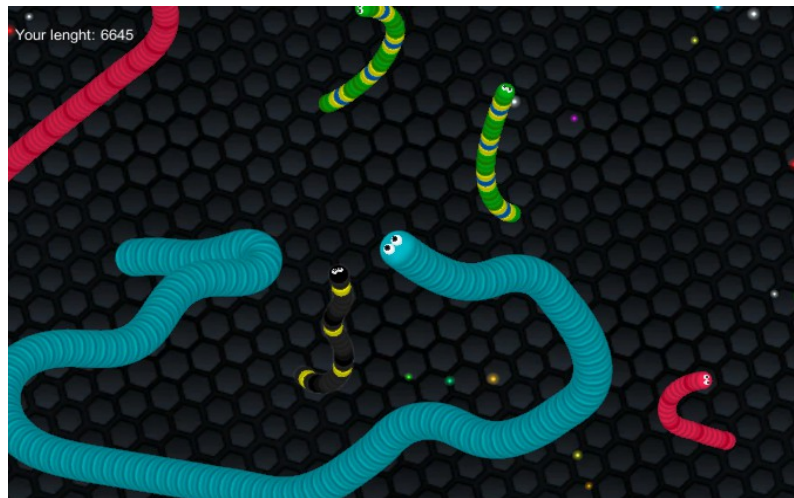


Slither – Unity (iOS/Android)

Reskin Help Documentation



This Project Requires UNITY 5.3.X For the new IAP System.
IMPORTANT: TO COMPILE THE PROJECT YOU FIRST NEET TO ENABLE
UNITY IAP AND UNITY ADS (it just take 1 minute) PLEASE REFER TO
THE OFFICIAL GUIDE:

<http://docs.unity3d.com/Manual/UnityIAPSettingUp.html>

<http://docs.unity3d.com/Manual/UnityAdsHowTo.html>

Summary:

- 1) Compiling for Xcode (iOS) – What do you need?
- 2) Configure In-app Purchase (Remove Ads)
- 3) Rate and Share
- 4) GameManager – Overview (Add new snake skins)
- 5) Adnetworks Setup
- 6) Textures
- 7) GUI Customization

Compiling for Xcode (iOS) - What do you need?

As always, when you compile a project for Xcode you need something to do.

Fortunately , in this case it's simple enough.

First of all you need to **add the “AdMob” SDK to your Xcode project.**

Download it from here: <https://developers.google.com/admob/ios/download>

Now beware : **If you are using a Virtual Machine** with iOS but you have Windows :

DO NOT UNZIP THE FOLDER IN WINDOWS AND DRAG TO VIRTUAL MACHINE!

Why? Because Windows will corrupt the sdk file and Xcode can't recognize it.

So take the .zip file and extract it directly inside the iOS.

Now the next step is : In Xcode Build Settings:

1. Turn **off** the *Enable Bitcode*
2. Turn **on** the *Enable Modules (C and Objective-C)*

Done! Now you can successfully compile the project for iPhone.

This is an in-depth guide on how it works: <https://developers.google.com/admob/ios/quick-start>



Mr. Bill is laughing at you

Configuring In-App-Purchase

The FIRST THING you need to do is to enable Unity IAP:

<http://docs.unity3d.com/Manual/UnityIAPSettingUp.html>

Configuring IAP is **really simple**, now you need to create the in-app-products on the respective platforms (Google Play for Android / iTunes Connect for iOS) :

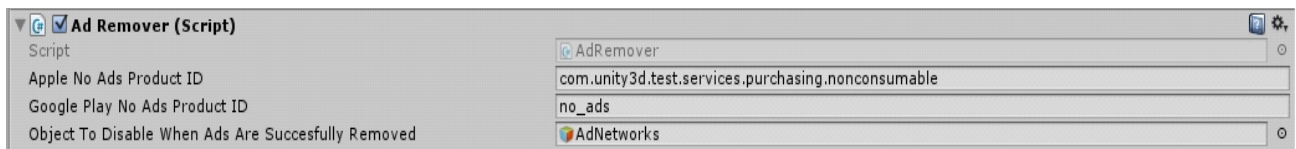
To configure your in app product on Google Play please refer to this link:

http://developer.android.com/google/play/billing/billing_admin.html

To configure your in app product on iTunes Connect please refer to this link:

https://developer.apple.com/library/ios/documentation/LanguagesUtilities/Conceptual/iTunesConnectInAppPurchase_Guide/Chapters/SubmittingInAppPurchases.html

Once you've got your respective Product IDs past them in the **AdRemover** script located in the **GameManager** gameobject.



