MERGE CAR: DEFENSE & IDLE TYCOON
(1.0)

1. Requirements
- Unity 2018.3.12f1 or newest.
- CocoaPods For IOS
- SDK Android
- Admob Account

## 2. How to reskin.

A, Reskin with Texture Packer (Pro Free 7 Days) **Link Download**

- **Advantage**: Easy to control, Optimize already.
- **How to do:**
  + Download the texture packer and try to use with 7 days free or you can buy with pro version.
  + Find **Assets/Sprites**, change the content of images with your images by open the old image with photoshop. Keep the size of image and remove the content of old image. Copy the new content into the old image and save. Keeping the name of the file. Do as the same action with other images in folder **Assets/Sprites**.
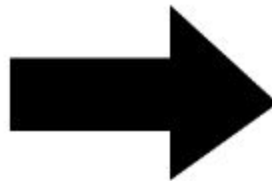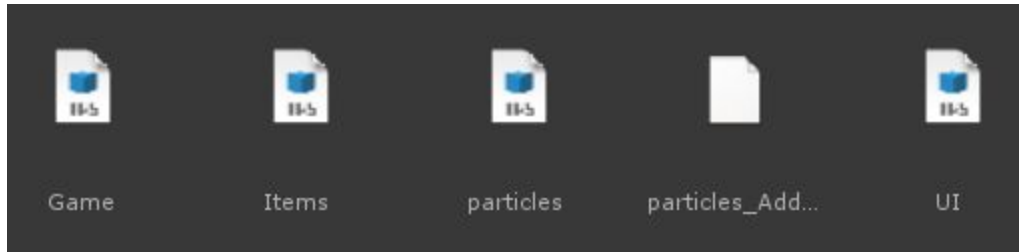

+ Find **Assets/Texture Packer/Projects** . Select the file and open with texture packer.

| Game | Items | particles | particles_Add... | UI |

Make sure you can see your new image in the right Texture Packer Project. If not back to the first step and rework.

+ After checking completed. Press publish to change with the new pack and check Assets/Texture Packer/Pack to make sure your new image with new contents was here.
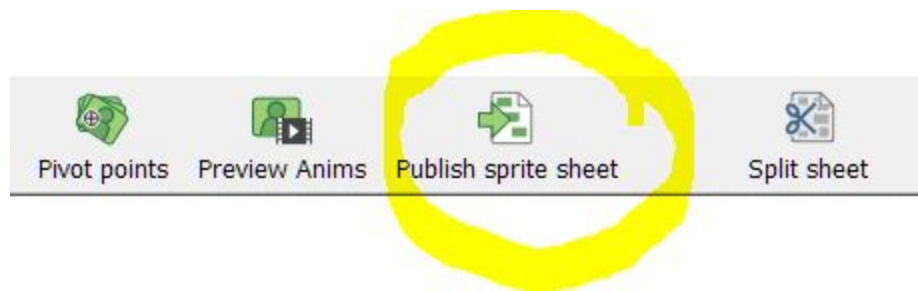

B, Reskin with your single image
- **Advantage**: Easy to reskin
- **DisAdvantage**: No optimize.
- **How to do:**

  + Find **Assets/Sprites** and copy your new image into this folder or anywhere you want to save.

  + Find Assets/Prefab/Data/Texture to replace your new cars.

  + Find Assets/Prefab/Data/Boost to replace the icon of boost data.

  + Find Assets/Prefab/Data/Currency to replace the icon of currency.

  + Find Assets/Prefab/Data/Box to replace the icon of Gifts.

  + Find Assets/Prefab/Data/Bonus to replace the icon of bonus in BonusCurrencyData

  + Find Assets/Prefab/Data/Reward to replace the icon of reward

  + Find Assets/Prefab/Data/WheelLucky to replace the reward of wheel lucky.

  + Find Assets/Prefab/Data/Mission to replace the icon of mission in Mission Icon.

  + Find Assets/Prefab/Fx to change the icon of Fx in Fx prefab.

 + Find Scene-Dev and change image of UI.

