



CROSSY BRIDGE

USER GUIDE

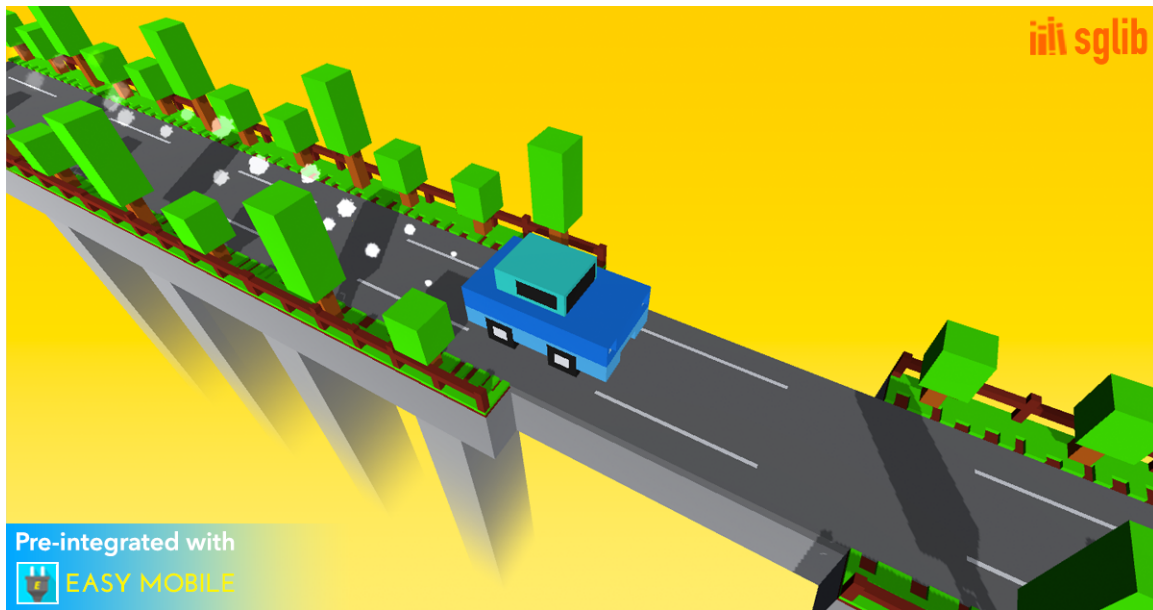
We strive to provide the best service as we can, if you have any questions or suggestions, please email us!
Thank you!

SgLib Games
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1 INTRODUCTION



In this game, you need to tap accurately to place the bridges at the right position and help the car go through! **Crossy Bridge** is a simple, fast-paced game that will put the player's reflexes to the ultimate test. An addictive easy-to-play-hard-to-master game!

Crossy Bridge is ready for release out-of-the-box. Everything just works. It is also flexible and customizable. Some highlights:

- Addictive one-touch gameplay
- Daily reward system for better retention
- Lots of built-in characters with cute blocky style
- Free-to-use assets (fonts, sounds, music, model, etc.)
- Optimized for mobile

Most importantly, this template is pre-integrated with **Easy Mobile** plugin, making it a truly fully-featured game that is release-ready. Easy Mobile is a comprehensive, cross-platform package that provides most of desired features of mobile games:

- Support for AdMob, Chartboost, Heyzap and UnityAds
- In-app purchasing
- Support for Game Center (iOS) and Google Play Games Services (Android) for leaderboards and achievements
- Sharing to social networks

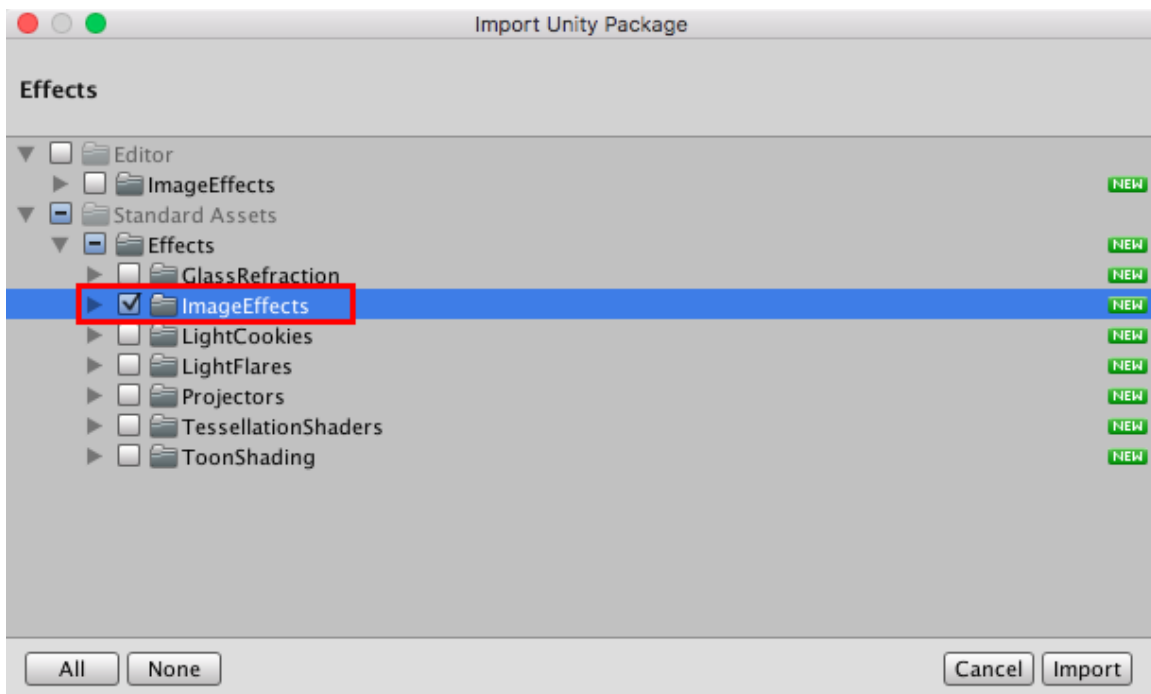
Being *pre-integrated* means this template is already configured to work with Easy Mobile. All you need is import Easy Mobile and do a few setup steps, and have all the above features readily implemented. You don't even have to write a single line of integration code!

It's worth noting that the use of Easy Mobile is totally optional: as long as it's not imported, all the integration code will automatically be excluded from compilation, so that no impact will be made on the game, which is fully functioning on its own.