Remember that to test your in-app-purchase you first need to publish the game on the respective platforms, otherwise it will not work.

For more details about iAP testing please refer to the official guides:

To test on Android:

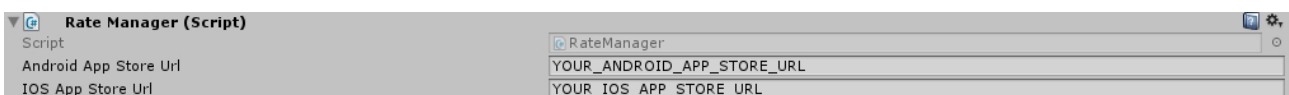
http://developer.android.com/google/play/billing/billing_testing.html

To test on iOS:

https://developer.apple.com/library/ios/documentation/LanguagesUtilities/Conceptual/iTunesConnectInAppPurchase_Guide/Chapters/TestingInAppPurchases.html

Rate and Share

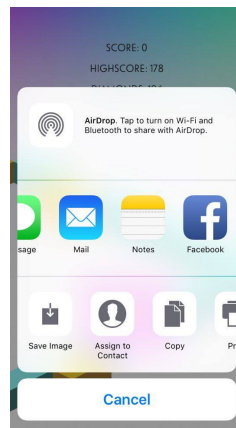
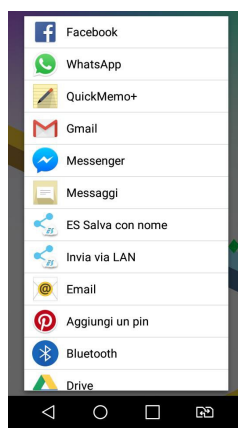
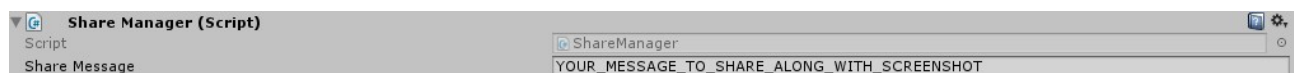
In GameManager gameObject you will find these scripts:



HINT: For, Android, If your bundle name is com.game.company the final URL would be

<https://play.google.com/store/apps/details?id=com.game.company>

Anyway, it's better to use an URL with a redirect set by yourself so you have the full control even if links are changed.



The share function, when the relative button is clicked, will automatically share, with “native dialogs” (iOS/Android), the “HighScore” screenshot when the game is over.

GameManager – Overview

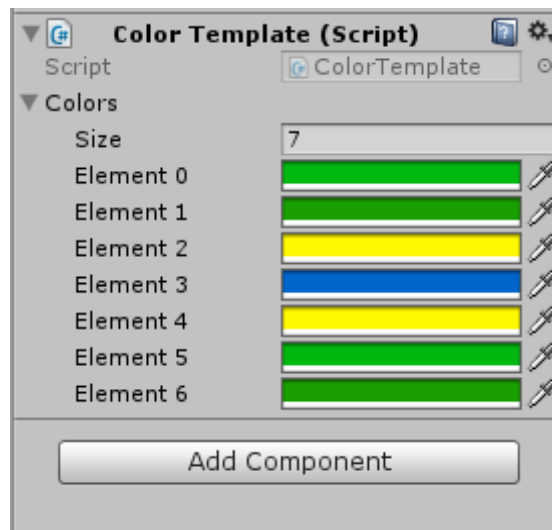
In this particular project the GameManager is used for the Sharing,Rating, and IAP features. In this gameObject you will find all the scripts you need to edit if not differently specified above this document.

---HOW TO ADD NEW SNAKES COLORS

To add new snake templates you just have to do few things.