3. Ads Network

- **Advantage**: Easy to use
- **DisAdvantage**: Fill rate of ads is low. Sometime you can not see the ads.
- **How to do:**
   + Connect apps.admob.com and create the new app with your account.
   + Open Scene-Init Find **AdsManager** and change the AppId, Banner Id and reward Id with your Ids.
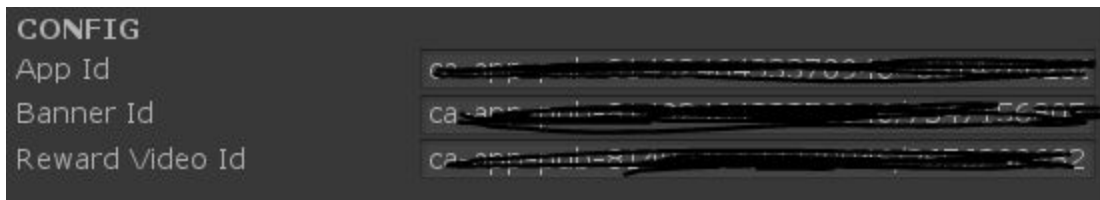
   + Find Assets/Plugins/Android/ Open AndroidManifest.xml and replace your App Id

   + When publishing your app is completed. Make sure link your app with admob in App Settings
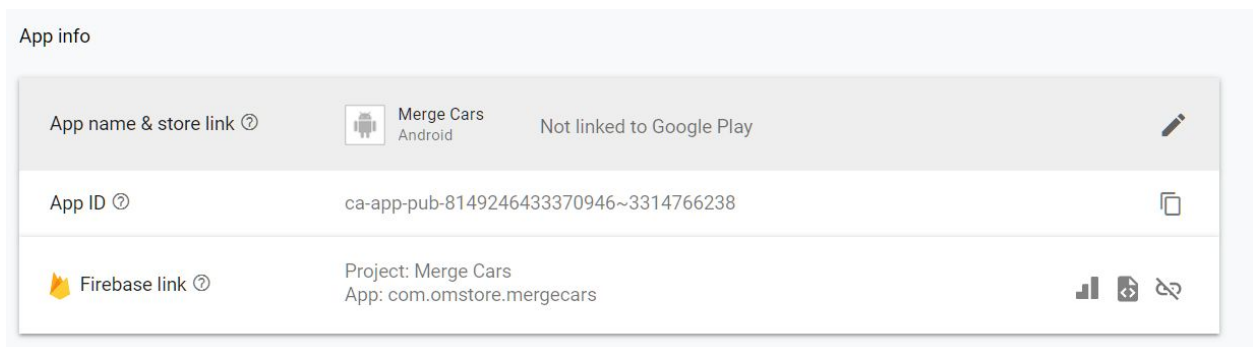
- **Q&A: Why my game does not show the ads?**
   + 1: Test your game with Test Ads ID. You can find here https://developers.google.com/admob/android/test-ads . If you can see the ads so it means the code work fine so go to step 2.
   + 2: Check the ad unit in Admob App. Make sure your app was linked with google play store. Then check google play console, Find Store Presence/ Pricing & distribution make sure tick on Contains Ads

Contains ads *

Does your application have ads? Also, please check out our Ads policy to avoid common violations.
If yes, users will be able to see the **'ads'** label on your application in the Play Store. Learn more

○ Yes, it has ads
○ No, it has no ads

- **Q&A: Why Banner work but I Can not see reward video?**
  It mean your ads unit work fine. But The fill rate of ads for Reward ads is too low so your game can not get reward video. So you can do with 3 ways
    + 1: Contact with Admob and send the problem with them.
    + 2: Use mediation to increase the fill rate. The app also support Unity Mediation, you only need Update the admob app on website and it will work fine. Document =>
      https://developers.google.com/admob/unity/mediation/unity
    + 3: Use another Ads Network like Tapdaq or Ironsource (Recommend)
      Tapdaq: Work Fast, Easy to control, Easy to load ads, Support Mediation, Full Report. Fee = 10% Impression.
      IronSource: Work Super Fast, Easy to control, Advance Analytics, Support Mediation and Ironsource Ads, Full Report, No Fee. After Publish need contact with IronSource to make the app work.

      P/S: when using another ad network please update the scripts Ads Manager.cs to make them work.
- **Q&A: Why I need use mediation?**
   Increase your fill rate and help you earn more money.

