

# Word Chef 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

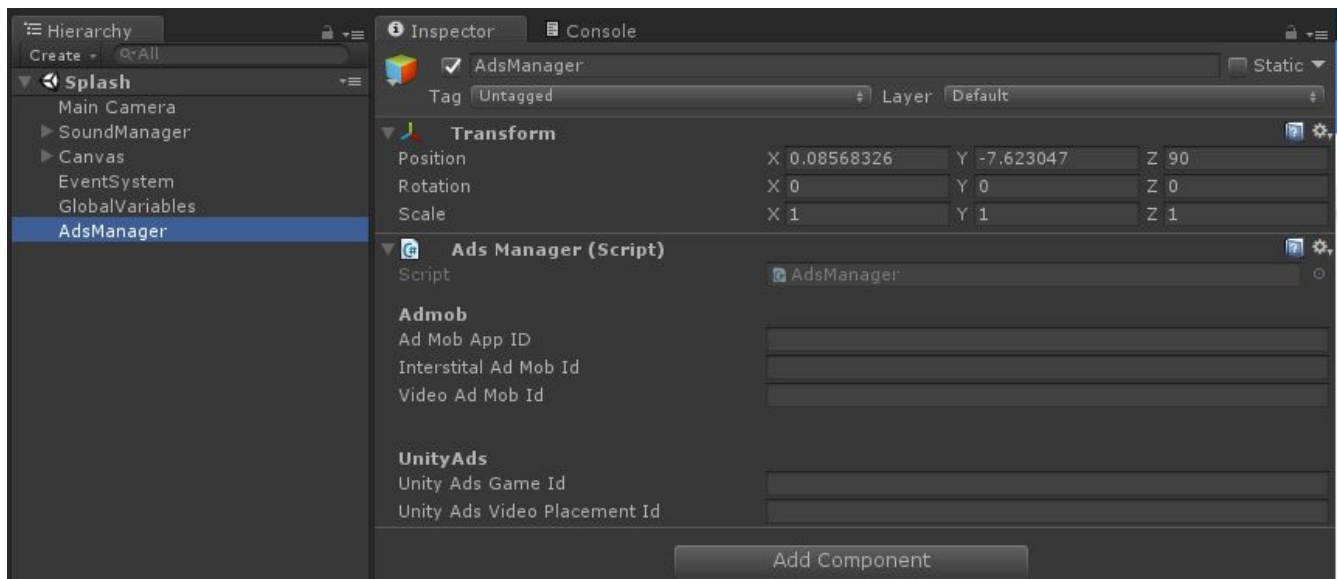
- Source code was made with Unity Engine
- Crossplatform (Android, iOS)

## Game Features

- Different difficulty levels – make words out of 3 letters first, and progress all the way to 7 letter-levels!
- Special bonus levels for extra coins and even more fun!
- If you get stuck, use the Hint button and get the first letter of the word!
- Daily Reward
- AdMob(Banner, Interstitial, Video Reward) and Unity Ads(Video Reward) 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: **SplashScreen** – Consists of 2 textures, "ShopAndSplashScreen" and "UITextureNew" texture (1 sprite is used from this texture).

Gray parts are not used in this scene.

If you want to use the same animation from SplashScreen then you must do reskin one

on one. Animated sprites are from "ShopAndSplashScreen" texture.



Illustration 1: SplashScreen – assembled in Unity



Illustration 2: “ShopAndSplashScreen” texture in Photoshop



Illustration 3: “UITextureNew” texture in Photoshop (1 sprite is used from this texture).

**2: Home Screen** – consists of 4 textures, "ShopAndSplashScreen", "GameplayScreen", "UITextureNew" and "WorldSelectAndLogoElements" texture. Gray parts are not used in this scene.

Here, the reskin should be done 1 on 1, but not for every single element: for example, you might not need the pan ("GameplayScreen texture") and the logo elements ("WorldSelectAndLogoElements") for the reskinned game will be different. In this case the animation of the logo has to be redone.

If the logo consists of only one sprite, there shouldn't be much work.

The interface on Home Screen has to be reskinned 1 on 1.



Illustration 4: HomeScreen – assembled in Unity





Illustration 5: “ShopAndSplashScreen” texture in Photoshop, (1 sprite is used from this texture).