2 GETTING STARTED

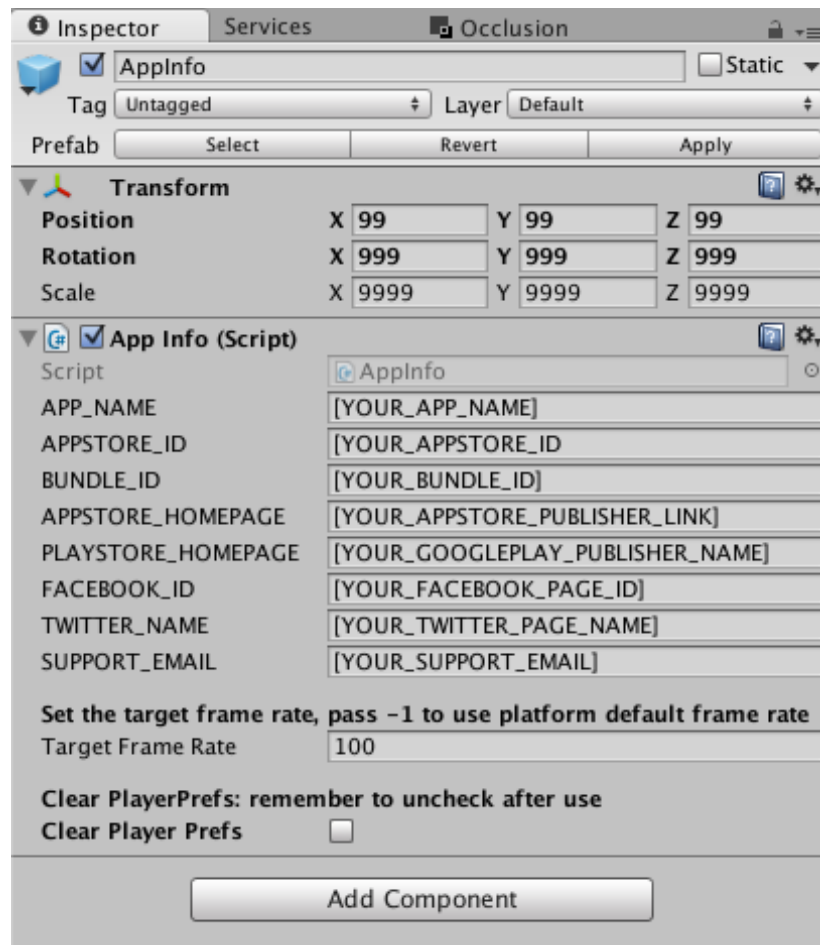
2.1 Import Standard Assets

This template uses the Blur image effect from Unity's Standard Assets, so you need to import it before running the game. To do so, go to menu *Assets > Import Package > Effects*, in the opened dialog exclude everything except the *Standard Assets/Effects/ImageEffects* folder and click *Import*.



2.2 Enter app information

The project contains a game object called AppInfo where you can fill in important app-related metadata like AppStore Id and Bundle Id. These values will be used for features like Rate Us button and opening Facebook or Twitter page.



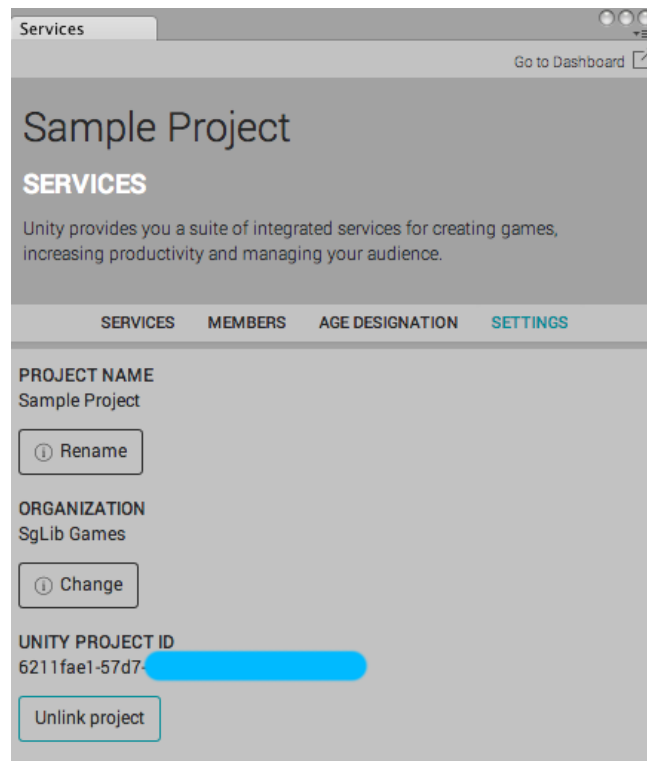
Besides basic app info, there're 2 other important variables:

- *TargetFrameRate*: set the target frame rate for the game, which should be at least 60fps for smooth motion.
- *ClearPlayerPrefs*: a convenient variable used for debugging purpose, check this and run the game will clear the *PlayerPrefs* (using *PlayerPrefs.DeleteAll()* method). It only works in the editor but it's worth remembering to uncheck the variable after use to avoid later confusion.

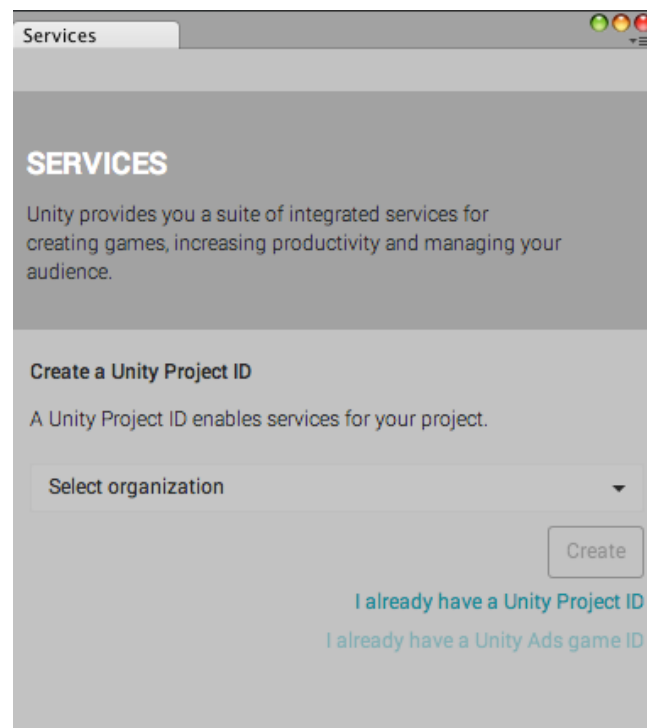
2.3 Link the game to your Unity project

When developing this template, we normally need to link it to our own Unity project for testing, therefore you may need to unlink it from our project and link it to your own one, if you're going to use Unity services (e.g. if you want to enable premium features of this template, you'll need to use Unity IAP service). To unlink the project:

- Select Window -> Unity Services
- Select SETTINGS tab
- Click Unlink Project button



Now you can create a new project for the game.



Now your game is linked to your own Unity project and is ready to use Unity services.

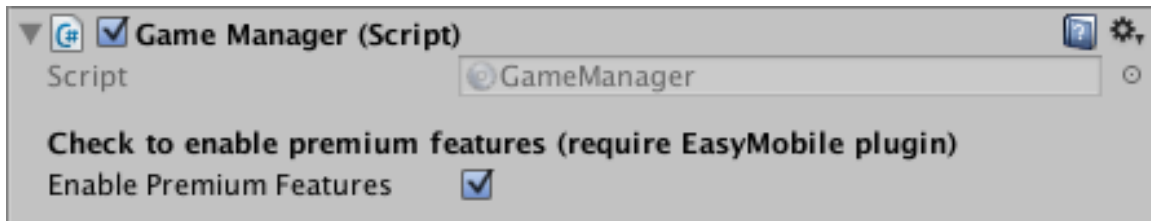
2.4 Testing Note

There are 2 scenes in this game, it should be run from scene *Main*.

