

Sand Draw 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.

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Engine Description

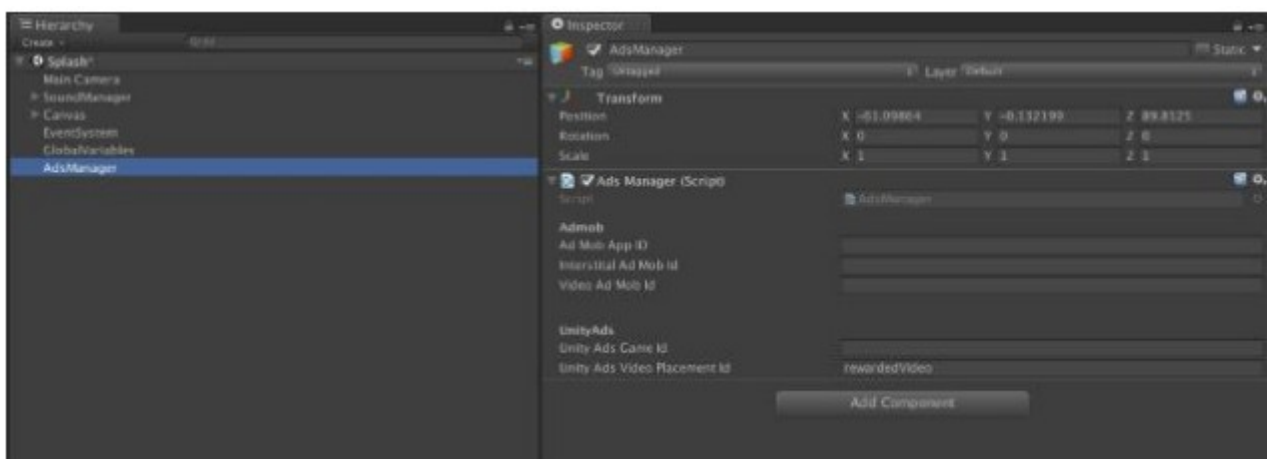
- Source code was made with Unity Engine
- Crossplatform (Android, iOS)

Game Features

- Simple and intuitive interface!
- Many types of sand to use as a background for your drawings and doodles on sand!
- Choose different width of the stroke or alternate between thin and thick lines to draw stunning drawings in the sand!
- Pick cute decorations such as seashells, pebbles, even fish, flowers and more!
- Realistic sea waves wipe away your drawing once you're finished! Don't forget to save your art on sand before you wash it away! Create a drawing book of your sand drawings and show everyone your artistic skills!
- 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 graphic reskin of the textures

1: Loading Screen uses all the sprite elements from the texture „LoadingTexture“. The sprites in the shape of stars need to be placed gradually by color, from yellow to red. The stars need to be reskinned 1 on 1 because any change could affect animations in Unity.



Illustration 1: LoadingScreen – assembled in Unity



Illustration 2: LoadingTexture in Photoshop

2: Select Send Screen – This screen consists of three textures: “SelectBackgrounTexture”, “SendBrushTexture” and “UITexture”. The texture named “SelectBackgrounTexture” includes a background which means that when reskinning this texture you need to leave an empty space on the top of the texture for NativeAds, and also in the bottom for buttons used for choosing the texture/writting surface.

The texture “SendBrushTexture” consists of 9 square fields that need to be of the same size because texture patterns for surfaces are placed in these fields. One of these patterns need to be chosen in order to continue the game.

Only one sprite element from the texture “UITexture” is used – the watch video icon marked by the red frame.

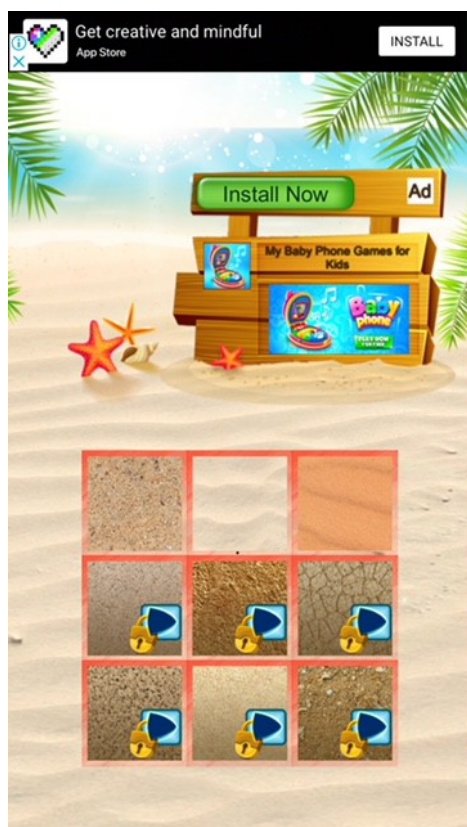


Illustration 3: Select Send - assembled in Unity Illustration 4: SelectBackgrounTexture in Photoshop



Illustration 5: SendBrushTexture in Photoshop



Illustration 6: UIImage in Photoshop

3: Game Play Screen consists of the textures enumerated below:

“SandTexture01”

“SandTexture02”

“SandTexture03”

“SandTexture04”

” SandTexture05”

“SandTexture06”

“SandTexture07”

“SandTexture08”

“SandTexture09“

“UITexture“

“water-05 “

“StickersTexture01“

“StickersTexture02“

“SendBrushTexture“

In the Game Play Scene the user draws and writes randomly on the chosen surface/texture and after that he or she can decorate their drawing with stickers. Having finished the drawing and its decoration with stickers, the user has the possibility to take a photo of the final result or to call a wave, by pressing a button, to erase everything and return the texture in its initial state.