Illustration 6: “UITextureNew” texture in Photoshop



Illustration 7: "WorldSelectAndLogoElements" texture in Photoshop



Illustration 8: "GameplayScreen" texture in Photoshop

**3: TransitionScreen** – This is transition between screens, a logo or some other interesting graphics can be inserted in this texture.

This screen contains sprites from 2 textures:

“LettersAndTransitionBg” (one sprite is used from this texture- Bg) and  
"ShopAndSplashScreen" texture (one sprite is used from this texture as well).  
Gray parts are not used in this scene.



Illustration 9: TransitionScreen – assembled in Unity





Illustration 10: "LettersAndTransitionBg" texture in Photoshop



Illustration 11: "ShopAndSplashScreen" texture in Photoshop

**4: World Select Screen** – consists of 3 textures: "GameplayScreen", "WorldSelectAndLogoElements" and "UITextureNew" texture. World Select Screen is the screen where we need to choose the world, sprites should be reskinned one on one. Gray parts are not used in this scene.



Illustration 12: World Select Screen – assembled in Unity



Illustration 13: "WorldSelectAndLogoElements" texture in Photoshop



Illustration 14: "UITextureNew" texture in Photoshop



Illustration 15: "GameplayScreen" texture in Photoshop (one sprite is used from this texture)

**5: Level Select Screen** – consists of 3 textures: "GameplayScreen",

"WorldSelectAndLogoElements" and "UITextureNew" texture.

Level Select Screen is the screen where we need to choose the level for further action, sprites should be reskinned one on one.

Gray parts are not used in this scene.



Illustration 16: Level Select Screen – assembled in Unity



Illustration 17: "UITexturaNew" texture in Photoshop



Illustration 18: "WorldSelectAndLogoElements" texture in Photoshop



Illustration 19: "GameplayScreen" texture in Photoshop

**5: Gameplay Screen** – consists of 4 textures: "LettersAndTransitionBg", "WorldSelectAndLogoElements", "UITextureNew" and "GameplayScreen". Textures should be reskinned one on one. Gray parts are not used in this scene.



