation that has already been done in Unity. The “HomeBgTexture”, next to the background, consists of three more sprites that should be used for the reskin 1 to 1 too, because of the existing animation. Attention should be paid to the post on which sprites should be put later on (the logo, a map, and native ads). The map sprite is the button for entering the game and it has a function of the PLAY button. Despite the fact that all the sprites from the “UITexture” are not used in this part of the game, it is very important for all the sprites to be positioned with style, so that the game will give off the image of unity and balance. From the “NativeAds” texture, only one sprite is used for this screen. The sprite that is used is framed with the red color while the other ones that are covered with gray areas are not used in this screen.

Illustration 3: HomeScreen - assembled



Illustration 4: CharacterGirlTexture in Photoshop

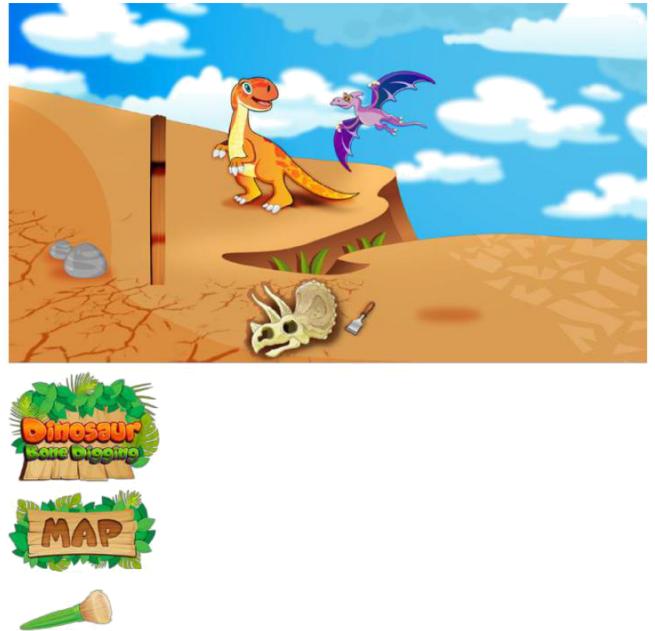


Illustration 5: HomeBgTexture in Photoshop



Illustration 6: `UITexture` in Photoshop

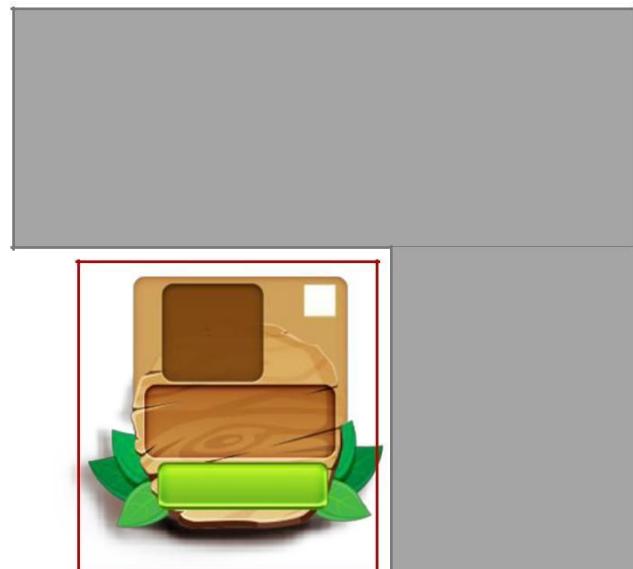


Illustration 7: NativeAds in Photoshop

3: **Map Screen** – This screen consists of 4 textures: the “GameMapTexture”, the “InterfaceTexture”, the “DinosaurMap” ” and “NativeAds”. The “GameMapTexture” needs to be reskinned so that the last

upper quarter of the texture stays “empty”. Empty means without any important elements, in order to make way for the pop-ups. The pop-up is used for unlocking the levels, and unlocking the last couple of levels. It is important to keep the the road on the map whole, because the road map, assembled in Unity, has defined pins, keys, pop-ups, the character from the “InterfaceTexture”, the dinosaurs from the “DinosaurMap”, and Native Ads from the “NativeAds” texture (in this part of the game, only the Native Ads that are framed with red color are used. The other ones are covered with gray area and are not used in this part of the game.)