Textures “SandTexture01”, “SandTexture02”, “SandTexture03”, “SandTexture04”, ” SandTexture05”, “SandTexture06”, “SandTexture07”, “SandTexture08” and “SandTexture09“ are backgrounds and at the same time surfaces for drawing. Every background has a brush which can be found on the “SendBrushTexture“. All the brushes need to be reskinned 1 on 1 in order not to affect the drawing rules already given in Unity. The textures „StickersTexture01” and “StickersTexture02” consist of stickers for decorating the drawings. The texture “UITexture“ is to be reskinned 1 on 1.



Illustration 7: SandTexture01 in Photoshop



Illustration 8: SandTexture02 in Photoshop



Illustration 9: SandTexture05 in Photoshop

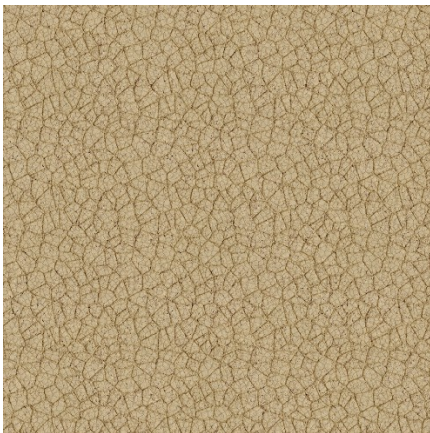


Illustration 10: SandTexture06 in Photoshop

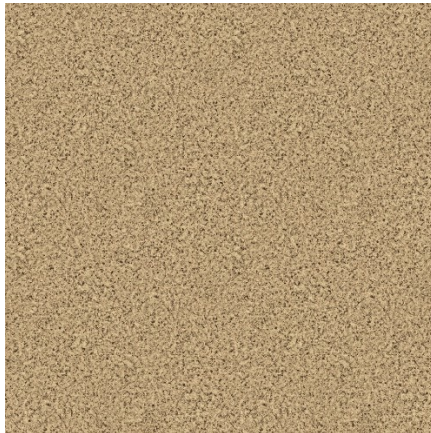


Illustration 11: SandTexture07 in Photoshop



