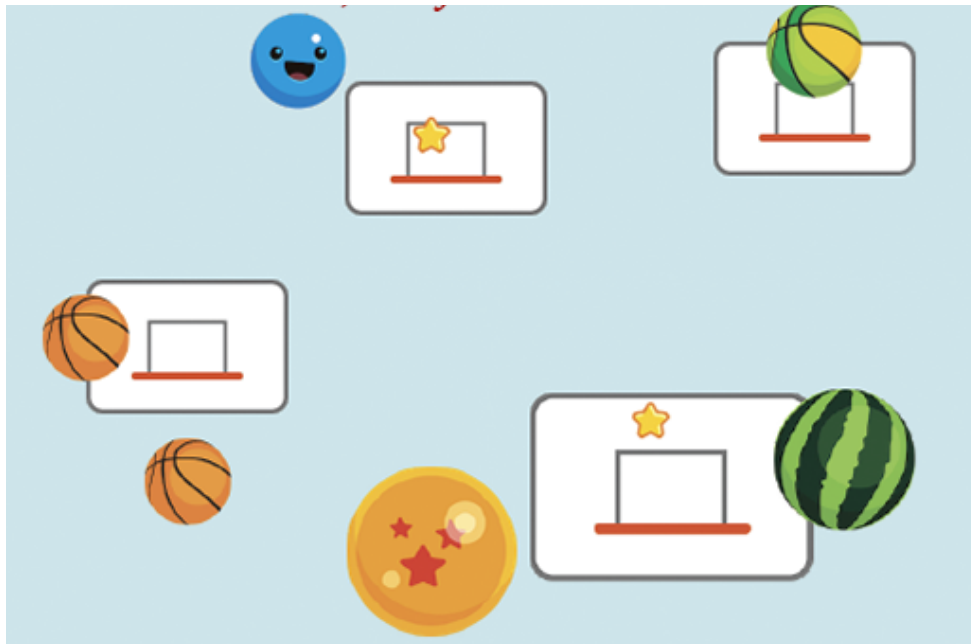


Amazing Basketball Tutorial version 1.0



Menu

- 1.Introduce the game
- 2.How to reskin the balls
- 3.How to reskin UI elements
- 4.How to intergrate Admob sdk and Unity ads
- 5.Change the rate link

1.Introduce the game

This template is ready for release. It is optimized for mobile (iPhone, iPad, Android, Windows Mobile) standalone (Windows PC and Mac OSX), web player and WebGL. "Amazing basketball" is a complete game template ready for release. Improve your basketball shooting precision with "Amazing basketball".

How to play:

- wipe the ball towards the hoop to score.
- There are 4 modes to compete with your friends and globally.
- Collect stars to unlock new balls. Improve your skills and become the master of the hoop.