Illustration 8: Map Screen - assembled in Unity



Illustration 9: GameMapTexture in Photoshop



Illustration 10: InterfaceTexture in Photoshop



Illustration
11:
DinosaurMap in Photoshop

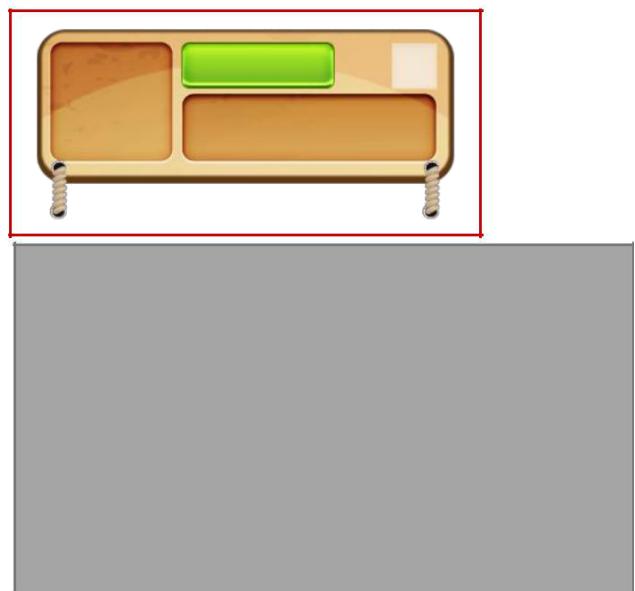


Illustration 12: NativeAds in Photoshop



Illustration 13: Map Screen with Pop-ups and Native ads for unlocking a new level - assembled in Unity

4: Game Play –Consists of four mini games, and every mini game ends with the game of puzzle-solving. The used textures are the following:

“DinosaurTexture01”

“DinosaurTexture02”

“DinosaurTexture03”

“DinosaurTexture04”

“DinosaurTexture05”

“CaveBonesTexture”

“BoneCleaningTexture”

“DiggingBonesTexture”

“FishingBonesTexture “

“PuzzleGameTexture “

“UITexture “

“InterfaceTexture “

“NativeAds “

The levels must be done in a fixed order. To finish a certain level, it is necessary to play the game that is assigned to that level. The games are randomly assigned (there are four of them), and every game ends with a game of puzzle-solving (matching all the collected bones of one of the dinosaurs). Every level has one dinosaur, and when you finish that level instead of the pin, a little picture of the dinosaur that has been found, shows on the map after the finished game (the dinosaurs are from the “DinosaursMap” texture). The games that can be played are Bone Cleaning, Cave Bones, Digging Bones, and Fishing Bones. The explanation for every game follows.

There are 20 levels, connected with 20 dinosaurs. On the “DinosaurTexture01”, “DinosaurTexture02”, “DinosaurTexture03”, “DinosaurTexture04” and ” DinosaurTexture05”, the dinosaurs and the bones need to be reskinned 1 to 1. Every texture consists of 4 dinosaurs and the bones for each and every one of them. The bones are in groups so that the skeleton of every dinosaur can be solved out of 6 parts. This is extremely important to do in this order because of the logic of the whole game. The sprites from these textures are the basic elements of the whole game, the whole meaning of the game is based on them, so it is strongly advised to be carefully and precisely reskinned.