3 TEMPLATE CUSTOMIZATION

3.1 Toggling premium features UI

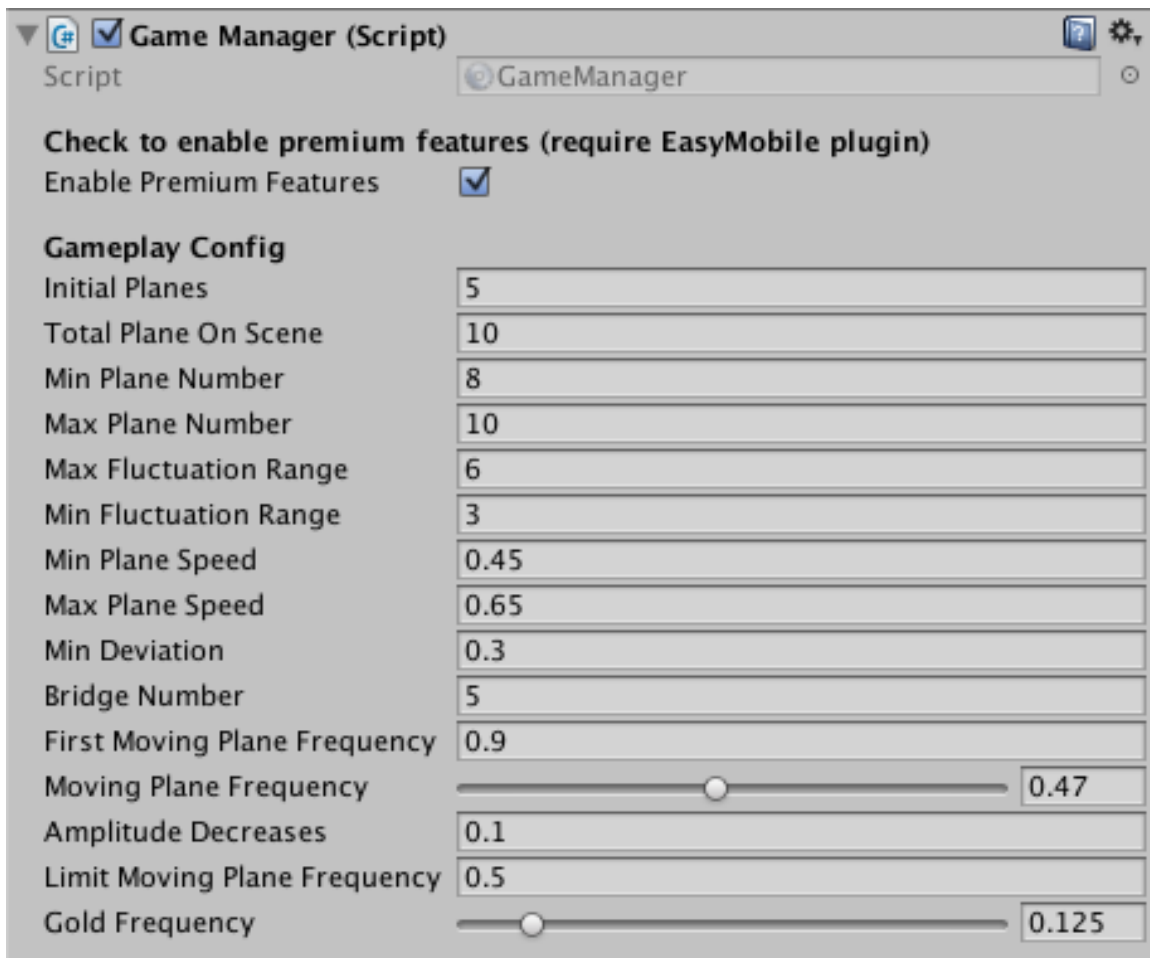
In the hierarchy there's an object named *GameManager* which manages most of the important aspects of the game. One of the important options is enabling or disable premium features via the *EnablePremiumFeatures* toggle. Enabling these features will make the relevant buttons (leaderboard, in-app purchase, sharing, etc.) visible in the game UI. Otherwise, these UI elements will be hidden. Note that this option only displays or hides the UI buttons, for these buttons to actually function you need to import the Easy Mobile plugin as mentioned above. Please see the **Enabling Premium Features** section below for more information.



3.2 Gameplay tweaking

3.2.1 GameManager

The *GameManager* object also holds important parameters which you can adjust to tweak the gameplay.



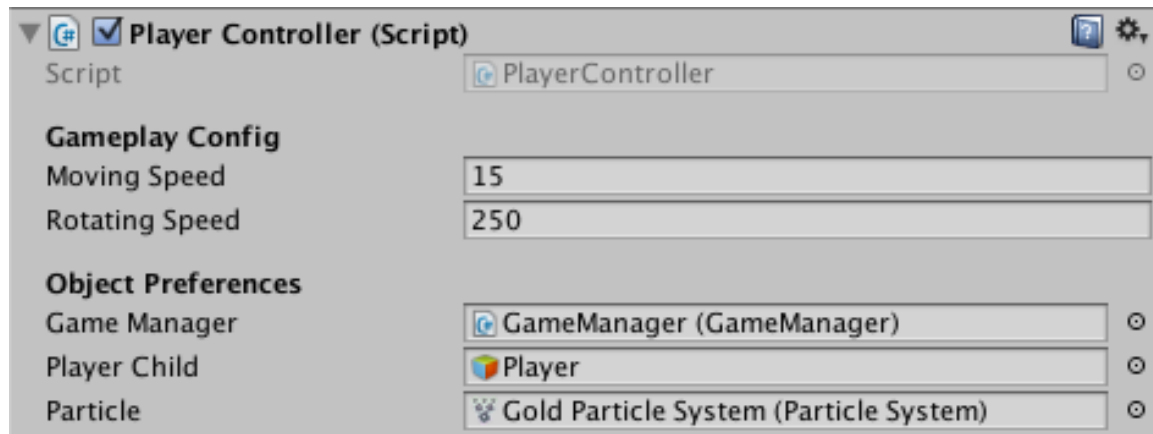
- *InitialPlanes*: how many plane created when the game start.
- *TotalPlaneOnScene*: how many plane (normal plane) you have on scene, the maximum plane
- *MinPlaneNumber* & *MaxPlaneNumber*: maximum & minimum number of plane, the actual number of plane are randomized between these two values.
- *MaxFluctuationRange* & *MinFluctuationRange*: maximum & minimum fluctuation range of moving plane, the actual fluctuation range are randomized between these two values.
- *MinPlaneSpeed* & *MaxPlaneSpeed*: minimum and maximum moving speed of moving plane, the actual speed are randomized between these two values.
- *MindDeviation*: Min deviation when moving plane stop at the same position with plane ahead.
- *BridgeNumber*: if set to 5, you will have 1 moving bridge after the first 5

planes, 5 planes next, you will have 2 moving bridges, and so on; the number of moving bridges will be increased every time you cross 5 bridges.

- *MovingPlaneFrequency*: the appearance probability of “MovingPlane.”
- *AmplitudeDecreases*: MovingPlaneFrequency will be minus by this value every time you cross 5(BridgeNumber) bridge
- *LimitMovingPlaneFrequency*: the limit of the appearance probability of “MovingPlane”.
- *GoldFrequency*: the appearance probability of “gold” (or coin).

3.2.2 PlayerController

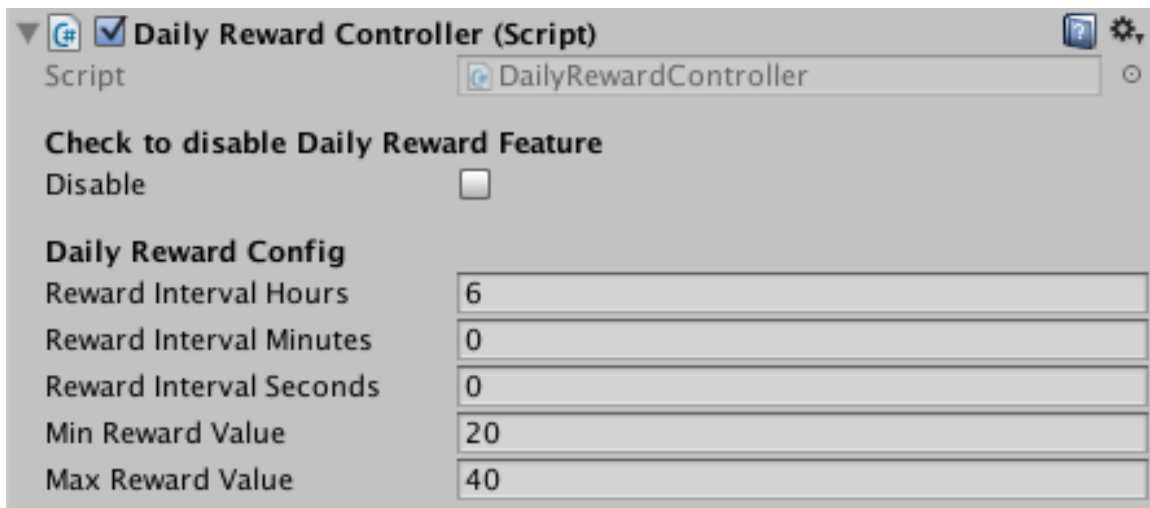
Another important object in the hierarchy is the object named ParentPlayer, which holds the *PlayerController* component.



