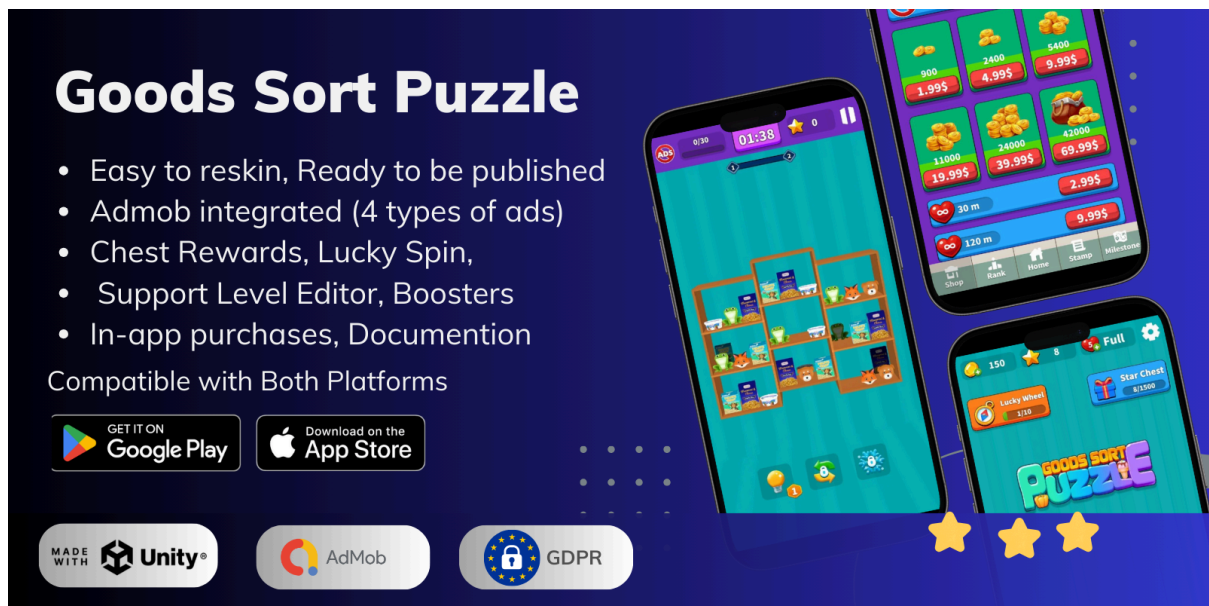


# Goods Sort Puzzle Documentation (v1.0)



Thank you anyone who boughts this package. Please feel free to ask me any question about **Goods Sort Puzzle**

**You can only publish game on Google Play, App store and other mobile stores.**

## 1. Overview

Goods Sort game template of the most popular genre for mobile platforms. You do not need to know any programming language to configure and use it. It is very easy to fill it with your own tasks, make UI changes , and start to gain experience in promoting your game and earning money.

## 2. Requirement

- Unity **2022.3.16f1** or higher
- The template works best with the version used by our developers (Unity **2022.3.16f1** ). So if there are any issues with your newer version, please let us know. If we can't solve them, you are required to use the same Unity version with us.

## 3. How to import a project

- Open Unity **2022.3.16f1** , click "Open project" → Choose "**GoodsSort\_v1.0**" folder → Wait until the import process completes.
- Double click on **Game** in **Assets/BB\_Scenes** folder → click Play button.

