Stickman Turbo Dismouting Document

CONTENTS:
1. Game Description:

1.1.Engine and plugin:

-Unity 5.6.3f1

-GooglePlayGamesPlugin-0.9.39a

-Google Mobile Ads Unity Plugin v3.6.3

-Unity Ads

-Unity IAP

All have been integrated into the project!You don't need to import anything else!

1.2. Cross platform (Googleplay, iTunes..etc)

2.Config

2.1. Leaderboard

*-In Unity Editor,Select **Leaderboard** Object in Hierarchy ->Insert Leaderboard ID*
you
just created on Game Services) -> Done!

2.2. Admob Ads

*- In Unity Editor -> Hierarchy ->Select **Admob** object->Change your admo ,instertial id ->Done!*

2.3. Unity Ads

*- In Unity Editor -> Hierarchy ->Select **UnityAds** object ->Change your UnityAds id ->Done!*

2.4.IAP

 *- Open **Purchase**.cs ->Change your product id (Creat on Google Play Console or Itune Connect). You can change the price of IAP packages in this script. *With Google Play Console, you have to upload apk file, then creat items product id (Tip: create a list of items product id, after uploading the file for publish,creat it on Google Play Console).*

You do not have to change anything in Purchase.cs when switch between android and iOS. It works on both Android and iOS.

You must turn on IAP in services of Unity (In Unity Editor ,Window ->Sevices(Turn on IAP included Turn On Analytics!))

2.6. Share

*- In Unity Editor -> Hierarchy ->Select **Share** object -> Insert your subject and URL Share*