- *MovingSpeed*: moving speed of player
- *RotatingSpeed*: rotating (turning at the corners) speed of player

3.3 Daily reward feature

This template has a built-in daily reward system in which the user will be rewarded with coins every predefined interval of time. This is an effective way to increase user engagement and retention for your game. You can configure this feature from the *DailyRewardController* object in the hierarchy.

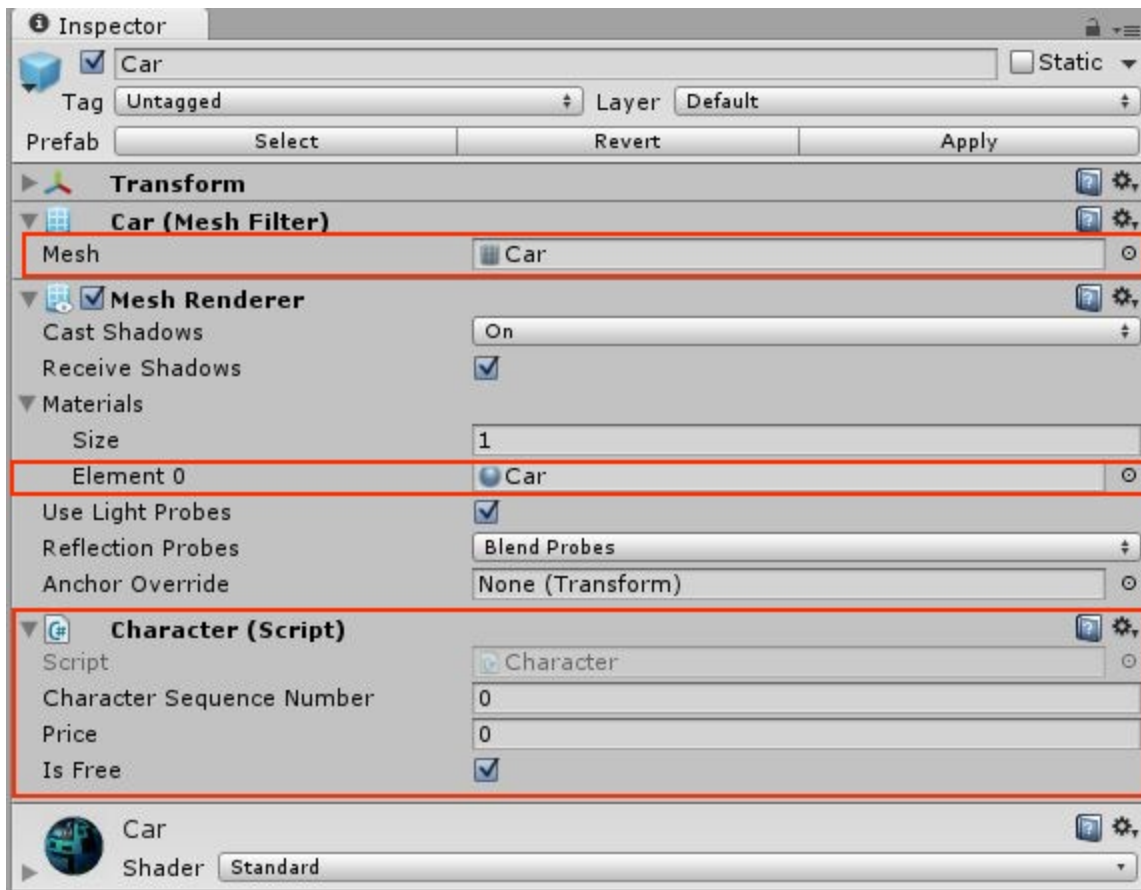


- *Disable*: check to disable this feature
- *Reward Interval Hours, Minutes and Seconds*: the amount of time until the next reward
- *Min Reward Value & Max Reward Value*: the actual rewarded coins will be randomized between these two values

3.4 Adding more characters

Out-of-the-box, this game is already packed with 30 characters, cute and ready to use! If you want to add more, follow these simple steps:

- Create a character model with the pivot at the bottom center.
- Navigate to *Assets/Prefabs/Characters/CharacterPrefabs* and duplicate one of the available character prefabs.
- Change the name of the prefab to a preferred one.
- Replace the *Mesh* in the *MeshFilter* component with your new model mesh.
- Replace the *Material* in the *MeshRenderer* component with your new character material.
- Enter the character name and price to the *Character* component. Check the *isFree* option if you want to give out this character for free (it will be automatically unlocked). **Important:** the new character's name must not repeat any existing character name.
- Resize the character array in *CharacterManager* game object then drag the new character to it and hit Apply to save changes to its prefab.