#### 4. How to build for Android (64 bit complaint Google Play)

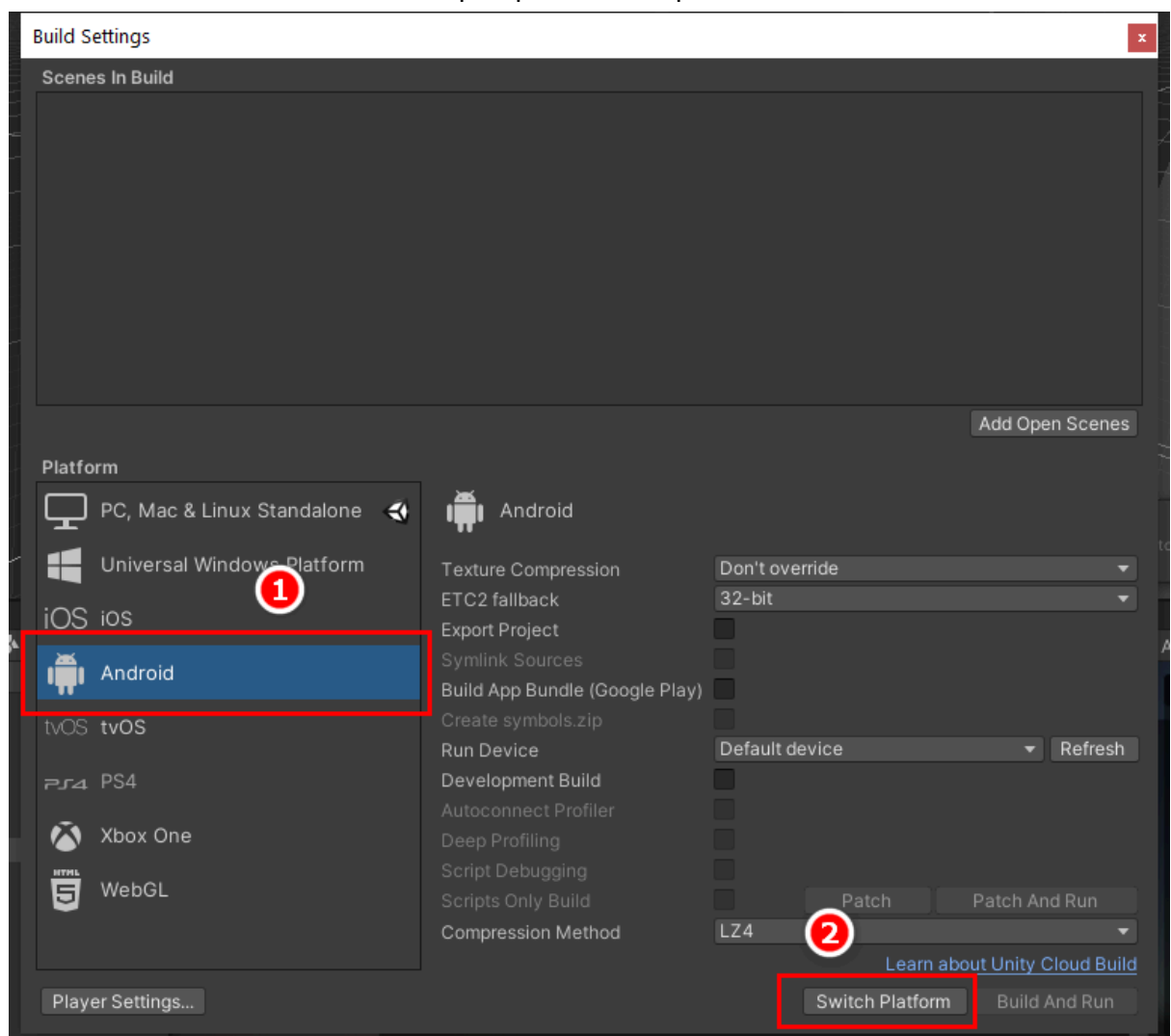
Refer video how to update SDK

<https://youtu.be/fP1moOOWhrY>

Refer tutorial :

<https://learn.unity.com/tutorial/publishing-for-android#5ecf930aedbc2a002088a2cc>

- Click File/Build Settings : Choose Add Open Scenes, Android Platform -> Click Switch Platform and wait until the import process completes.



- Go to Player Settings and look at the Configuration section:

Identification	
Override Default Package Name	<input checked="" type="checkbox"/>
Package Name	com.BBGames.SweetCandy
Version*	1.0
Bundle Version Code	1
Minimum API Level	Android 7.0 'Nougat' (API level 24)
Target API Level	Automatic (highest installed)
Configuration	
Scripting Backend	IL2CPP
Api Compatibility Level*	.NET Framework
IL2CPP Code Generation	Faster runtime
C++ Compiler Configuration	Release
Use incremental GC	<input type="checkbox"/>
Allow downloads over HTTP*	Not allowed
Mute Other Audio Sources*	<input type="checkbox"/>
Target Architectures	
ARMv7	<input checked="" type="checkbox"/>
ARM64	<input checked="" type="checkbox"/>
x86 (Chrome OS)	<input type="checkbox"/>
x86-64 (Chrome OS and Magic Leap 2)	<input type="checkbox"/>
Enable Armv9 Security Features for Arm64	<input type="checkbox"/>
Split APKs by target architecture	<input type="checkbox"/>
Target Devices	All Devices
Install Location	Automatic
Internet Access	Auto
Write Permission	Internal
Filter Touches When Obscured	<input type="checkbox"/>
Sustained Performance Mode	<input type="checkbox"/>