2.5. Time Reward

Change the waiting time to receive bonus coins with giftbox, amount of coins

*- In Unity Editor -> Hierarchy ->Select **DailyRewardController** object -> Change hours,mins,seconds and min reward,maxreward.*
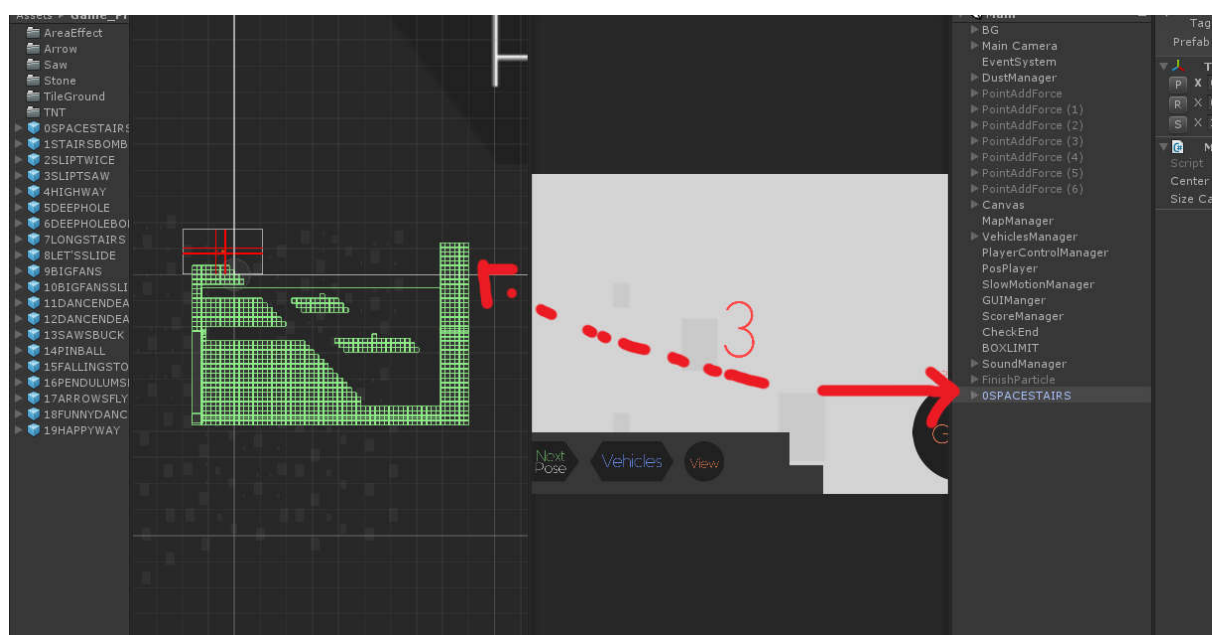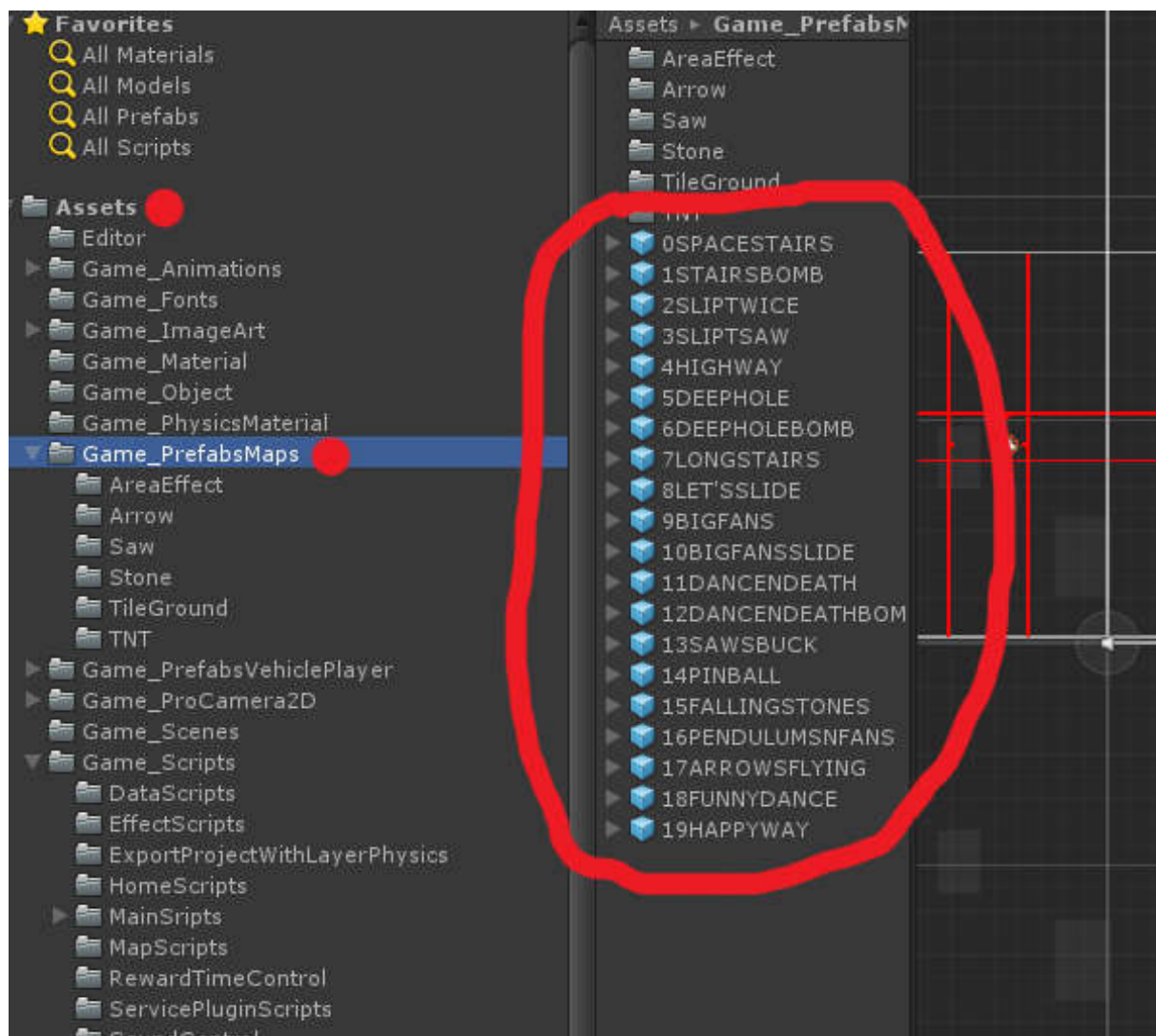
Change the waiting time limit for video ad views :

*- In Unity Editor -> Hierarchy ->Select **FreeCoinCallBack** object -> Change hours,mins,seconds and min reward,maxreward.*

3.How to create new map

#Option 1: Change and edit from existing maps

-Step 1: Select a prefab map from the folder and Duplicate this object (Hot key: Ctrl + D), then drop it on the hierarchy tab

