Mandala Coloring Book 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

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

Game Features

- 3 different game modes (Default, Magic, Blank)
- Paint Engine with different brushes and Undo support
- Pinch to zoom
- 50 mandala drawings in 5 different categories
- 12 editable color palettes with 10 shades a peace
- 65 stickers
- AdMob and UnityAds 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.
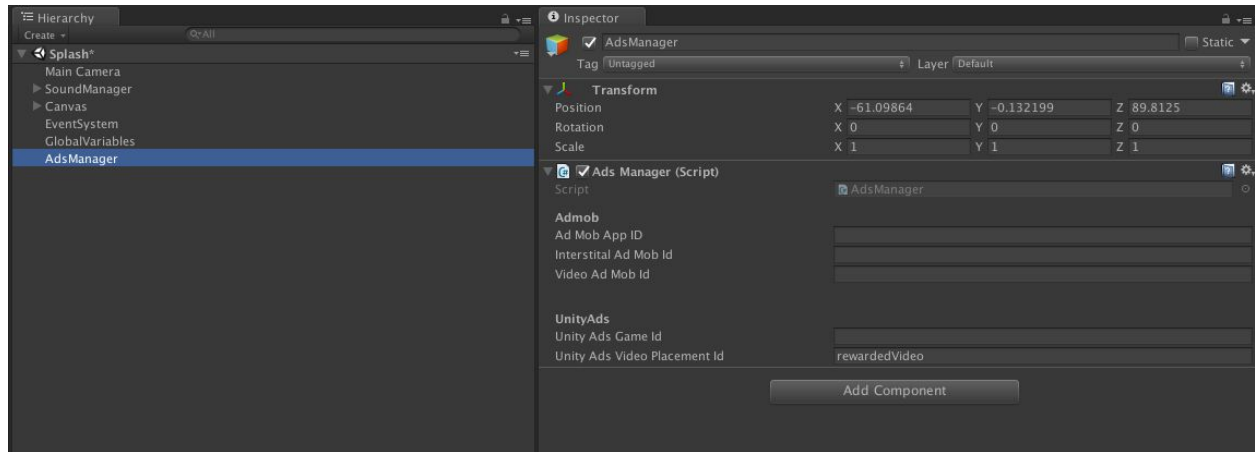

Illustration 1 - AdsManager script in Unity

Instructions for graphic reskin of the textures

1: BgTexture

      This texture is located at ''Assets/Textures'' and it is used throughout the whole project as background for scenes and transition screen.
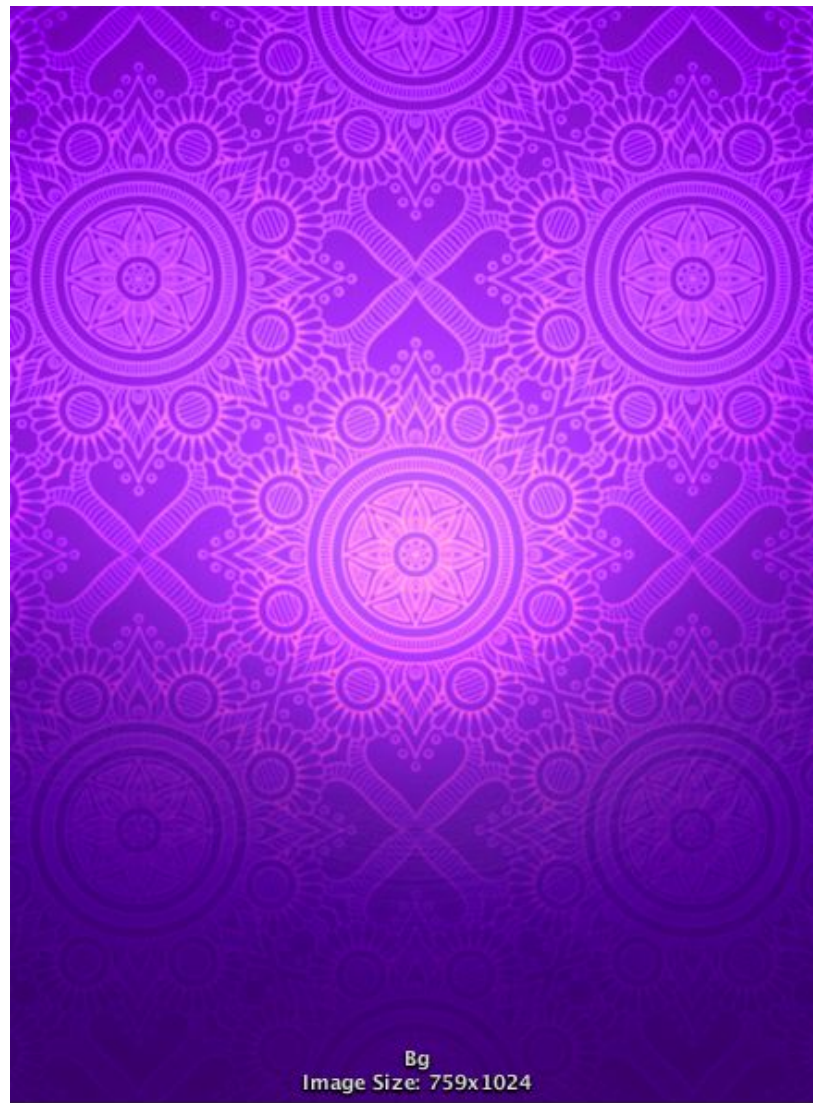