- Scripting backend: Set to IL2CPP
- Uncheck x86

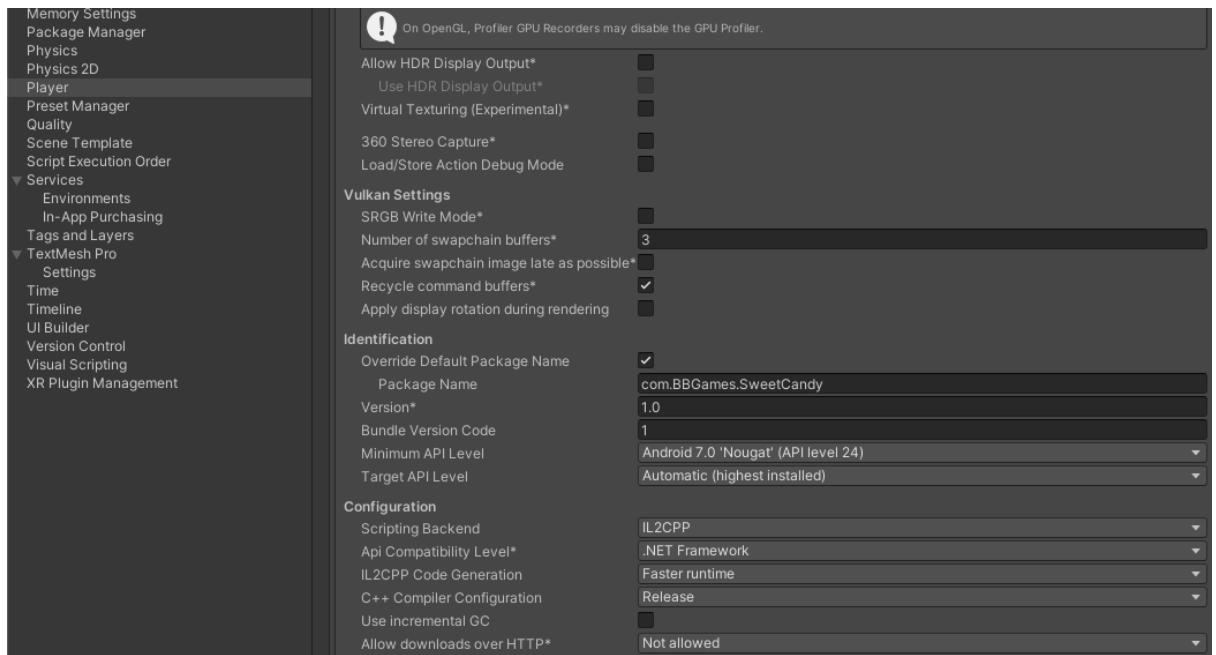
Building for Android sometimes get errors because of your environment. If you encounter any errors, please make sure that your building environment is set up correctly by creating new empty project and then build. If it failed to build, then you have to find a way to fix it.

If you succeed to build an empty project and still encounter error when building my project, then:

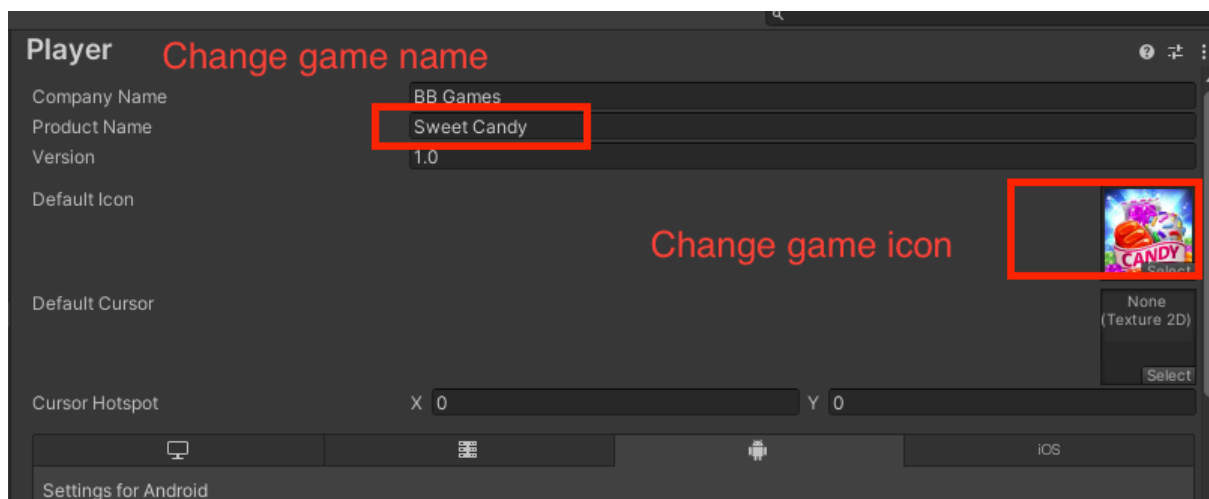
- Use the same Unity version with us (Unity **2022.3.16f1**)
- Feel free to contact us

## 5. How to change package name

Click File/Build Settings : Choose Player Settings . On Inspector panel, click Other Settings. And edit your Package Name