-Step 2: Use tools such as move, transform .. to change the shape of platform

-Step 3: If you want to add some obstacles such as TNT, Saws, Fans .. Drag and drop into the objects map prefab above and change their position to the appropriate.
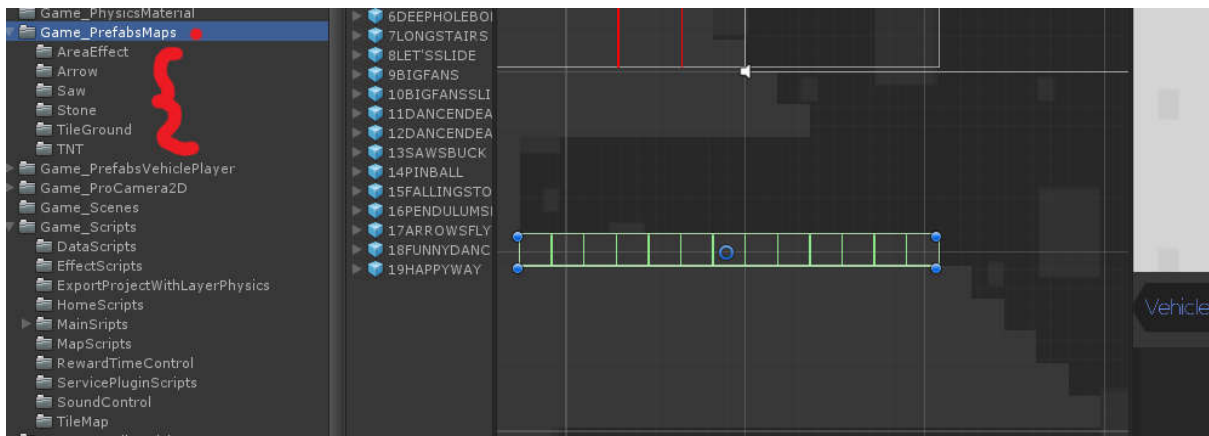

You can also pick up some obstacle items in other maps by selecting the obstacle object. Then drag and drop into the folder to create a prefab of this object. And drop it on any prefabs map

-Step 4: Apply this map prefabs to confirm your above action!