Illustration 2 - BgTexture

2: Loading Screen

Consists of BgTexture mentioned above and LoadingAndLogoTexture. LoadingAndLogoTexture contains one mandala drawing and 7 colored parts that fill up the mandala 1 by 1 as scene loads. This texture also contains the Logo, "LOADING" sign and paper sheets used as background for mandalas in Gameplay scene.

Illustration 3 - Loading Screen and LoadingAndLogoTexture

Transition screen is same as loading screen just without "LOADING" sign, so there is nothing more you need to do for it after you reskin these two textures.

3: Home Screen and PopUps

This screen consists of BgTexture, Logo sprite from LoadingAndLogoTexture and buttons from UITexture and SelectCategoryTexture.
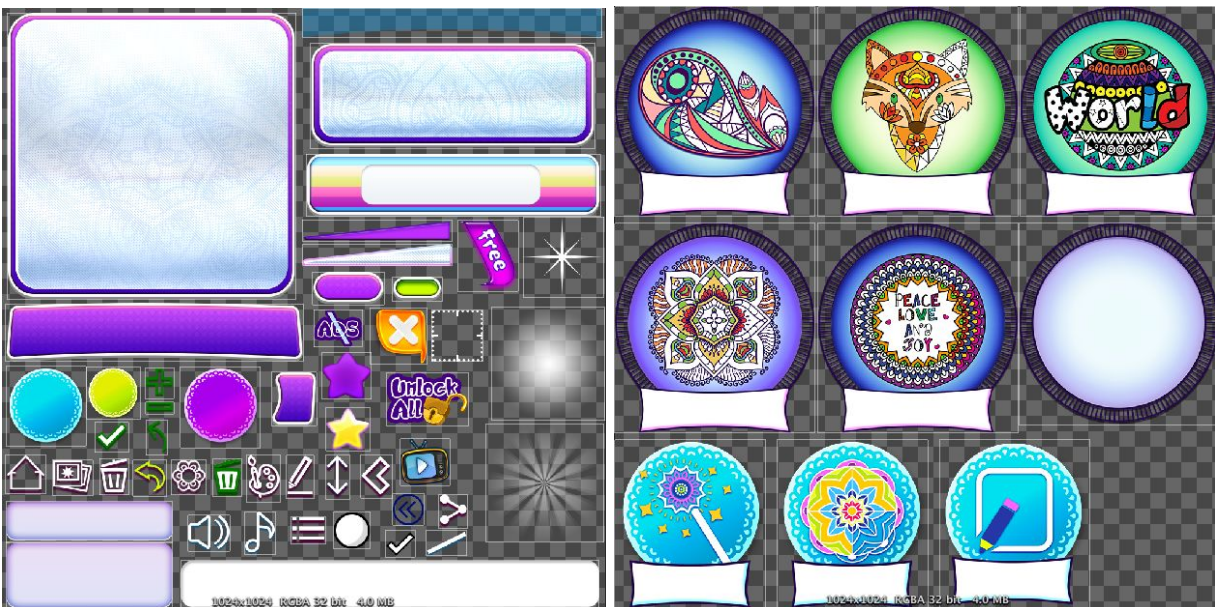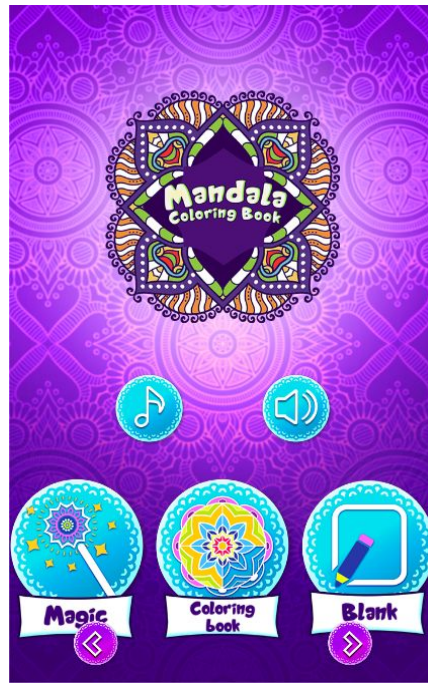