- Change game name ,icon



## 6. How to CONFIG(Admob)

To see the **CONFIG Mobile ads**, please click on the menu **BBGame/Mobile Ads** → look at the Inspector at the right side

Change your Admob id and click **Save**

**Advertisement Settings**

Debug Mode ☐

**Enable visual scripting support:**

Playmaker ☐

Unity Visual Scripting ☐

**Select the ad providers you want to enable for each platform:**

Android Admob

[Download Admob SDK](#)

Test Mode ☐

Test Device ID

App ID

Banner ID

MRec ID

Interstitial ID

Rewarded Video ID

Rewarded Interstitial ID

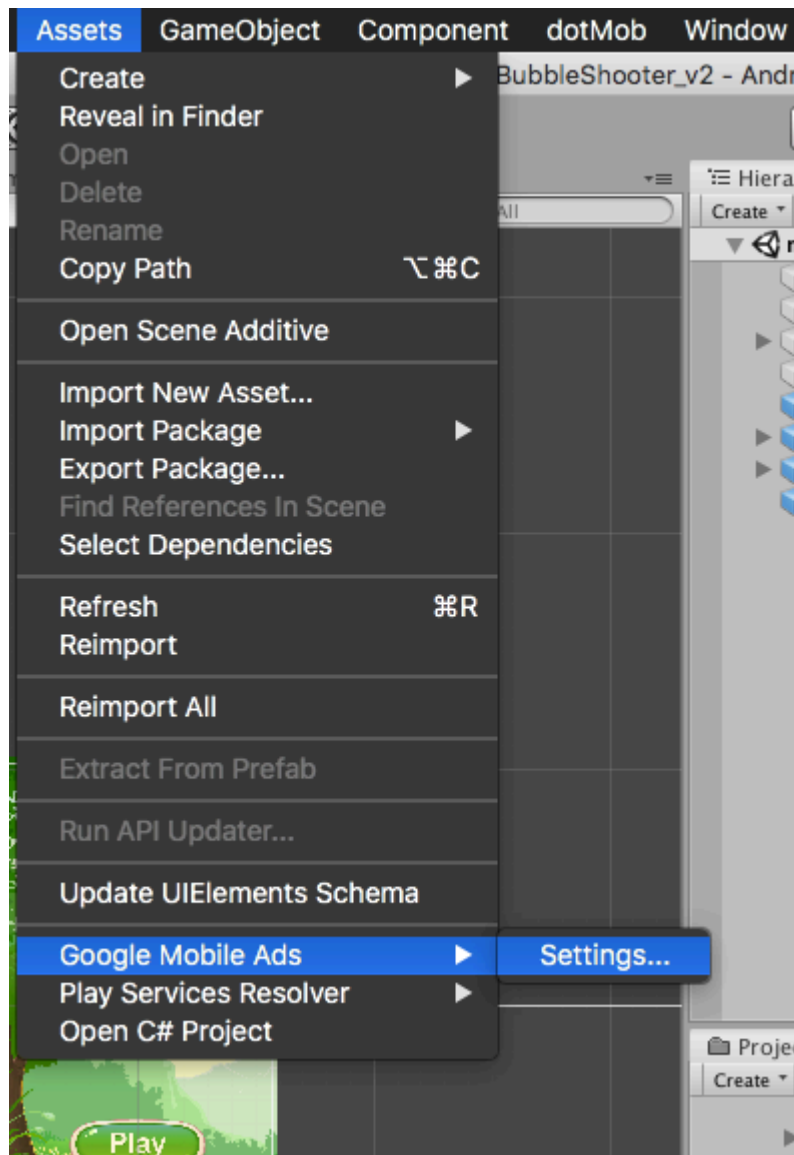
App Open ID

Directed for children ☐

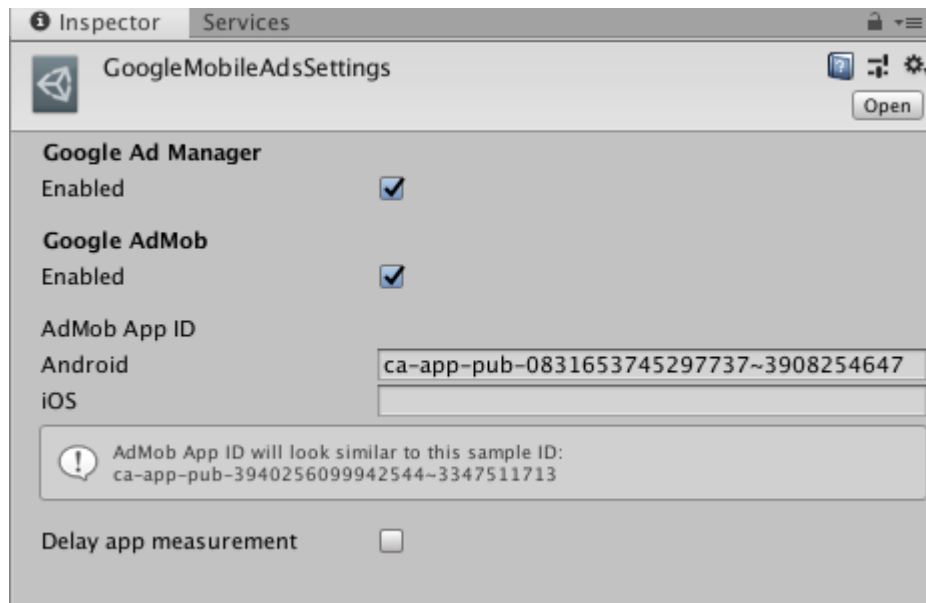
iOS None

[Save](#)

- Click Menu Assets/Google Mobile Ads

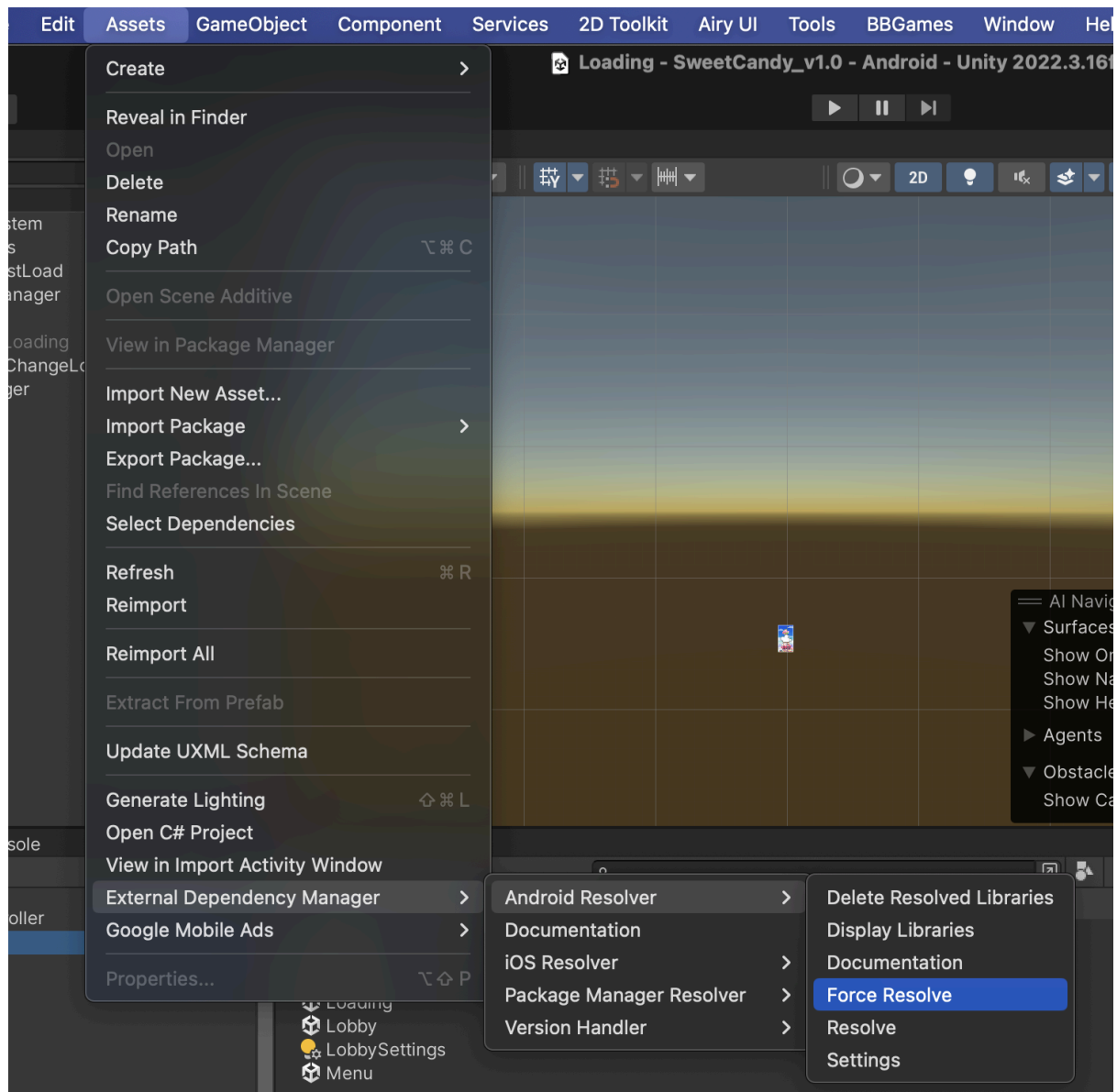


Change your Admob App ID



Preparing for build

Before building make sure to Force Resolve your Android dependencies.