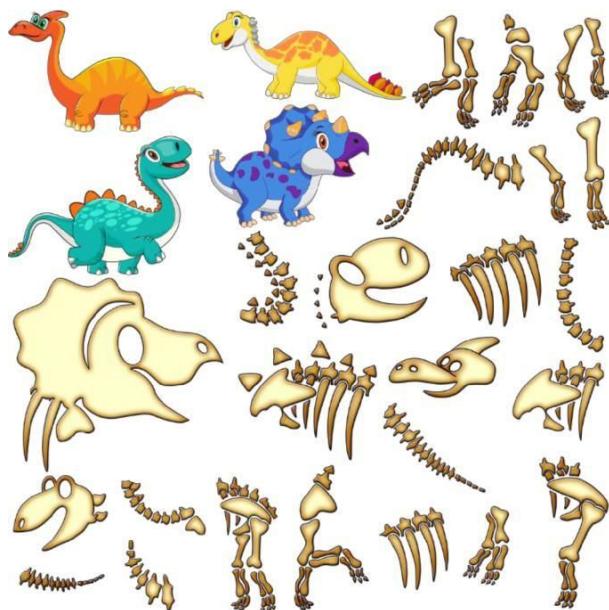


Illustration 14: DinosaurTexture01 in Photoshop



Illustration 15: DinosaurTexture02 in Photoshop



Illustration 16: DinosaurTexture03 in Photoshop

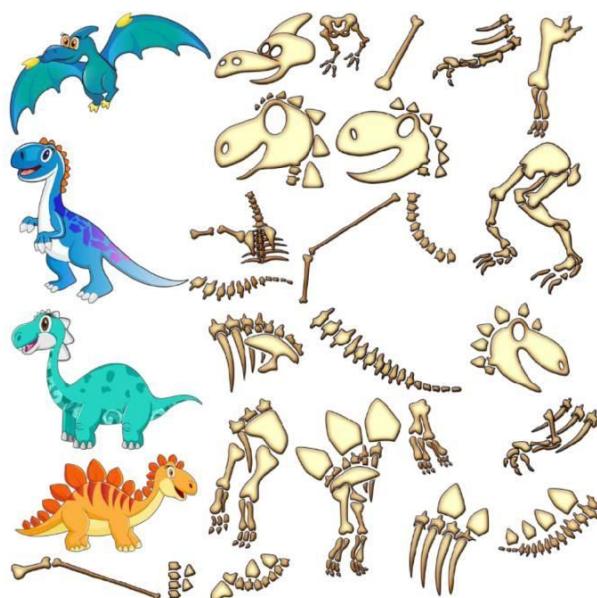


Illustration 17: DinosaurTexture04 in Photoshop

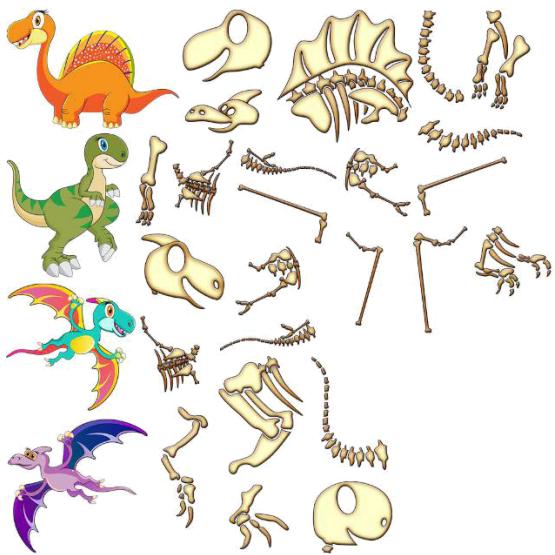


Illustration 18: DinosaurTexture05 in Photoshop

4.1: Bone Cleaning – the game consists of the following textures:

“BoneCleaningTexture “

“InterfaceTexture “

“UITexture”

“NativeAds “

and some other elements from the textures (the logic of the game assigns which sprites will be chosen):

“DinosaurTexture01”

“DinosaurTexture02”

“DinosaurTexture03”

“DinosaurTexture04”

“DinosaurTexture05”

The scene consists of all the sprites from the “BoneCleaningTexture “ and all the sprites that are not covered with the gray area from the “InterfaceTexture “. Also, there is a sprite framed in red color on this screen from the

"NativeAds " texture (the sprites covered with gray areas are not included in this scene)