Open the gameObject in the hierarchy called Skins_Manager. Inside this gameObject you will find some placeholder called Skin1,Skin2,Skin3. Etc etc

If you click on them you will see that they hold a script called “Color Template”



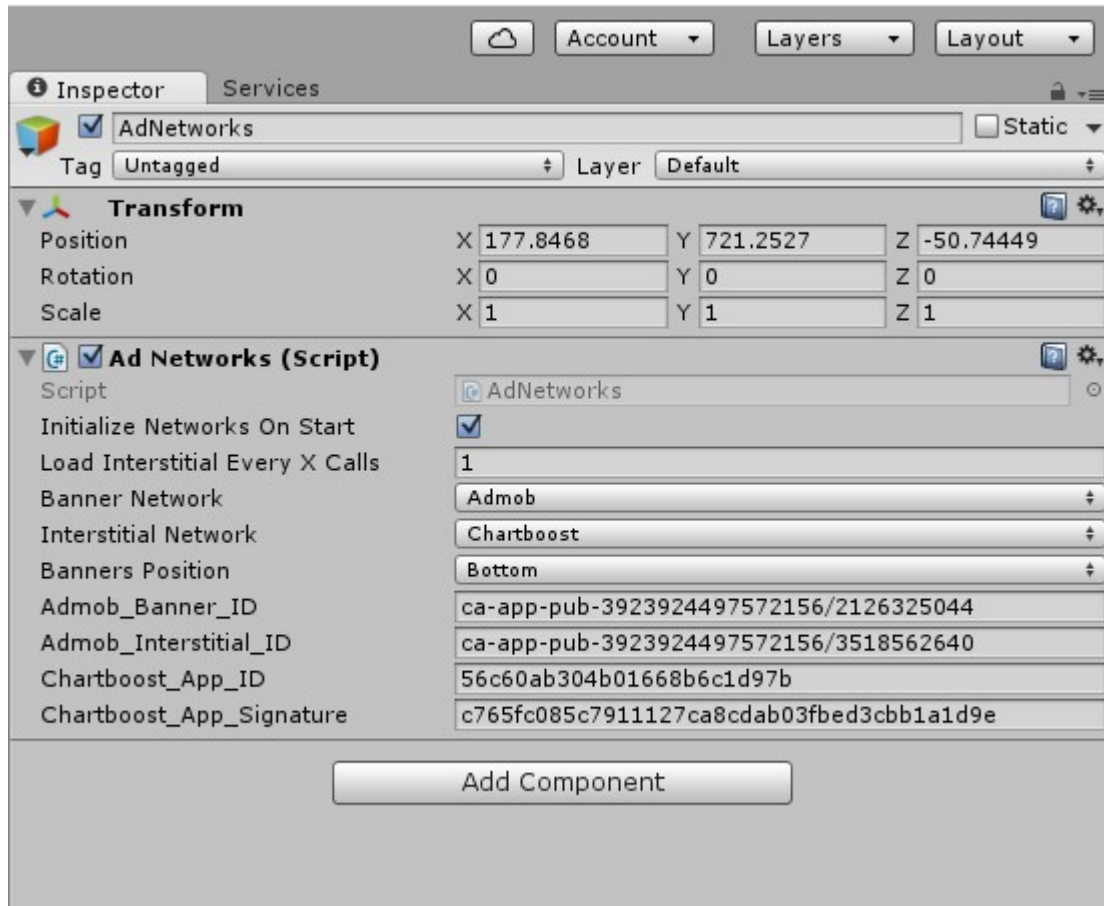
To add new snakes with different color patterns just duplicate one of these Skins object and edit the Colors “Array”. The snakes will recognize these templates automatically and they will set a random color each time they spawn.

Ad Networks - Setup:

This script is based on our plugin All-In-One.

You will find the script in the AdNetworks gameObject.

In This particular game you cannot enable banners (Since with the banners it would be impossible to play) but you can customize the interstitial ads



Load Interstitial Every X Calls : Each X Game Overs the Interstitial will be called. By default is set to 1 so each time the player will die it will throw and Interstitial. Change this value to call Interstitial less times.