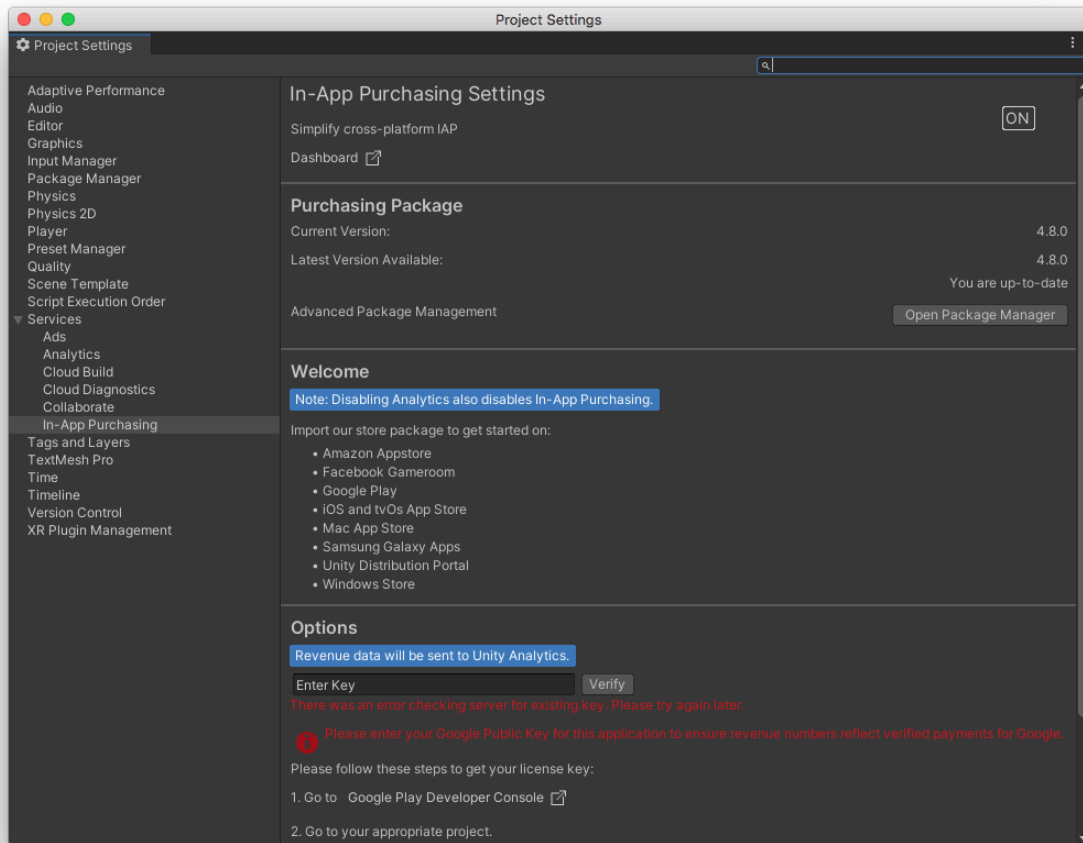


## 7. How to Set up in-app purchase

### Enable IAP

To enable IAP first you need to import the Unity plugin from the Services window. Open the Services window and turn on IAP then click the Install the latest version button:





You can find the product ID in the **Config.cs** . script .

```
public class Config
{
    #region IAP

    public enum IAPPackageID
    {
        big_bundle,
        super_bundle,
        huge_bundle,
        mega_bundle,
        brilliant_bundle,
        remove_ads,
        coin_900,
        coin_2400,
        coin_5400,
        coin_11000,
        coin_24000,
        coin_42000,
        heart_infinite_30m,
        heart_infinite_120m,
        boost_5,
        boost_12,
        boost_25
    }

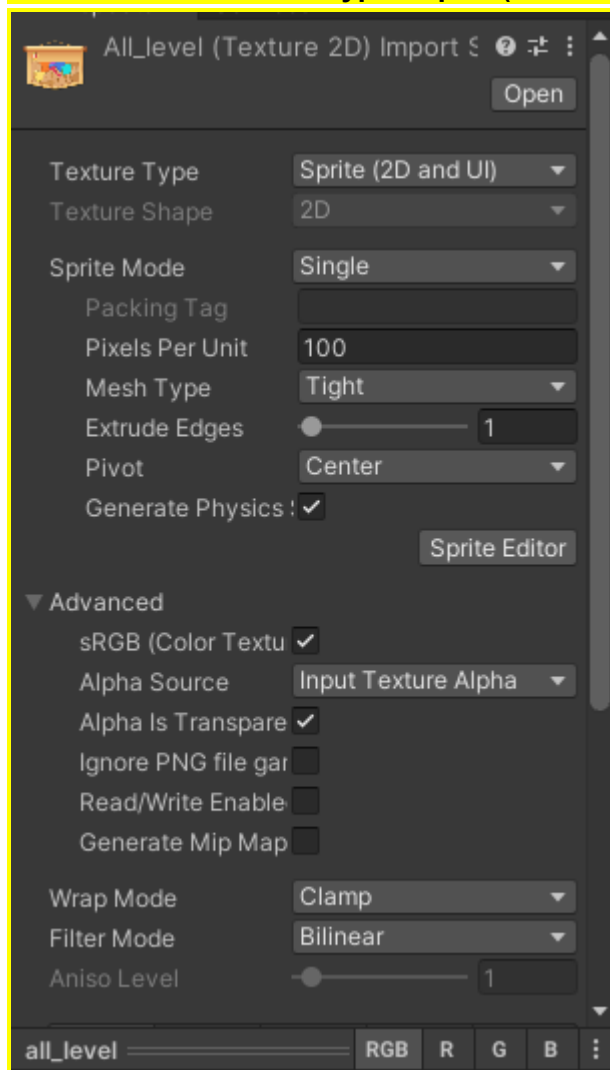
    #endregion
}
```

- The price of each product ID will map according to the price you configure on Google Play or AppStore
- When you register in-app products on stores (Google Play, iTunes), make sure that the product ids are identical in both places (the stores and Unity).
- In-app purchase only works in your device (Android, iPhone ..) **after** you publish the game.

## 8. **How to reskin**

Almost all graphics located in the folder **Assets/BB\_Textures/**. You need just replace your art in this folders, keep the same name, same size in PNG format

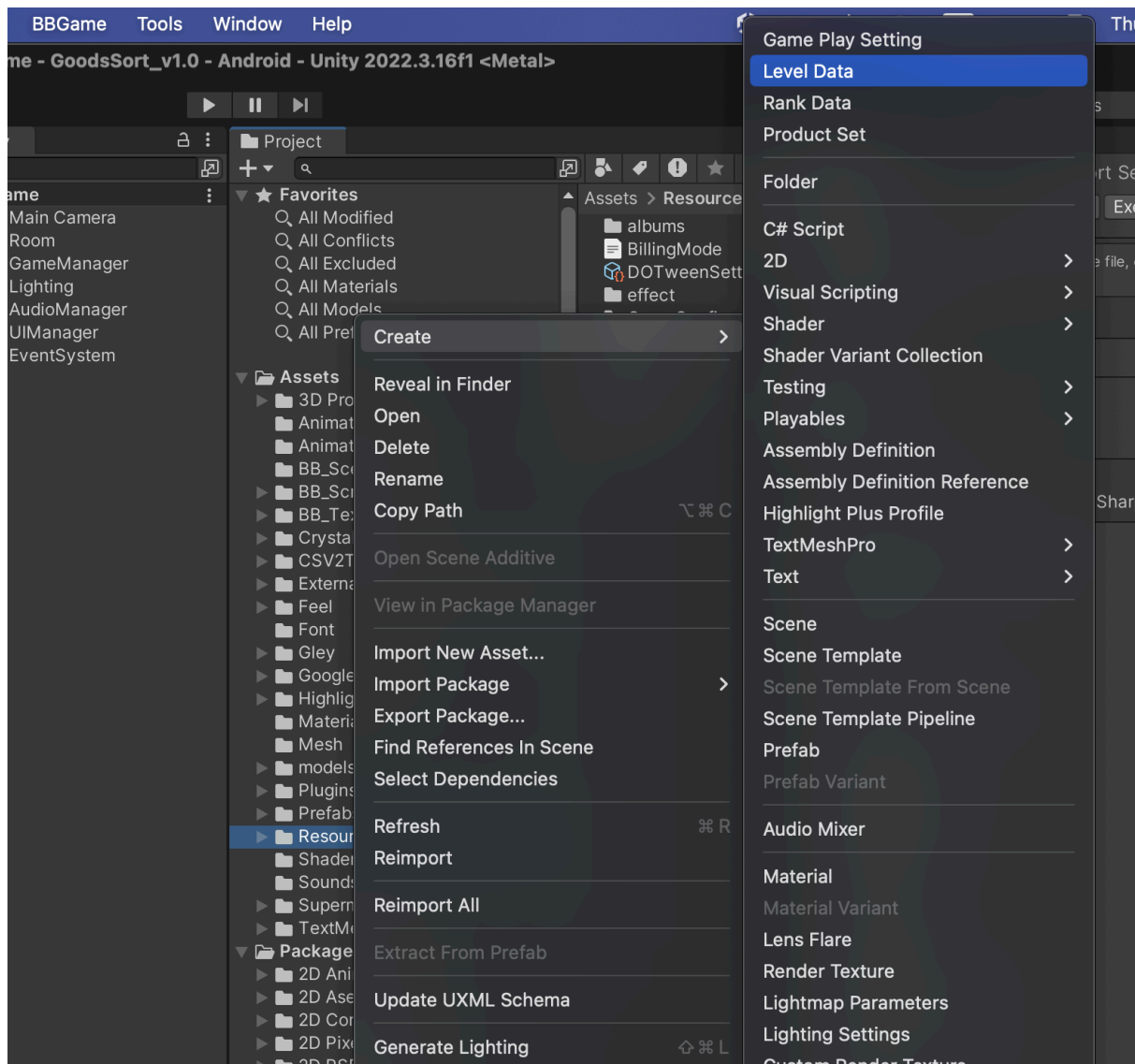
**Note : Choose Texture Type : Sprite(2D and UI)**