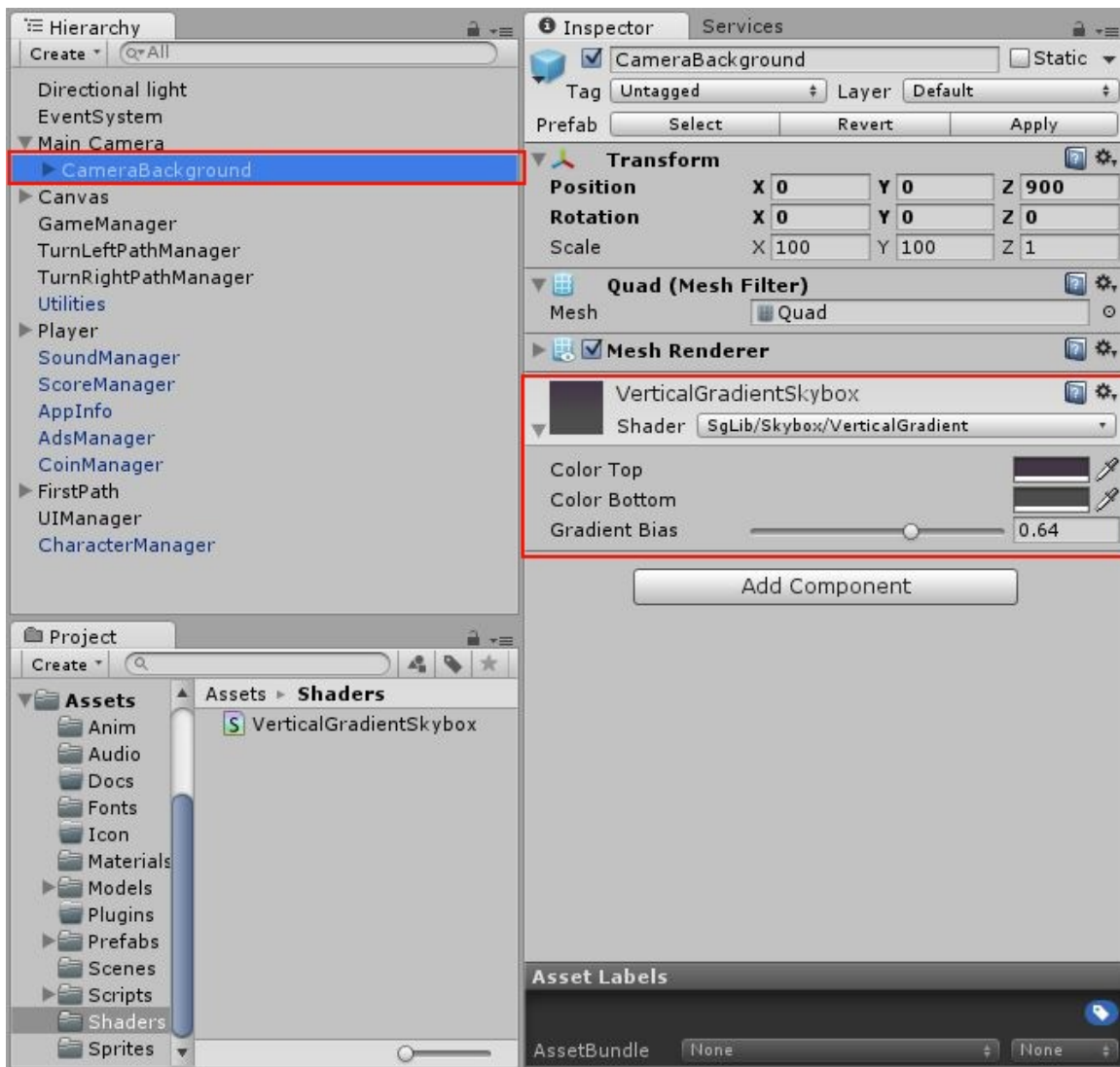


Now the new character has been added and ready to use in game! You will see it listed in the *CharacterSeletion* scene.

3.5 Changing background gradient

The gradient sky background in this game is implemented by a gradient shader call *VerticalGradientSkybox* located in the *Shaders* folder. It's an easy-to-use vertex/fragment shader. To modify the background gradient colors:

- Navigate to game object *CameraBackground* under *MainCamera*.
- Modify the gradient colors: *ColorTop*, *ColorBottom* and adjust the *GradientBias* until you're satisfied with the result.
- Hit *Apply* to save changes.

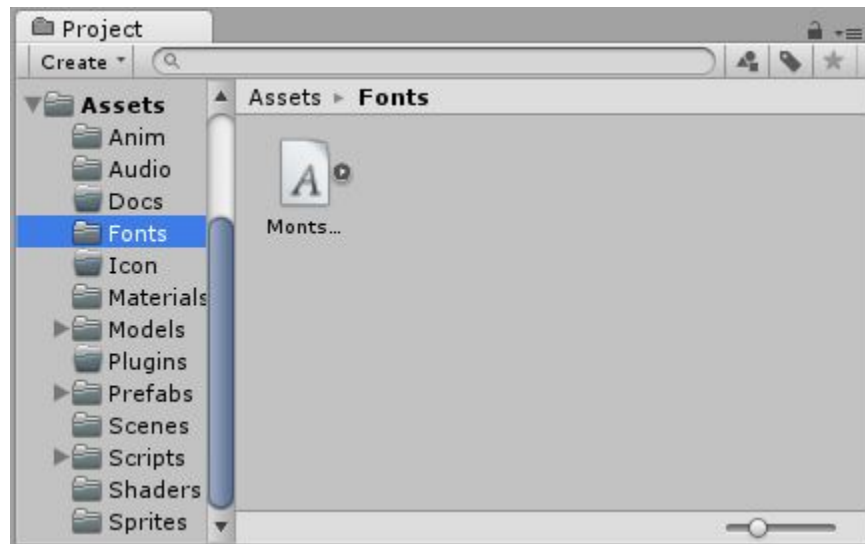


3.6 Customizing UI

All sprites used in this game (for buttons and other UI components) are located under the *Sprites* folder. You can replace them with your own sprites to modify the UI as you like.



All fonts used in this game are free-to-use in commercial projects. Fonts are located under the *Fonts* folder together with appropriate license files.

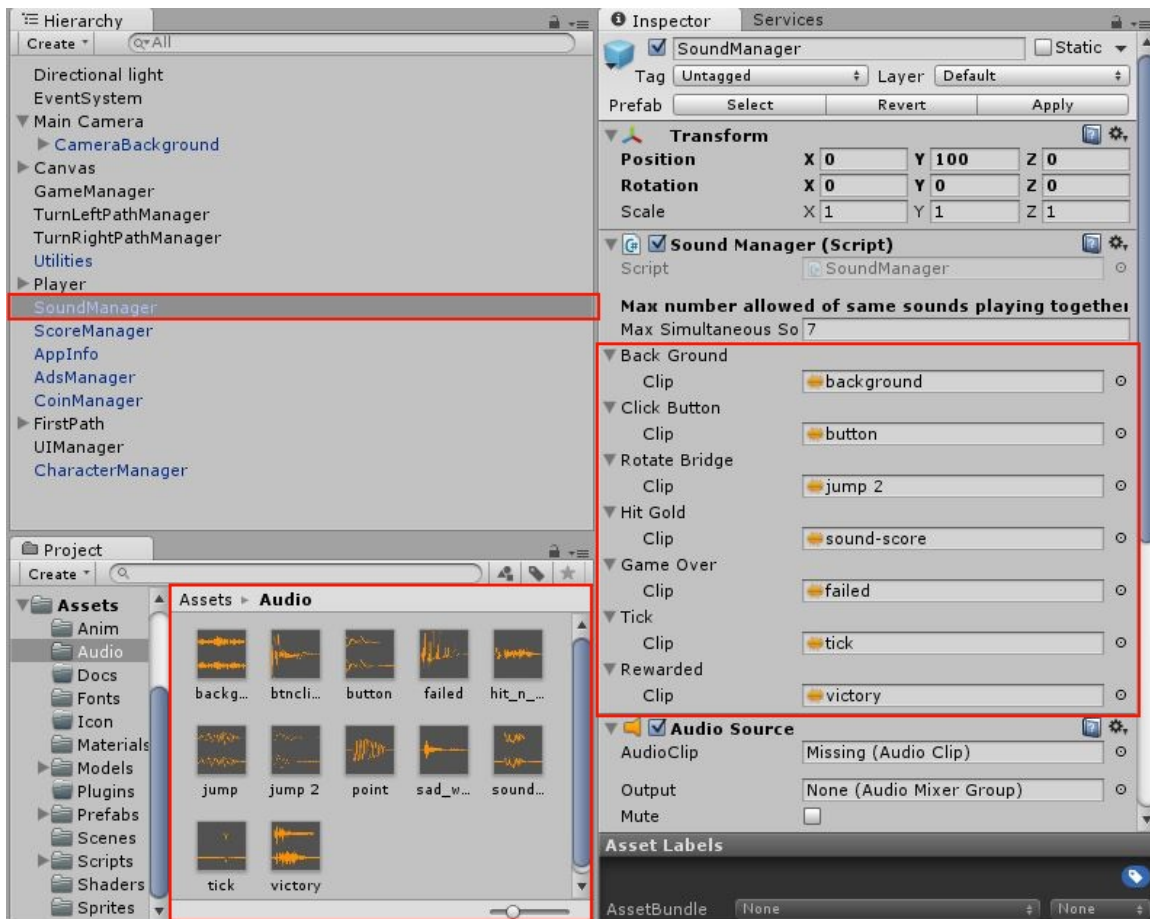


3.7 Sounds

All sounds included in this game are free-to-use in commercial projects and are located under the *Audio* folder.



This game features a *SoundManager* class to manage activities in game like playing music or mute/unmute sounds. If you want to replace sounds in this game, simply drag and drop new sounds to appropriate slots in the *SoundManager* component.