Illustration 20: Gameplay Screen – assembled in Unity

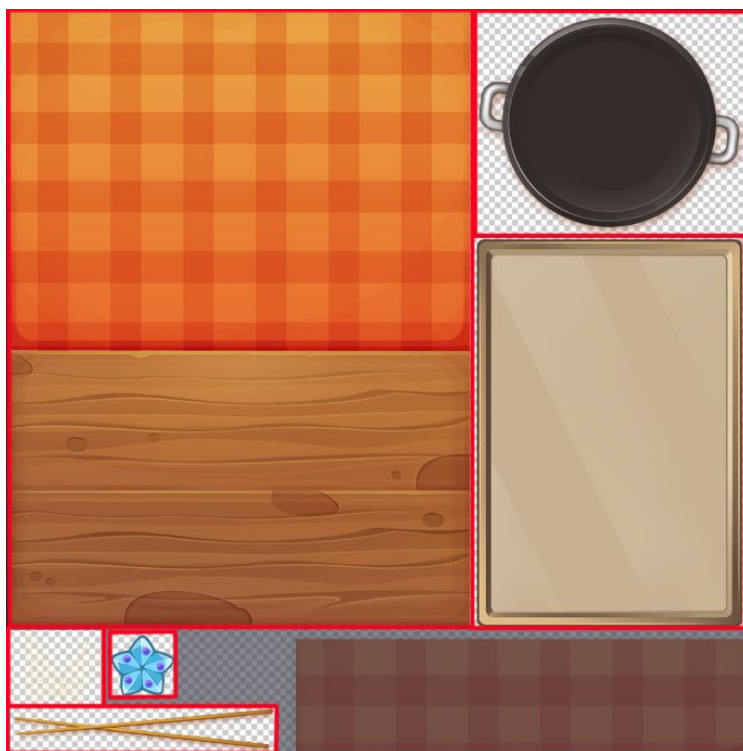


Illustration 21: "GameplayScreen" texture in Photoshop



Illustration 22: "UITextureNew" texture in Photoshop

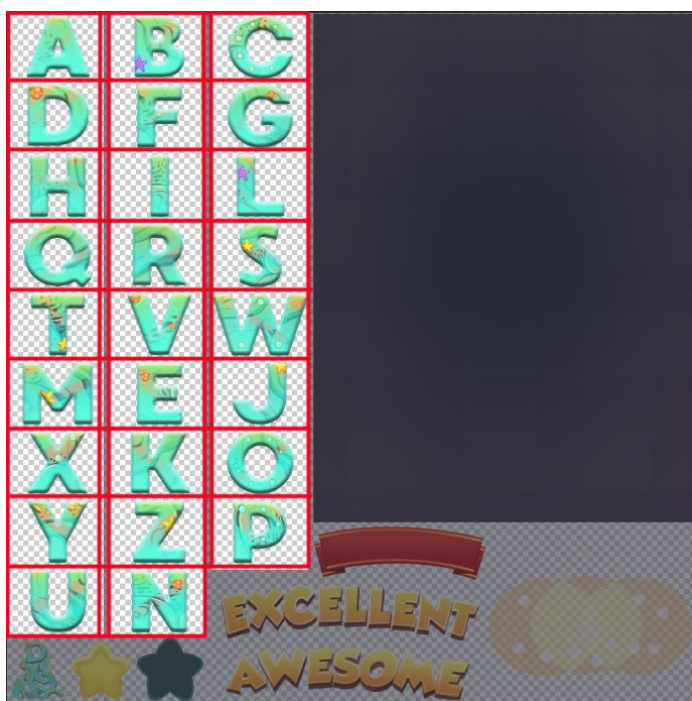


Illustration 23: "LettersAndTransitionBg" texture in Photoshop

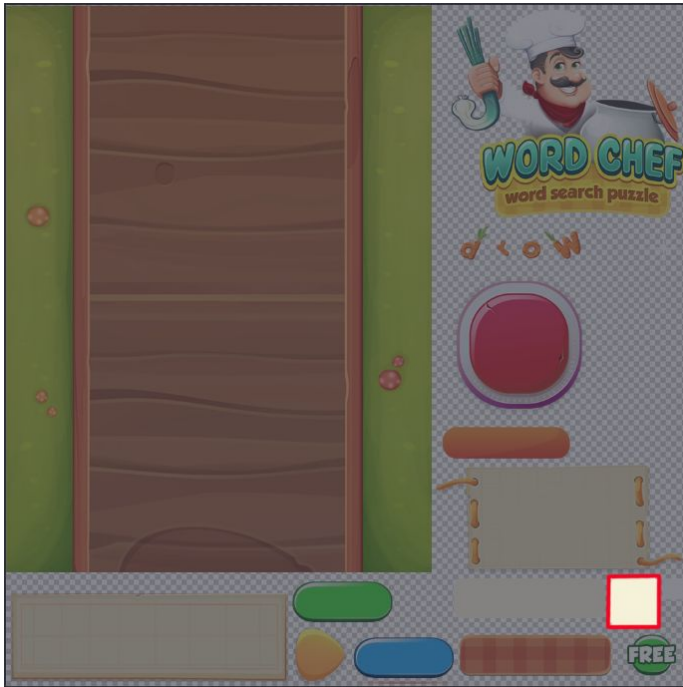


Illustration 24: "WorldSelectAndLogoElements" texture in Photoshop (One sprite used)

**5: Shop Screen** – consists of 3 textures: "UITextureNew", "WorldSelectAndLogoElements" and "ShopAndSplashScreen" texture. Elements should be reskinned 1 on 1. Gray parts are not used in this scene.