## 9. How to use Level Editor

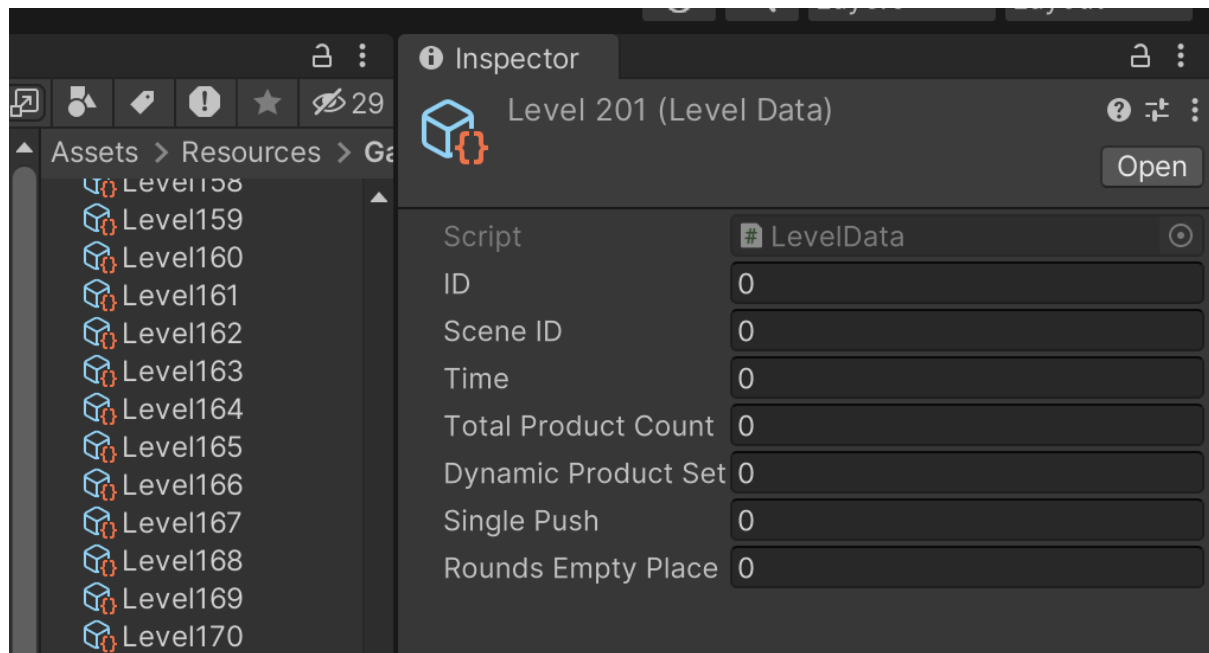
Goods Sort game template provides a visual editor that allows you to change the settings of the game and create new levels easily and without the need of programming. You can access the editor by these steps

- Go to folder **Assets/Resources/GameLevels**. You will see all 200 levels which we created and you need create new level in this folder
- Right click and choose **Create/Level Data**



Rename your new level, in this case, you need rename it to Level 202

- Fill all empty row to your parameters, you should check previous levels and fill it



**ID:** for example Level 202, you set it to 202

**Scene ID:** please check prefabs in **Assets/Resources/Shelves**. Then choose one for your level

**Time :** Timer value for your level

**Total product count :** pair of product, it's multiple of three (3,6,9...)

**Dynamic product set :** you should choose ID from **Assets/ Resources/ProductSet** and pick ID in element. For example, I choose ID 0

**Single Push :** choose default 4

**Round empty place :** choose default 5

## 10.Contact us

If you have any questions, do not hesitate to contact me via

Email: [bimbimnetstudio@gmail.com](mailto:bimbimnetstudio@gmail.com)