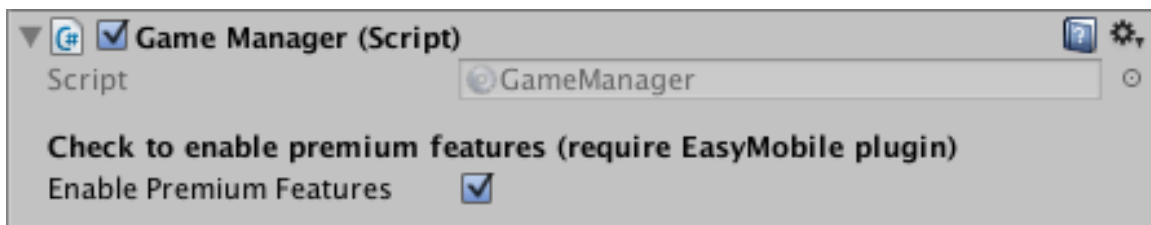
4 ENABLING PREMIUM FEATURES

To enable premium features of this template, you need to download and import Easy Mobile plugin from <http://u3d.as/Dd2>.

This section provides a guide on configuring each feature for your game. If you're not familiar with using Easy Mobile, it is strongly recommended that you read through its user guide to familiarize yourself with the plugin.

4.1 Before You Begin

- Make sure the *EnablePremiumFeatures* option in the *GameManager* object is checked.

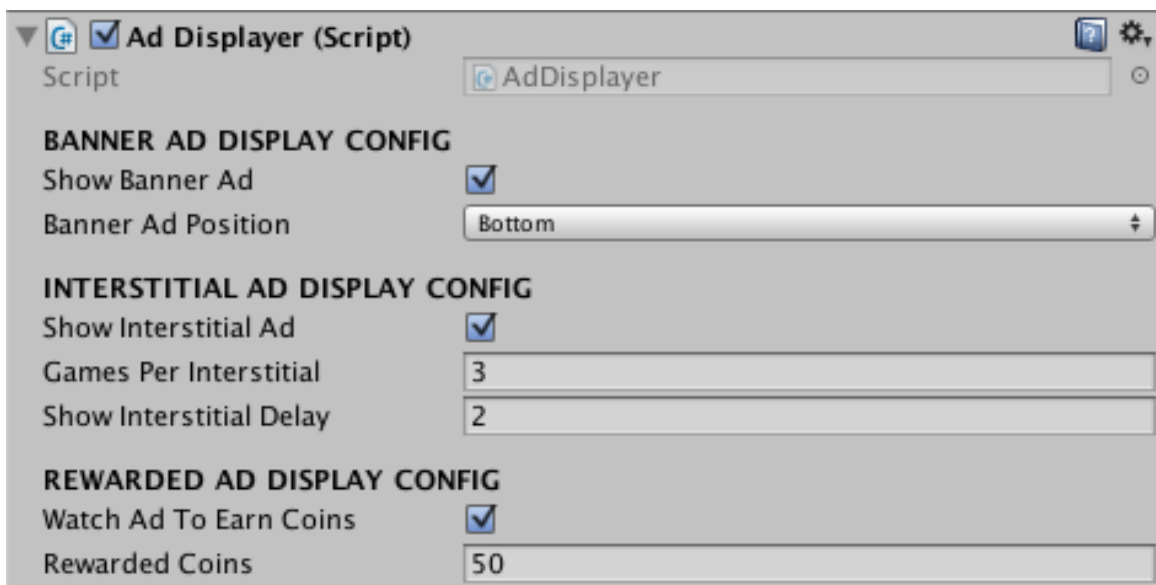


- Also make sure you add the EasyMobile prefab at folder *Assets/EasyMobile* to the *Main* scene. It is necessary for the plugin to function properly.

4.2 Advertising

4.2.1 Template-specific setup

This template contains a game object named *AdDisplayer* which is responsible for all ads displaying activities in the game. There you can configure how ads should be served in your game.



Banner ads are configured in the **BANNER AD DISPLAY CONFIG** section.

- *Show Banner Ad*: whether to show a banner ad in game
- *Banner Ad Position*: which position the banner should be placed

Interstitial ads are configured in the **INTERSTITIAL AD DISPLAY CONFIG** section.

- *Show Interstitial Ad*: whether to show interstitial ads when game over
- *Games Per Interstitial*: how many games to be played before showing ad
- *Show Interstitial Delay*: how many seconds after game over that ad is shown

Rewarded ads are configured in the **REWARDED AD DISPLAY CONFIG** section.

- *Watch Ad To Earn Coins*: whether to allow the user to watch an ad to earn extra coins
- *Rewarded Coins*: how many coins should be awarded after watching an ad

4.2.2 Easy Mobile setup

Open Easy Mobile's settings interface to start configuring its Advertising module (see its user guide for more information). With Easy Mobile you'll have support for AdMob, Chartboost, Heyzap (with mediation) and Unity Ads. You can use multiple ad networks at once and have different configurations for iOS and Android. Below is the settings interface of the Advertising module.

ADVERTISING

ADMOB SETUP

Google Mobile Ads (AdMob) plugin was imported.

Reimport Google Mobile Ads Plugin

► [iOS] AdMob Ids
► [Android] AdMob Ids

CHARTBOOST SETUP

Chartboost plugin not found. Please download and import it to show ads from Chartboost.

Download Chartboost Plugin

HEYZAP SETUP

Heyzap plugin not found. Please download and import it to show ads from Heyzap.

Download Heyzap Plugin

UNITY ADS SETUP

Unity Ads service is enabled.

AUTO AD-LOADING CONFIG

Auto-Load Default Ads ☒

Ad Checking Interval 10

Ad Loading Interval 20

DEFAULT AD NETWORKS

▼ [iOS] Default Ad Networks

Banner Ad Network Ad Mob

Interstitial Ad Network Ad Mob

Rewarded Ad Network Unity Ads

▼ [Android] Default Ad Networks

Banner Ad Network Ad Mob

Interstitial Ad Network Ad Mob

Rewarded Ad Network Unity Ads

You can setup the module in just a few steps as below. Please see the Advertising section in Easy Mobile's user guide for detailed instructions on each step.

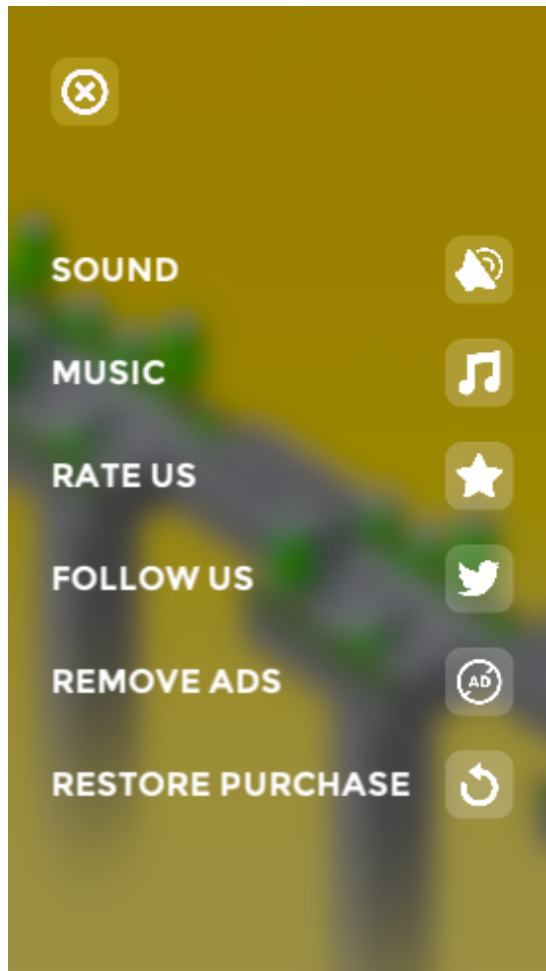
- Setup the ad networks you want to use, including importing the required plugins, please see Easy Mobile user guide for more information
- Enable auto ad-loading feature: simply leave the *Auto-Load Default Ads* option as checked and other parameters as default, the plugin will automatically load ads in the background
- Select default ad networks for each platform: choose your preferred network for each type of ad on each platform

That's it! Now your game is ready for showing ads!