Illustration 12: SandTexture08 in Photoshop



Illustration 13: SandTexture09 in Photoshop



Illustration 14: SandTexture03 in Photoshop



Illustration 15: SandTexture04 in Photoshop

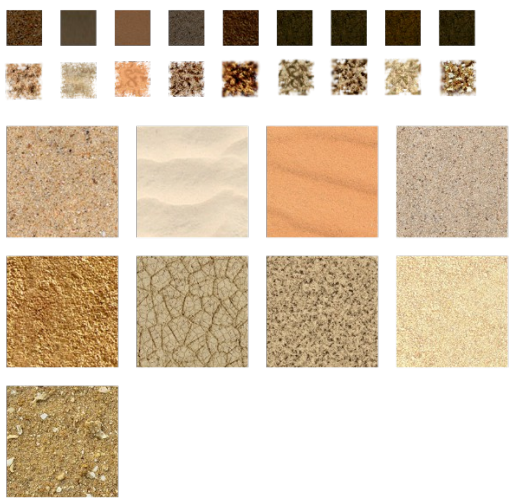


Illustration 16: SendBrushTexture in Photoshop



Illustration 17: UiTexture in Photoshop



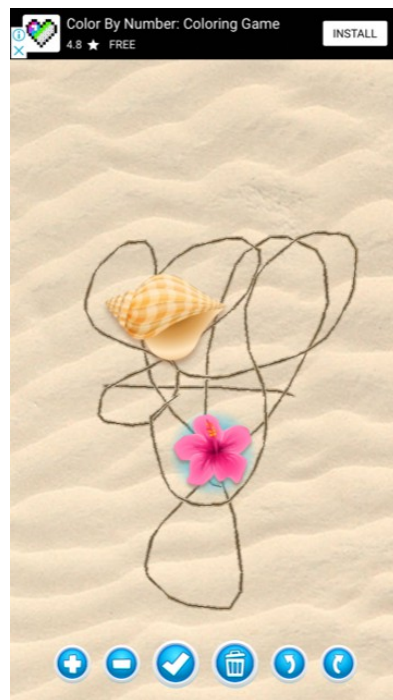
Illustration 18: water-05 in Photoshop



Illustration 19: StickersTexture01 in Photoshop



Illustration 20: StickersTexture02 in Photoshop



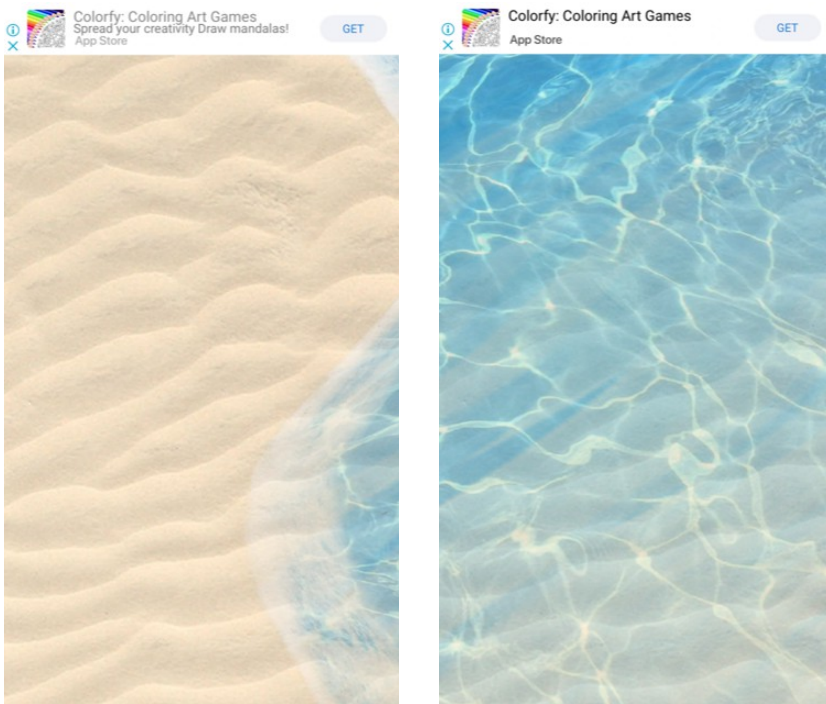


Illustration 21: Game Play Screen step by step - assembled in Unity

4: Pop-ups – All the sprite elements used for pop-ups are placed on the “UITexture”.

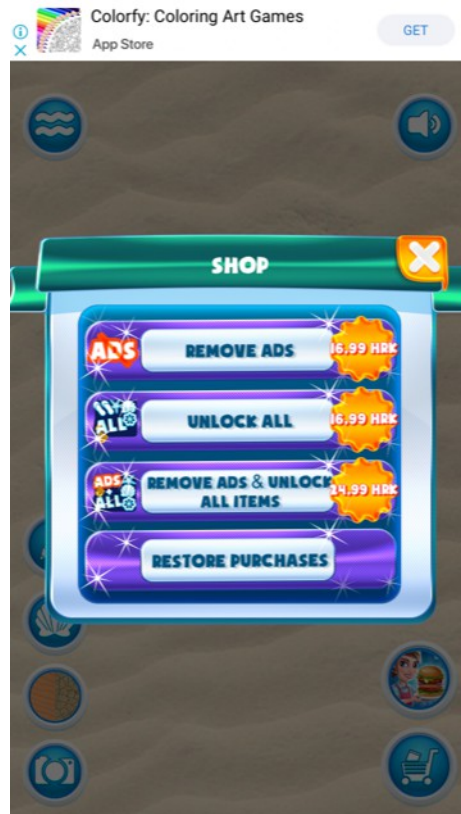
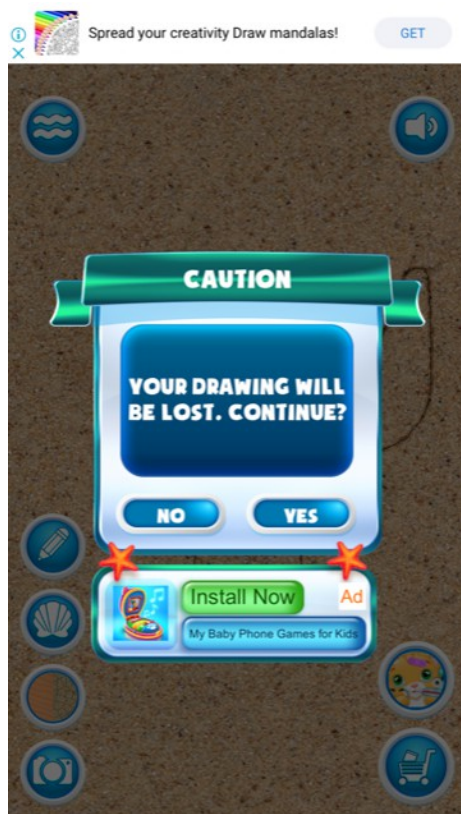


Illustration 22: Pop up - assembled in Unity



Illustration 23: UiTexture in Photoshop