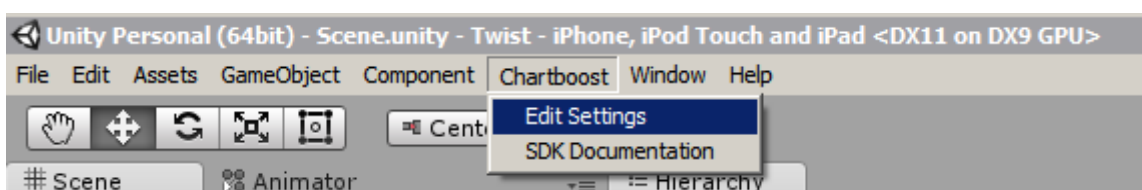
Banned Network : You can enable or disable AdMob Banners here. NOT USED IN THIS PROJECT

Interstitial Network : You can choose to use AdMob or ChartBoost Interstitial ads. Or just disabling them.

Banners Position : You can choose the banner ads position. Don't change it. It's better for banners to stay on bottom of the screen. NOT USED IN THIS PROJECT

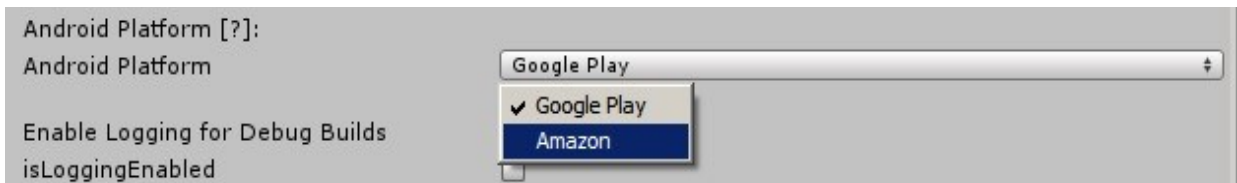
AD IDS: To use one of the adNetworks you need to setup the banner/interstitial Ids (for AdMob) and your app-ID and app-Signature (For Chartboost).

Important: For ChartBoost when you create a new interstitial view the changes on the platform will occur in 1 hour so don't panic if you can't see the interstitial ads. Also make sure that you set up Debug Mode off from ChartBoost Platform

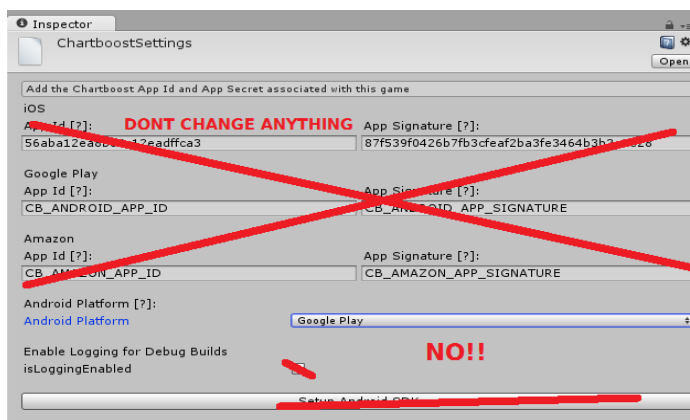


Also if you publish on **Amazon Store** you have to change only one thing : Click on **Chartboost window on top of your unity screen, then click Edit Settings.**

Now in the window that opens in the right change this value



Don't click or change anything else because everything has been handled dynamically by our AdNetworks Script. So don't change app-signatures etc. It's not needed! Also if you click "Setup Android SDK" prepare to unlimited bugs. Seriously don't do that.



Textures:

As always, the textures of the game are inside their respective folders in "Assets". From there you can change all the graphics and audios of the game. Keep the same file name/extension to don't lose the references.

GUI Customization

When you open the project you will see the GUI GameObject.
Inside this gameObject you will find all the GUI elements of the game.

Now, deactivate everything, customize the part you need and re-activate them to the original status. In this way you can edit all the game UI parts that you need without overlapping the elements.

Using the Unity GUI System you can edit everything you need.

Conclusions:

That's it and thank you for buying my product. If you have any questions please contact me at obliusgames@gmail.com

If you find this code and our documentation helpful please rate us. Thank you!