Illustration 19: BoneCleaning Screen - assembled in Unity



Illustration 20: Bone Cleaning Screen - assembled in Unity

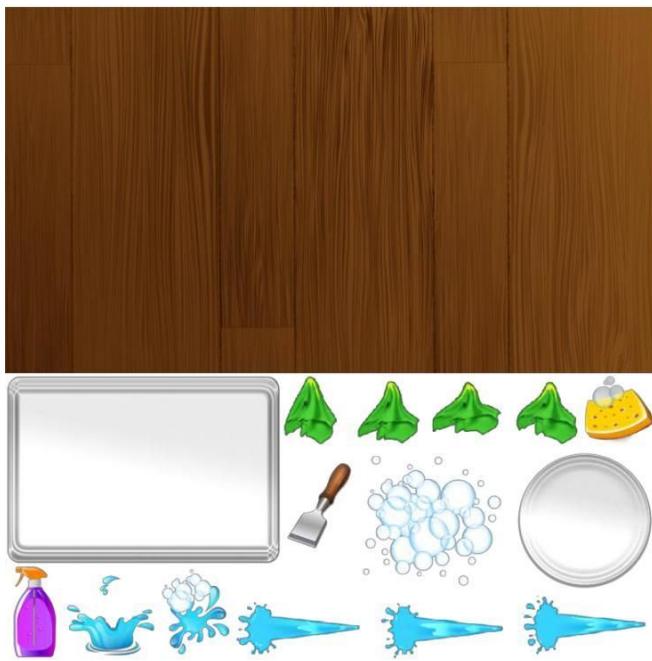


Illustration 21: Bone CleaningTexture in Photoshop

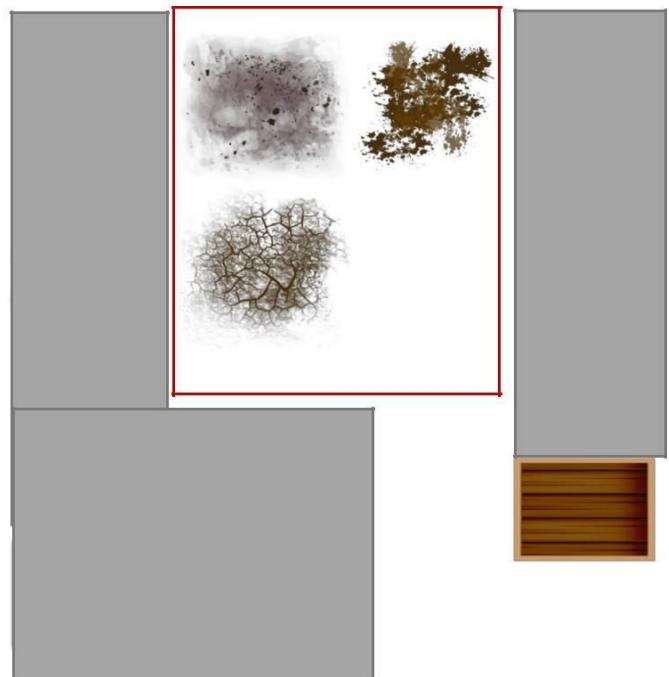


Illustration 22: InterfaceTexture in Photoshop

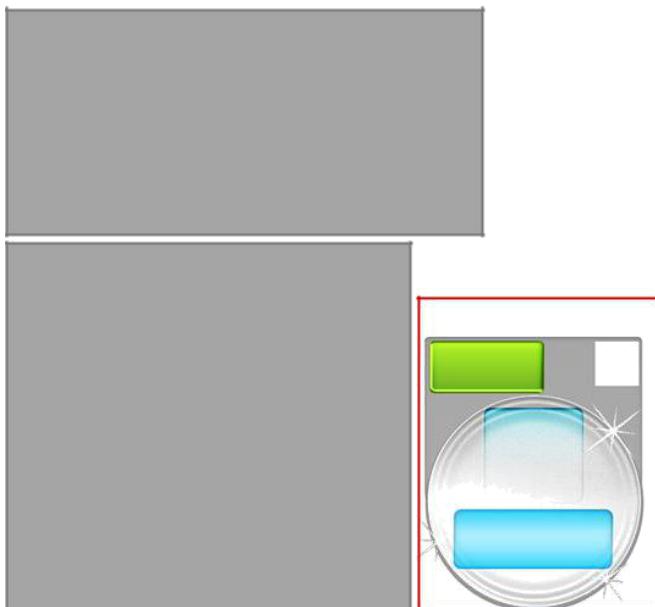


Illustration 23: NativeAds in Photoshop

4.2:

and textures (the logic of the game assigns which sprites will be chosen):

“DinosaurTexture01”

Digging Bones – this game consists of the following textures:

“DiggingBonesTexture”

“InterfaceTexture “

“UITexture”

some other elements from the

“DinosaurTexture02”

“DinosaurTexture03”

“DinosaurTexture04”

“DinosaurTexture05”

The scene consists of all the sprites from the “DiggingBonesTexture”, and the sprite framed with red color in the “InterfaceTexture”.