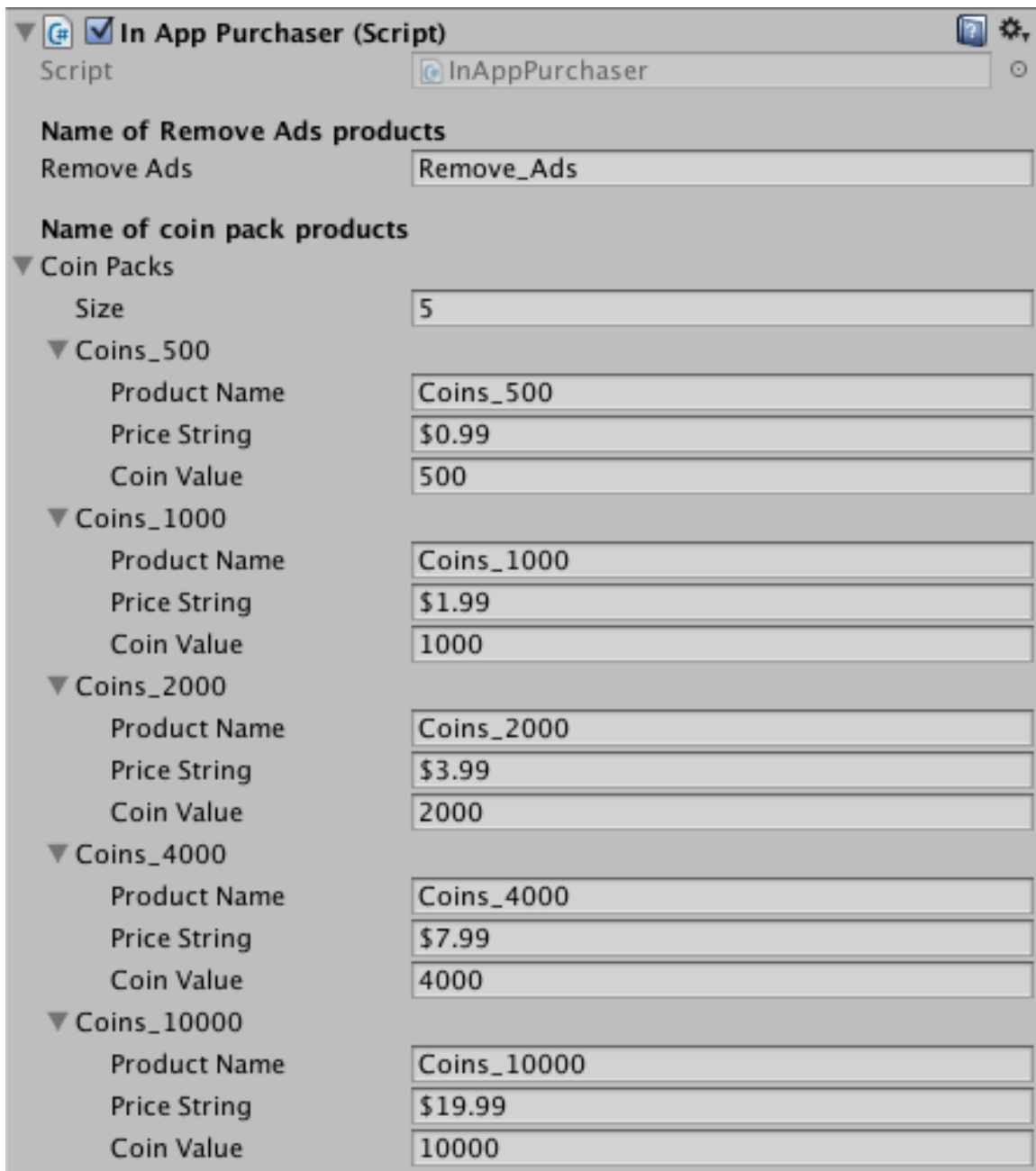
4.3 In-App Purchasing

4.3.1 Template-specific setup

The built-in in-app purchases of this template include a *Remove Ads* button, and several coin packs. You can modify existing products and add more coin packs if you like. There's also one *Restore Purchase* button as required on iOS.



In the hierarchy, there's a game object named *InAppPurchaser* which manages all the in-app purchasing activities in this game.



In App Purchaser (Script)

Script: InAppPurchaser

Name of Remove Ads products

Remove Ads: Remove_Ads

Name of coin pack products

▼ Coin Packs

Size: 5

▼ Coins_500

Product Name: Coins_500

Price String: \$0.99

Coin Value: 500

▼ Coins_1000

Product Name: Coins_1000

Price String: \$1.99

Coin Value: 1000

▼ Coins_2000

Product Name: Coins_2000

Price String: \$3.99

Coin Value: 2000

▼ Coins_4000

Product Name: Coins_4000

Price String: \$7.99

Coin Value: 4000

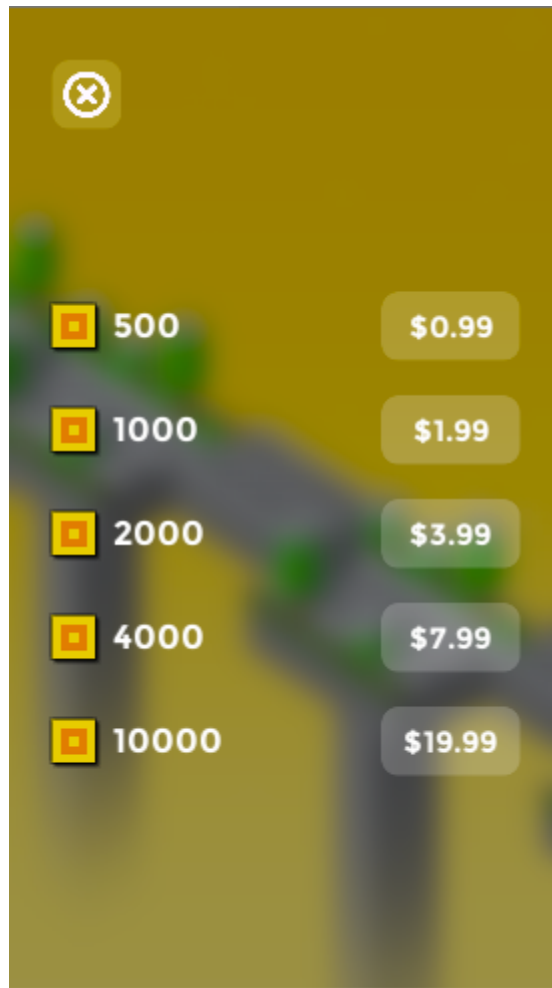
▼ Coins_10000

Product Name: Coins_10000

Price String: \$19.99

Coin Value: 10000

Here you can modify the product definitions including the displayed name, price or coin value of the coin packs. To add more coin packs, simply increase the *CoinPacks* array size and enter necessary information for your new packs. The built-in store UI will automatically update to your changes in the product list without you having to do anything.



4.3.2 Easy Mobile setup

Setting up the In-App Purchasing module of Easy Mobile includes the following steps. Please see the In-App Purchasing section in Easy Mobile's user guide for detailed instructions on each step.

- a. Enable Unity In-App Purchasing service
- b. Select target store if you're on Android
- c. Enable receipt validation if you wish
- d. Declare the products

Below is the settings interface of the In-App Purchasing module of Easy Mobile.

IN-APP PURCHASING

[ANDROID] TARGET STORE


Target Android Store Google Play

RECEIPT VALIDATION

Unity IAP offers local receipt validation for extra security. Apple stores and Google Play store only.