5: Remote Setting
- This game is using Unity Remote Setting to control local Notification and Notice new update for the game.
- How to do:
  + Check your unity project was linked with Unity Service.
  Window/General/Services. If not connect select your organization and create new project
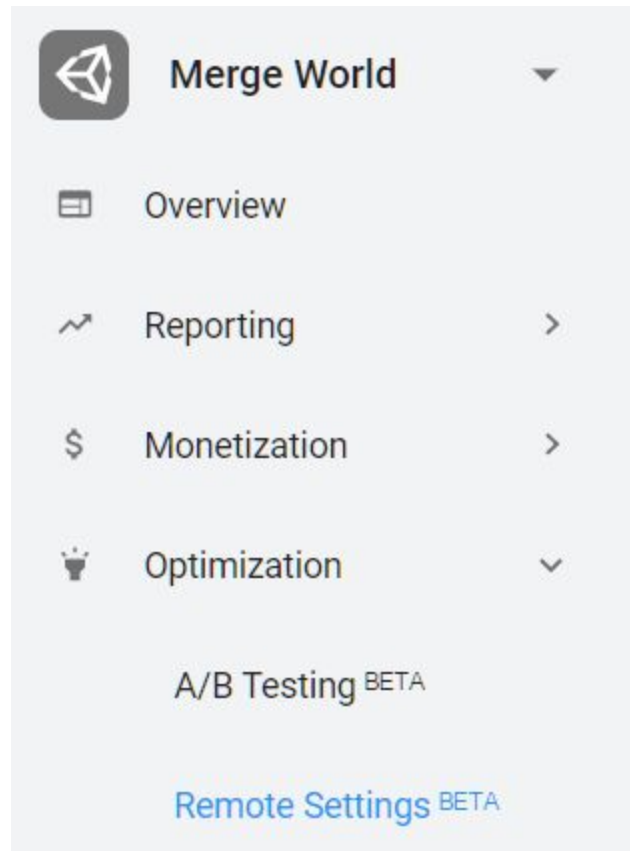
+ Select Go to Dashboard
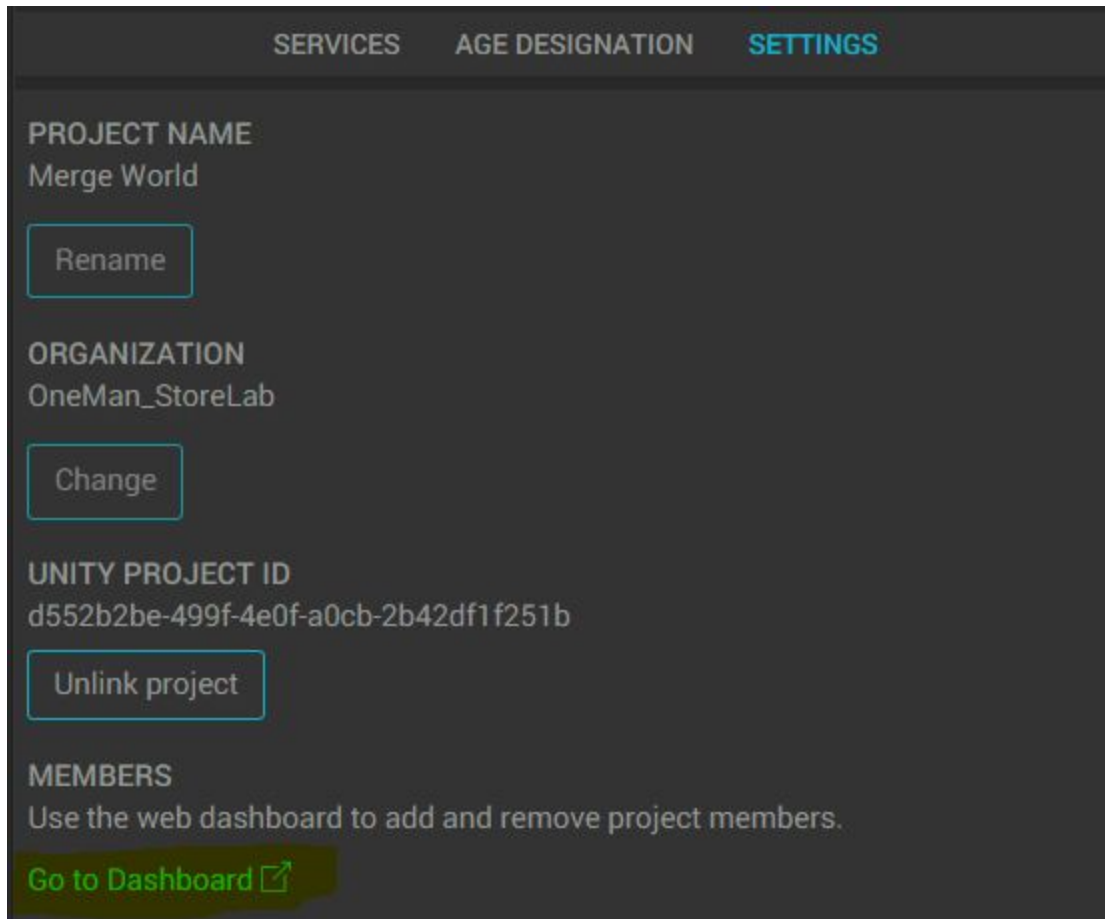
+ Then select Operate/Projects/[Your Project]
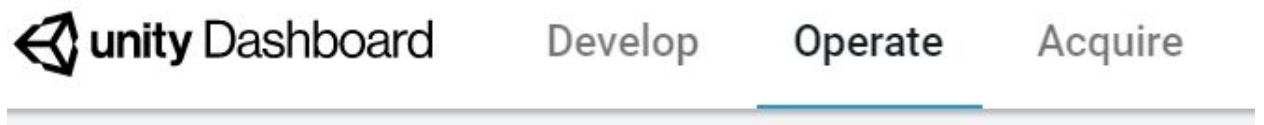
+ Select Optimization/Remote Settings