Illustration

24: Digging Bones Screen - assembled in Unity

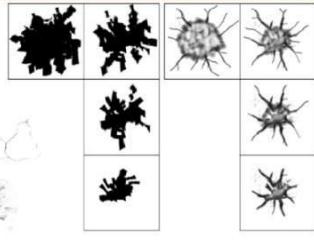


Illustration 25: DiggingBonesTexture - in Photoshop

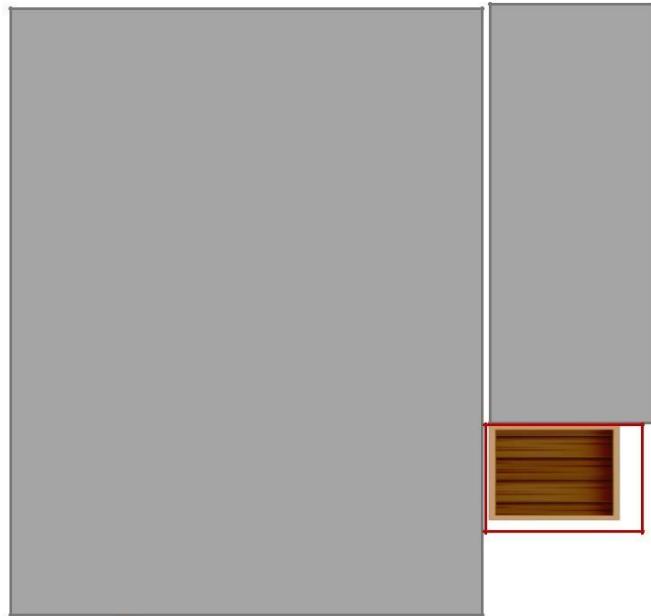


Illustration 26: InterfaceTexture in Photoshop

4.3: Bones in the Cave – This game consists of the following textures:

“CaveBonesTexture “

“InterfaceTexture “

“UITexture”

and some other elements from the textures (the logic of the game assigns which sprites will be chosen):

“DinosaurTexture01”

“DinosaurTexture02”

“DinosaurTexture03”

“DinosaurTexture04”

“DinosaurTexture05”

The scene consists of all the sprites from the “CaveBonesTexture “, and the sprite framed with red color in the “InterfaceTexture “.

Illustration 27: Digging Bones Screen - assembled in Unity

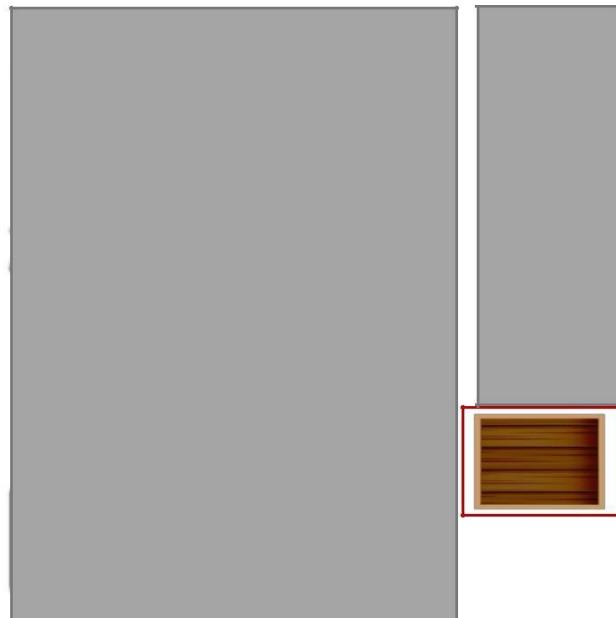


Illustration 28: CaveBonesTexture - in Photoshop

Illustration 29: InterfaceTexture in Photoshop

4.4: Fishing Bones - This game consists of the following textures:

“FishingBonesTexture”

“InterfaceTexture”

“UITexture”

and some other elements from the textures (the logic of the game assigns which sprites will be chosen):

“DinosaurTexture01”

“DinosaurTexture02”

“DinosaurTexture03”

“DinosaurTexture04”

“DinosaurTexture05”

The scene consists of all the sprites from the “FishingBonesTexture”, and the sprite framed with red color in the “InterfaceTexture”.