-Step 5: Open **Main** scene
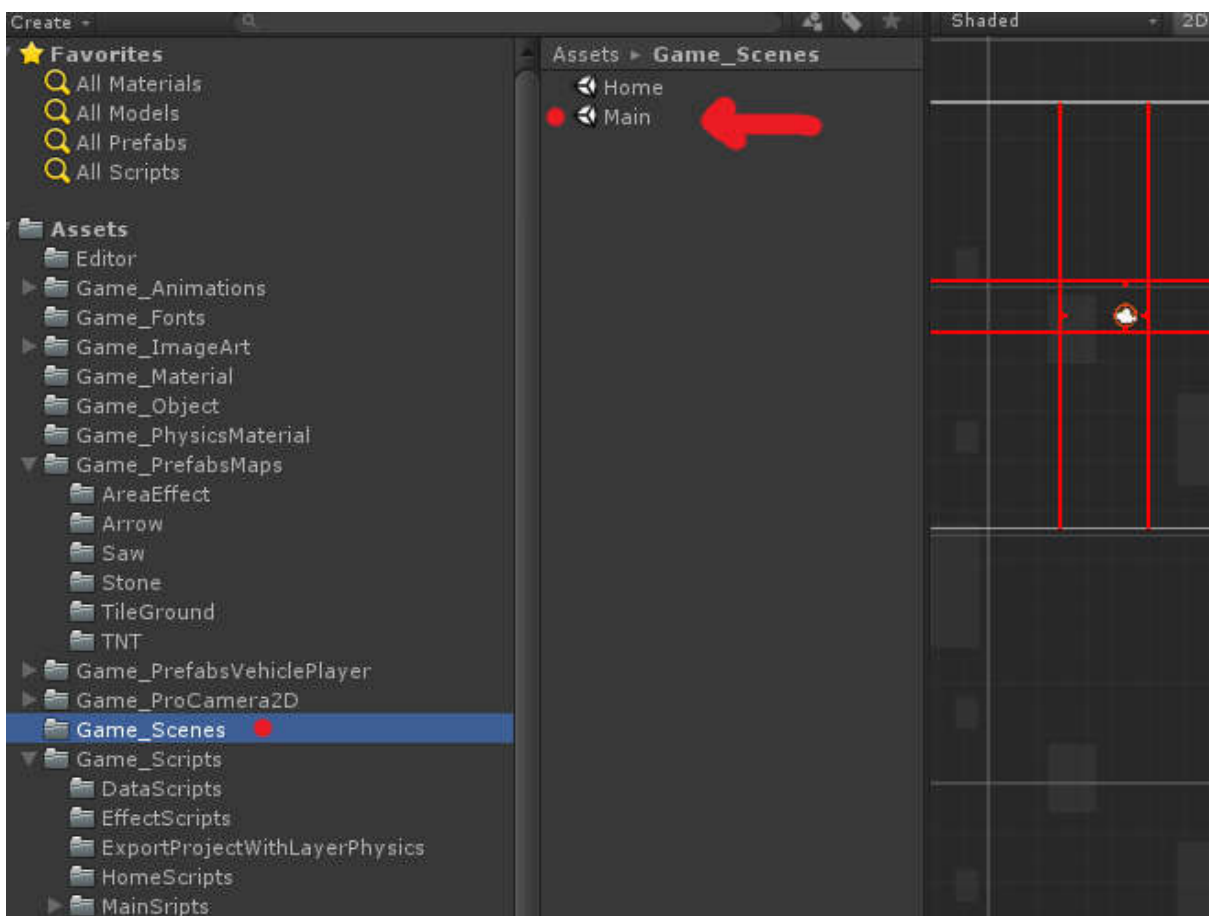
You will see List maps, Increasing the size of this list depends on the number of maps you add. Then drag and drop the maps you created earlier into its correct position
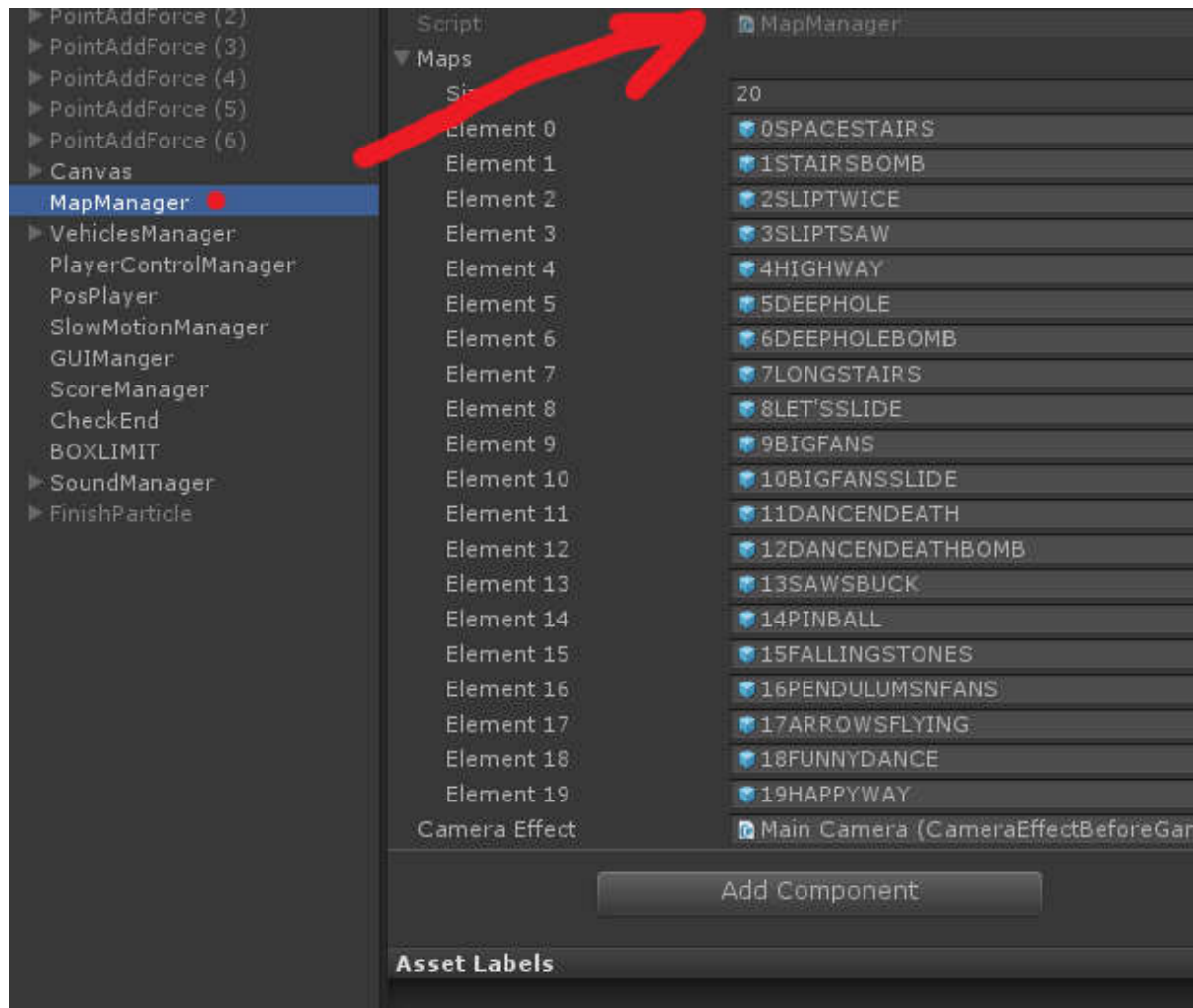
-Step 6: Back to **Home** scene, select SelectMapManager object, you will see list of Img Maps, Name Maps and Price Maps, Increasing the size of this list depends on the number of maps you add. Choose icon map, names and price coins to unlock the map at your disposal.