+ Add the new key value like the picture below

+ Then press Sync to publish your value

notification_time - INT - 36000
update_skip - BOOL - false or true
update_version - LONG - your value
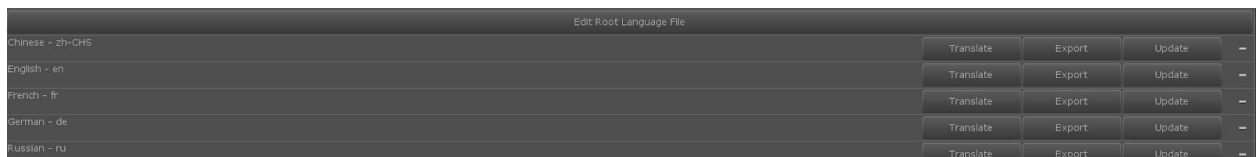
6: Local Notification

This game is using remote setting to control the time of local notification.

Example: notification_time - INT - 36000

- Notification_time is name of variables
- 36000 is time to notice with user (second)

How it work: When player open the game, The game will load notification_time from unity remote and then when player exit the game, it will register the local notification with time = 36000 / 60s / 60m = 10 hours. It means the notification will run in the next day when time is 10h AM. You can change the time notification by your selft like you want the notification time is 9h AM so it will be 60s * 60m * 9 = 32400 and then update the time with Unity Remote Setting.

- **Q&A: Where I Can update the notification message?**

    + Find Window/Smart Localization

    + To create the new title and description of notification press Edit root Language File, Press + to create the new notification with default key

Edit Root Language File				
Chinese – zh-CHS	Translate	Export	Update	–
English – en	Translate	Export	Update	–
French – fr	Translate	Export	Update	–
German – de	Translate	Export	Update	–
Russian – ru	Translate	Export	Update	–

Title: Text_title_notification_[ID] => Text_title_notification_1, Text_title_notification_2 ,Text_title_notification_3 …. Text_title_notification_N

Description: Text_description_notification_[ID] => Text_description_notification_1, Text_description_notification_2, Text_description_notification_3 … Text_description_notification_N