2.How to reskin the balls

Step 1: find the resource of balls

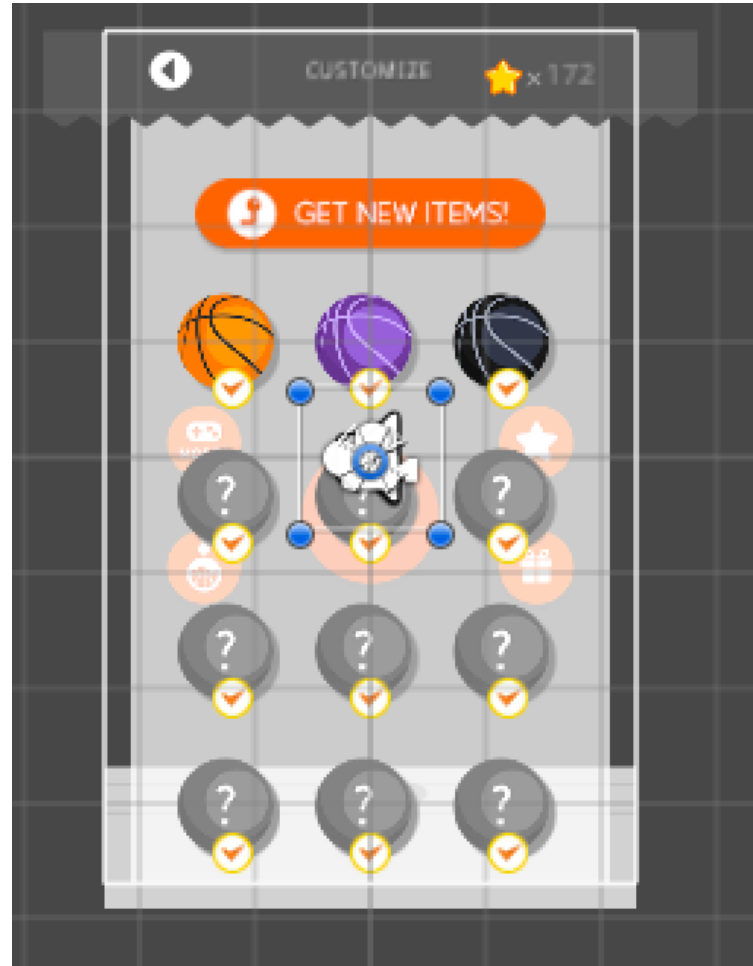
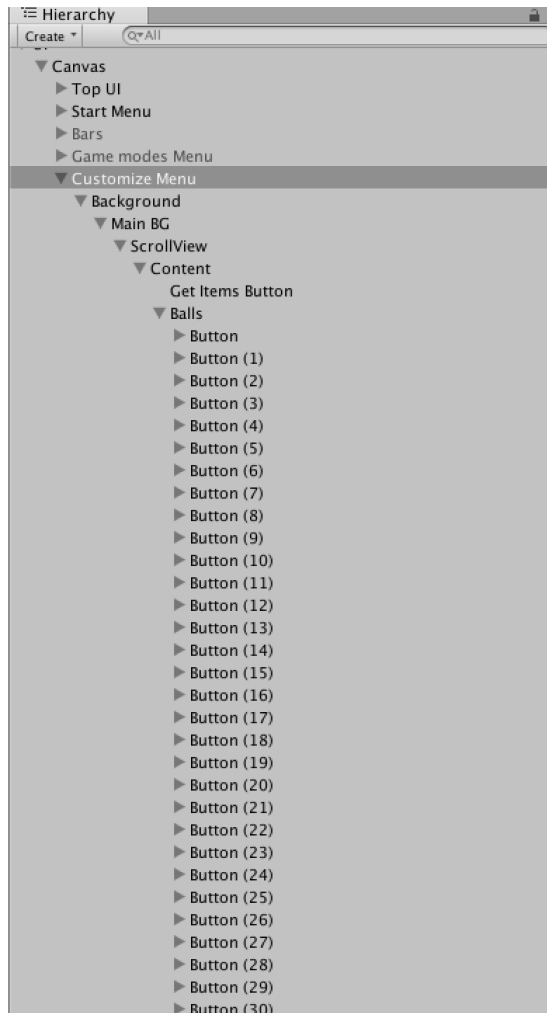
We place resource for balls in folder Resources -> Textures -> shop -> balls

There are 66 colorfull balls there. They are .png file so you can replace graphics easily by changing .png file



Step 2: Increase balls in shop

Open the “Game” scene, find Customize Menu Object. This Slot Machine to get new balls. We intergrated 66 ball here and the ball will be unlocked when you run the slot. For each spin, you lose 100 stars



3.How to reskin UI elements

Step 1 : Find UI element resource

We replaced UI elements in Resources/Textures. They are .png file too so you can reskin them easily. UI element contain home menu, slot machine, pause panel....



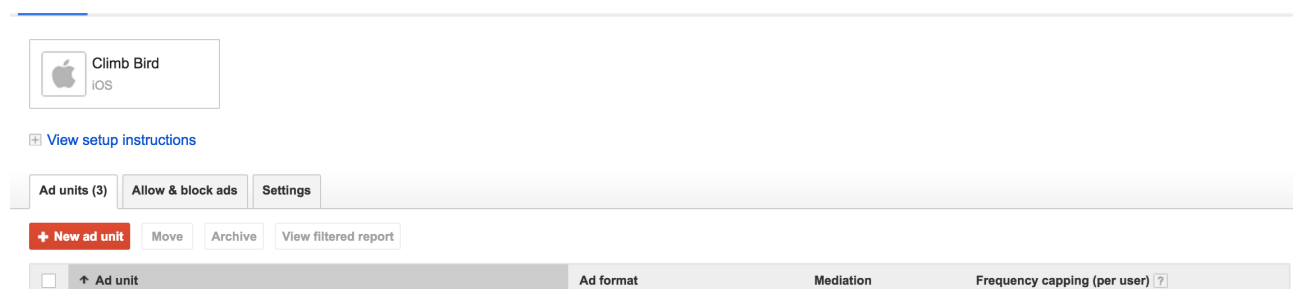
4.How to intergrate Admob sdk and Unity ads