Illustration 25: Shop Screen – assembled in Unity



Illustration 26: "ShopAndSplashScreen" texture in Photoshop



Illustration 27: "UITextureNew" texture in Photoshop

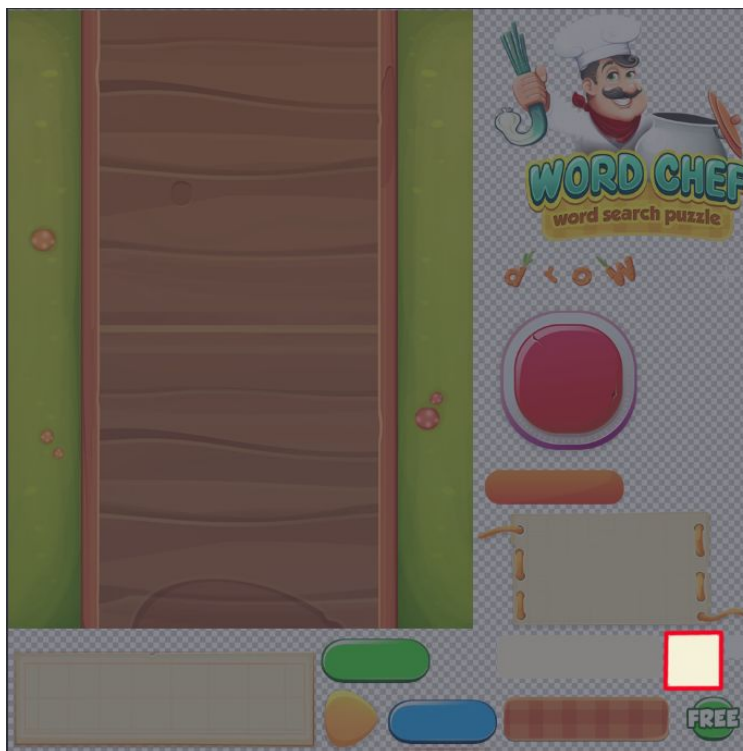


Illustration 28: "WorldSelectAndLogoElements" texture in Photoshop (One sprite used)



**5: Pop Ups** – consists of 5 textures: "UITextureNew", "ShopAndSplashScreen", "WorldSelectAndLogoElements", "LettersAndTransitionBg" and "CookCharacter" texture. These are the 5 different pop-ups: DailyReward, Pause, VideoReward, WellDone and ExtraWords. There is one additional pop-up, when a certain combo is made in the game. Elements on textures should be reskinned 1 on 1. Gray parts are not used in this scene. "CookCharacter" texture: if you want to use the same animation you must pay attention to the positions of the parts of the head and hand, otherwise they might not match properly.

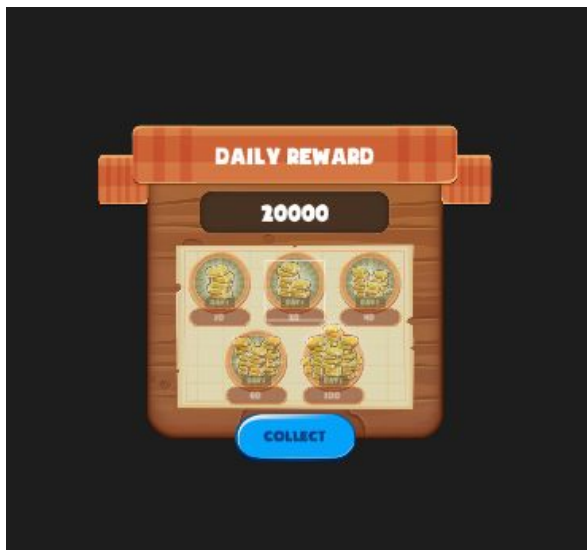


Illustration 29: Daily Reward Pop up – assembled in Unity



Illustration 30: Pause Pop up – assembled in Unity



Illustration 31: ComboText short Pop up – assembled in Unity

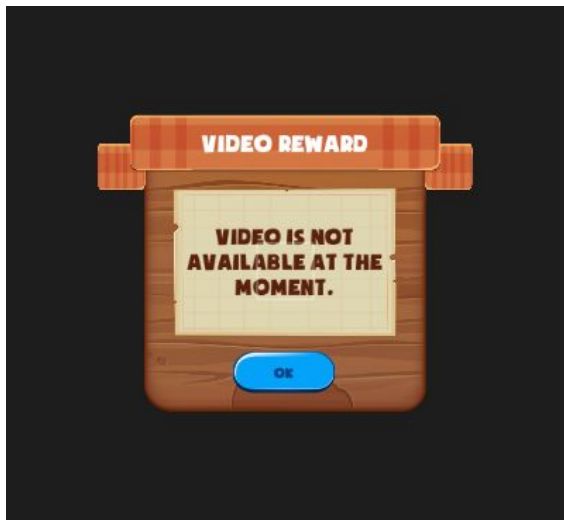


Illustration 32: Video Reward Pop up – assembled in Unity



Illustration 33: WellDonePop up



Illustration 34: ExtraWords Pop up – assembled in Unity



Illustration 35: "UITextureNew" texture in Photoshop- most of the elements from this texture are used.



### Illustration 36: "LettersAndTransitionBg" texture in Photoshop



Illustration 37: "ShopAndSplashScreen" texture in Photoshop



Illustration 38: "WorldSelectAndLogoElements" texture in Photoshop