Illustration 30: Fishing Bones Screen - assembled in Unity



Illustration 31:
FishingBonesTexture - in Photoshop

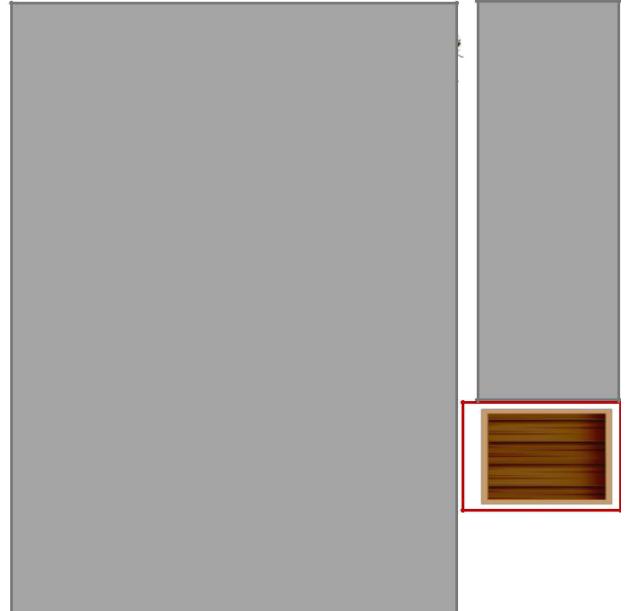


Illustration 32: InterfaceTexture in Photoshop

4.5: Puzzle - This game consists of the following textures:

“PuzzleGameTexture “

“InterfaceTexture “

“UITexture”

and some other elements from the textures (the logic of the game assigns which sprites will be chosen):

“DinosaurTexture01”

“DinosaurTexture02”

“DinosaurTexture03”

“DinosaurTexture04”

”DinosaurTexture05”

The scene consists of all the sprites from the “PuzzleGameTexture “ , and the sprite framed with red color in the “InterfaceTexture “.



Illustration 33: PuzzleGame Screen - assembled in Unity

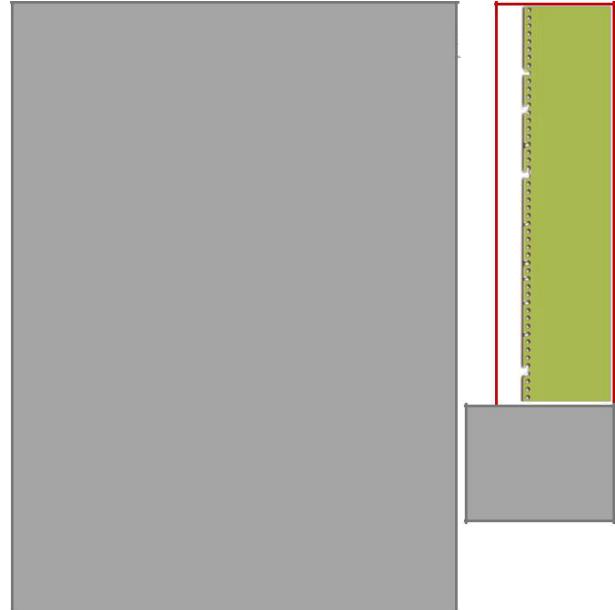
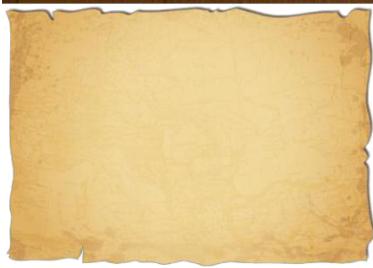


Illustration 34: FishingBonesTexture - in Photoshop

Illustration 35: InterfaceTexture in Photoshop

5: Pop ups –All the sprites for all the pop-ups in the game are in the “UITexture”.



Illustration 36: UITexture - in Photoshop



Illustration 37: Pop-up - assembled in Unity