step 1: import Admob sdk and Unity ads asset

asset link for admob sdk : [https://github.com/googleads/googleads-mobile-unity/ releases](https://github.com/googleads/googleads-mobile-unity/releases)

asset link for Unity asset : <https://www.assetstore.unity3d.com/en/#!/content/21027>

step 2 : Get admob id and Unity zone id and Unity game id





Climb Bird ⚙️

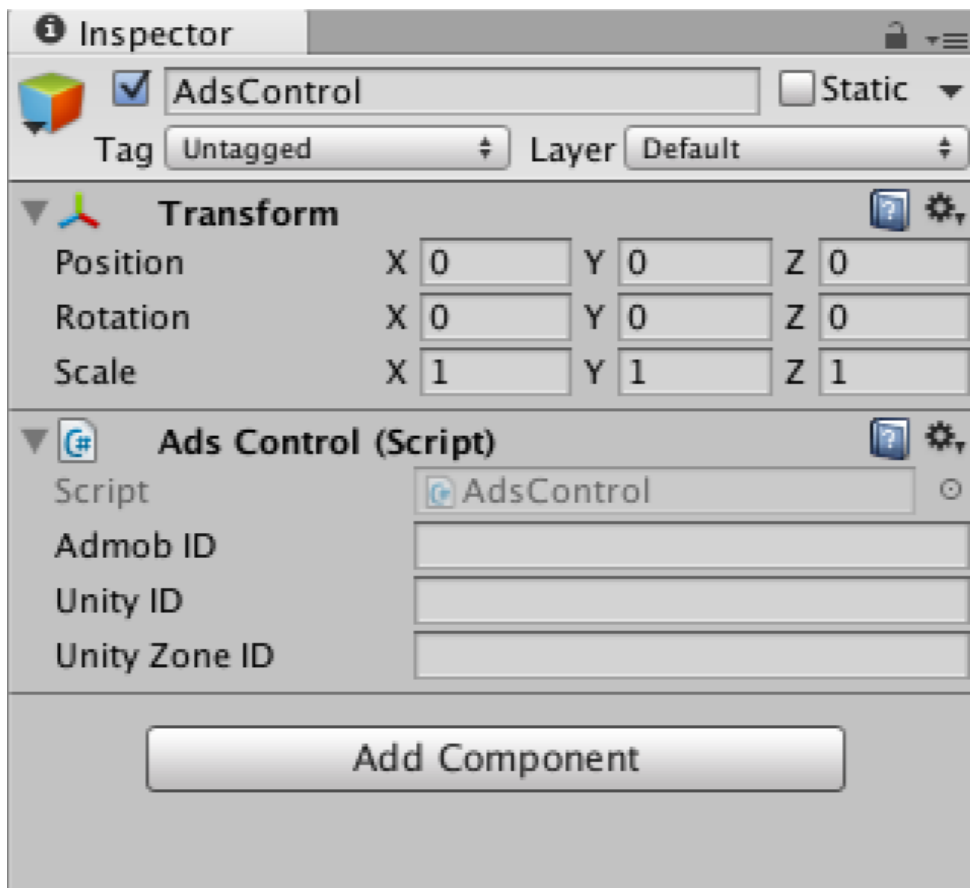
[Platforms](#) [Statistics](#) [Details](#) [Instructions](#)

PLATFORMS	GAME ID	STORE GAME ID	STORE GAME NAME
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[Ad placements](#) [Ad Filtering](#) [Settings](#) [Details](#)

NAME	INTEGRATION ID	ALLOW SKIP	MUTE AUDIO	ENABLED	DEFAULT	EDIT
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step 3 : Find Game scene in scene folder. Select Ads object. Look Inspector and fill your key



Step 4 : Open AdsControl.cs file. Remove all `#if ADS_PLUGIN..#endif` comment

```

#if ADS_PLUGIN
using GoogleMobileAds.Api;
#endif
using System;
using UnityEngine.Advertisements;
using Com.KhuongDuy.ClimbBird;
public class AdsControl : MonoBehaviour
{

    protected AdsControl ()
    {
    }

    private static AdsControl _instance;
    #if ADS_PLUGIN
    ShowOptions options;
    InterstitialAd interstitial;
    #endif

```

5.Change the rate link

Open game scene, find the UI object, look the inspector and place your url link in Tab “Rate Url”