Please note that this information will be displayed on your maps select screen.

#Option 2: Completely new maps

Follow the structure of the existing prefabs maps. Please note **CheckEnd** is inside this map object used to test when finish a game ; **_Center** object is the location for interacting with the camera when taking a camera zoom action in the main game screen.

4. Understand Structure Game Project

- Assets -> Game_abcd : - Include Script,animation,sound,texture...

-Assets -> GoogleMobileAds (Google Ads sdk folder).
-Assets -> GooglePlayGames (Google Play Service sdk folder -For leaderboard,Achievement ..etc).

-Assets -> PlayServicesResolver (Element of Google Ads sdk folder and Google Play Service sdk folder).
-Assets ->Plugin.
-Assets ->UnityAds

Main game are arranged according to their respective categories).All script is easily to understand with C#. You can refer more closely to each catalogue.

--Please note:

1. Original coins are initialized in script **StartManager**.cs line code 21. You can change it.

2. **DataManager**.cs :

 - Storing information about UnityAds views over a given time period : `FreeAdNumber`

- Check for available show admob ads (For IAP-bonus Remove Ads): `intCheckForAds`

- Counts the number of times a certain action is to show admob ads : `IntAds`

- Count the number of missions completed : `Missions`

- Count the number of maps unlocked : `Maps`

- Count the number of owner vehicle : `Vehicle`

- Count the number of tap double coins: `X2Coins`

- Achievement report with Google Play Game Called at the end of a game in **GUIManager**.cs, method `OnEndGame` () , line code 174

* You can search for these keywords with links in other scripts

View Search Project Build Run Version Control Tools Window Help

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DataN   ×   GUIManager.cs
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[SerializeField]
int initialFreeAdNumber = 10;
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Search
- Find...   Ctrl+F
- Find Previous   Ctrl+Shift+G
- Find Next   Ctrl+G
- Find Next Selection   Ctrl+F3
- Replace...   Ctrl+H
- Find in Files...   Ctrl+Shift+F
- Replace in Files...   Ctrl+Shift+H

Search for text in all files of a directory

- Toggle Bookmark   Ctrl+M|T
- Previous Bookmark   Ctrl+M|P
- Next Bookmark   Ctrl+M|N
- Clear Bookmarks   Ctrl+M|C
- Go to Line...   Ctrl+I
- Go to File...   Alt+Shift+O
- Go to Type...   Ctrl+Shift+T
- Navigate To...   Ctrl+,
- Navigate Back   Ctrl+Alt+Left
- Navigate Forward   Ctrl+Alt+Right
- Navigation History   ▶
- Show Previous   Shift+F4
- Show Next   F4
- Inspect   ▶
- Go to Matching Brace   Ctrl+B

```
NumberUpdated = delegate {};
kForAdsUpdated = delegate {};
Updated = delegate {};
nsUpdated = delegate {};
dated = delegate {};
eUpdated = delegate {};
sUpdated = delegate {};
```

If you need any assistance, do not hesitate to contact us !