Illustration 4 - Home screen, UITexture and SelectCategoryTexture

Bottom three sprites from the SelectCategoryTexture are used as mode selection buttons, and some of the sprites from UITexture for Sound, Audio and navigation buttons. It is best practise to reksin UITexture **"1 on 1"** because all of the sprites from this texture are used throughout the project (PopUps, UI…).

Illustration 5: PopUps

4: Selection screen

First 5 sprites of SelectCategoryTexture are used as category selection buttons, and sixth sprite is used as background for mandala select button.

Illustration 6: Category and Mandala selection screens

5: Gameplay screen

This screen consists BgTexture (as background),LoadingAndLogoTexture (paper sheet) , UITexture(UI Buttons) all mentioned above. In the next chapter of this document we will show you how to reskin textures for Mandalas and Stickers.

Illustration 7: Gameplay screen

Content reskin instructions

This chapter describes how to reskin mandala and sticker textures and also explains you how to add more stickers to the game using our editor script.

1: Mandala textures

There are 50 mandala textures in total, divided in 5 thematic categories (Oriental, Animals, Floral, Greeting cards, World). Here is an example of one mandala from each category.

Illustration 8: Mandala examples

These are steps and rules that will guide you along easiest way of changing this content:

1. Draw your own mandalas
   - Each mandala should be 1024x1024
   - Mandalas should be drawn in **pure black** color with **transparent** background (very thin curves are things to avoid)
   - There should be exactly 10 mandalas for exactly 5 categories. You can chose themes for this categories that differs from ours (zodiac, galaxy, water world…)
   - Name your drawings "Mandala00, Mandala01… Mandala49".
2. Add your drawings into the game
   - Put your first category (Mandala00 to Mandala09) into "Assets/Resources/0 folder.
   - Put your second category (Mandala10 to Mandala19) into "Assets/Resources/1 folder.
   - Put your third category (Mandala20 to Mandala29) into "Assets/Resources/2 folder.
   - Put your fourth category (Mandala30 to Mandala39) into "Assets/Resources/3 folder.
   - Put your fifth category (Mandala40 to Mandala49) into "Assets/Resources/4 folder.