Validate Apple Receipt ☐

Validate Google Play Receipt ☐



Please go to Window > Unity IAP > IAP Receipt Validation Obfuscator and create obfuscated secrets to enable receipt validation for Apple stores and Google Play store. Note that you don't need to provide a Google Play public key if you're only targeting Apple stores.

PRODUCTS

► 6 Products

Add New Product

CONSTANTS CLASS GENERATION

Generate the static class EasyMobile.EM_IAPConstants that contains the constants of product names. Remember to regenerate if you make changes to these names.

Generate Constants Class

Note that the products declared with Easy Mobile must have names that match with the ones you have in the aforementioned *InAppPurchaser* object. Also note that *Remove Ads* is a non-consumable product, while the coin packs must be consumable.

The screenshot shows a configuration window for in-app purchases. It contains two main sections, each with a title, a 'Name' field, a 'Type' dropdown menu, an 'Id' field, and a 'More (Optional)' link. To the right of each section are three buttons: an up arrow, a minus sign, and a down arrow.

Remove_Ads

Name: Remove_Ads

Type: Non Consumable

Id: sglib.demogame.iap.remove_ads

► More (Optional)

Coins_500

Name: Coins_500

Type: Consumable

Id: sglib.demogame.iap.coins_500

► More (Optional)

4.3.3 Create the products for targeted stores

That last step in configuring the in-app purchasing feature is to create products for your targeted stores (e.g. Google Play and Apple App Store). Make sure the product ID, product type and price match the ones you have in your game.

4.4 Game Service

4.4.1 Template-specific setup

This template has a built-in leaderboard for ranking users' scores, and many achievements. It works with Game Center (iOS) and Google Play Game Services (Android).

User's score will be submitted automatically when game over by an object named *AutoScoreReporter*. There you can change the leaderboard name or even disable automatic score reporting altogether.

The screenshot shows a configuration window titled 'Score Reporter (Script)'. It has a 'Script' dropdown menu set to 'ScoreReporter'. Below this is a section titled 'Check to disable automatic score reporting' with a 'Disable' checkbox that is currently unchecked. At the bottom, there is a section titled 'Name of the leaderboard to report score as declared with EasyMobile' with a 'Leaderboard Name' field set to 'Score'.

▼ ☒ **Score Reporter (Script)**

Script: ScoreReporter

Check to disable automatic score reporting

Disable: ☐

Name of the leaderboard to report score as declared with EasyMobile

Leaderboard Name: Score

Achievements will be unlocked automatically when the user reaches a certain score. The achievement unlocking is handled by an object named

AutoAchievementUnlocker. From this object, you can modify existing achievements and add or remove achievements. You can also disable the automatic achievement unlocking feature if you wish.

▼ **Achievement Unlocker (Script)**

Script

Check to disable automatic achievement unlocking

Disable ☐

List of achievements to unlock

▼ Achievements

Size	<input type="text" value="20"/>
▼ Score_10	
Achievement Name	<input type="text" value="Score_10"/>
Score To Unlock	<input type="text" value="10"/>
▼ Score_20	
Achievement Name	<input type="text" value="Score_20"/>
Score To Unlock	<input type="text" value="20"/>
▼ Score_30	
Achievement Name	<input type="text" value="Score_30"/>
Score To Unlock	<input type="text" value="30"/>
▼ Score_40	
Achievement Name	<input type="text" value="Score_40"/>
Score To Unlock	<input type="text" value="40"/>
▼ Score_50	
Achievement Name	<input type="text" value="Score_50"/>
Score To Unlock	<input type="text" value="50"/>
▼ Score_60	
Achievement Name	<input type="text" value="Score_60"/>
Score To Unlock	<input type="text" value="60"/>
▼ Score_70	
Achievement Name	<input type="text" value="Score_70"/>

4.4.2 Setup for your targeted stores

The next step is to create the required leaderboard and achievements for your targeted stores (i.e. in iTunes Connect for App Store and the Developer Console for Google Play). Take note of their IDs for use in the next step.

4.4.3 Easy Mobile setup

Setting up the Game Service module of Easy Mobile includes the following steps. Please see the Game Service section in Easy Mobile's user guide for detailed instructions on each step.

- Import Google Play Games plugin for Unity and setup it if you're targeting Android
- Enable the automatic initialization feature: just leave everything under the **AUTO-INIT CONFIG** section as default
- Declare the leaderboards and achievements

Below is the settings interface of the Game Service module of Easy Mobile.

GAME SERVICE ☒

! Google Play Games plugin is imported and ready to use.

Reimport Google Play Games Plugin

[ANDROID] GOOGLE PLAY GAMES SETUP

GPGS Debug Log ☐

Paste in the Android XML Resources from the Play Console and hit the Setup button.

Android XML Resources

```
<?xml version="1.0" encoding="utf-8"?>
<!--
Google Play game services IDs.
Save this file as res/values/games-ids.xml in your project.
-->
<resources>
  <string name="app_id">104[REDACTED]</string>
  <string name="package_name">com.sglib.demogame</string>
  <string name="achievement_score_10">CgkI3tzAhK8eEAIQEG</string>
  <string name="achievement_score_20">CgkI3tzAhK8eEAIQAQ</string>
  <string name="achievement_score_30">CgkI3tzAhK8eEAIQEW</string>
</resources>
```

Setup Google Play Games

AUTO-INIT CONFIG

Auto Init ☒

Auto Init Delay

[Android] Max Login Request

LEADERBOARD SETUP

▶ 1 Leaderboards

Add New Leaderboard

ACHIEVEMENT SETUP

▶ 20 Achievements

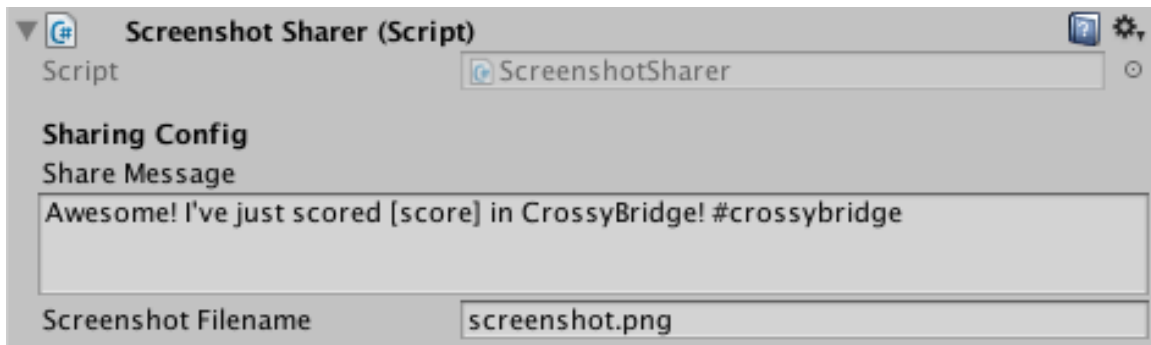
Add New Achievement

Note that you must declare the leaderboard and achievements with the same

names as the ones you have in the *AutoScoreReporter* and *AutoAchievementUnlocker* objects. Also their IDs must match the ones you created in iTunes Connect and Google Play Developer Console.

4.5 Native Sharing

This template has a Share button that allows the user to share the game's screenshot to social networks using the native sharing functionality. This activity is managed by the object named *ScreenshotSharer*.



Here you can configure the sharing feature.

- *Share Message*: the default sharing message, note that [score] will be automatically replaced by actual score
- *Screenshot Filename*: filename to store the screenshot in the device storage

Note that you need to enable the external write permission for this feature to function properly on Android. Please see the Native Sharing section in Easy Mobile user guide for detailed instructions on doing that.

That's it! You've just finished implemented premium features for your game!

THANK YOU AND GOOD LUCK WITH YOUR GAMES!