2: Stickers textures

In this project you will find two textures for stickers in "Assets/Textures/Stickers" and easiest way for changing this content is to do a "1 on 1" reskin of these textures.
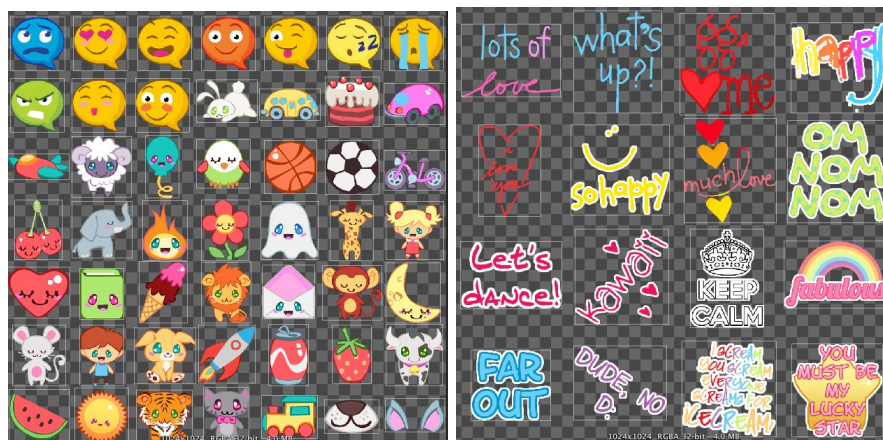

Illustration 9: StickerTexture01 and StickerTexture02

3: Add more stickers

If you want to completely replace these stickers or have a different number of them, you will need to do following:

1. Draw as many textures you want with as many stickers as you want
2. Add the textures to Unity project. We recommend you to put them in "Assets/Textures/Stickers" folder.
3. Set Sprite Mode to Multiple in inspector and slice sprites in Unity's Sprite Editor.
4. Open the Gameplay scene in Unity.
5. Go to Unity's navigation bar, open Mandala/Fill Stickers Slidebar and the following window will pop up:
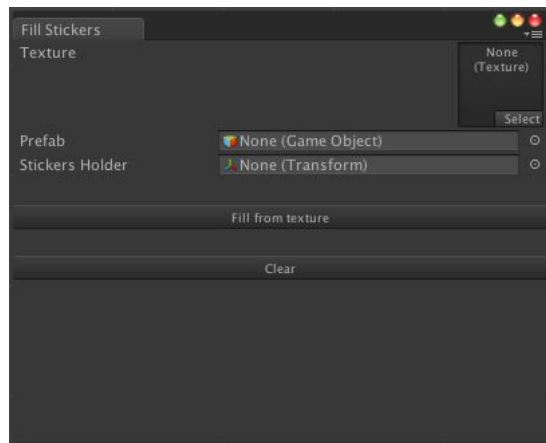

Illustration 10: Fill Stickers Editor window

6. Drag and drop "StickersHolder" GameObject from hierarchy into the Stickers Holder slot in editor script.
7. Hit "Clear" button if you want to remove current stickers
8. Search for "StickerButton" prefab in assets and drag it to the Prefab slot
9. Select the first texture you want to load stickers from and hit "Fill from texture" button
10. Repeat step 9 for every other sticker texture you've got.

Save and share for iOS (XCode project)

In latest addition to this package, we have included "SaveToGalery" folder and iOS plugins for saving and sharing images. In order to make it work, you just need to follow this few simple steps:

1. Set platform to iOS and export the project from Unity.
2. Open XCode project and add "SaveToGalery" folder to it (File >Add files to "Unity-iPhone" or alt+cmd+A).
3. Open info.plist file and add "Privacy - Photo Library Usage Description". Fill in the string value with message you want to show to the users when requesting a storage permission. For example "Access to your photo library is required in order to save images.".
4. Open "SaveToGalery.m" script and in the "imageNotSaved" function you will find following error message: "Picture not saved. To save it, set ON the following : Settings>Privacy>Photos>Mandala." In here, you can replace "Mandala" with the name of your app, or even replace the whole message.