+ Then update the size of notification in Application Language
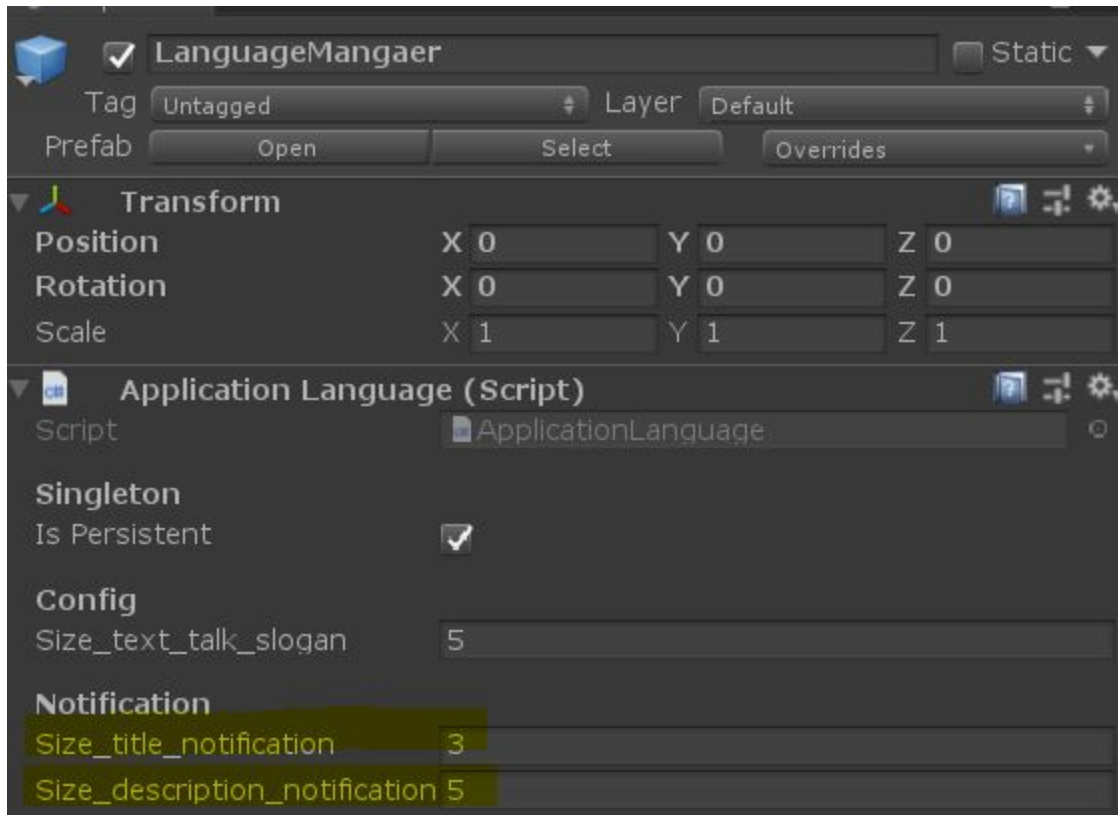
If you have:

Text_title_notification_1,Text_title_notification_2 => size_title.. = 2

Text_title_notification_1, Text_title_notification_2, Text_title_notification_3 =>
size_title.. = 3

+ Then Update the content for each language by press Translate and copy the
content with new key or old key

7: Notice New Update

- When you have new update and you want notice to old player so just update
  your new version on Unity Remote Setting and The game will notice to player.

Example: Check Assets/Scripts/Version/Version.cs

There are two values:

```
public static class Version
{
    public static string version      = "1.0";
    public static string bundleVersion = "2019052801";
}
```

Version: The version of current game.
bundleVersion: the version build of game.

Old version:
 Version = 1.0, BundleVersion = 1001

New version:
Version = 1.1, BundleVersion = 2001

If you want to notice new update to player just add update_version value is 2000. Alway make sure
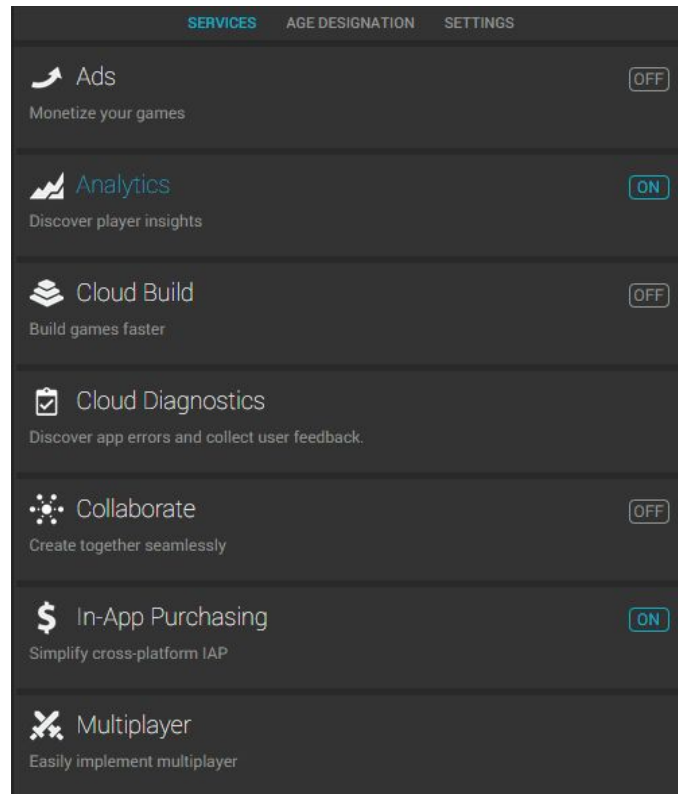 Old Bundle Version < Value Remote < New Bundle Version

Set update_skip = false if you want player can not play the game until update the new version
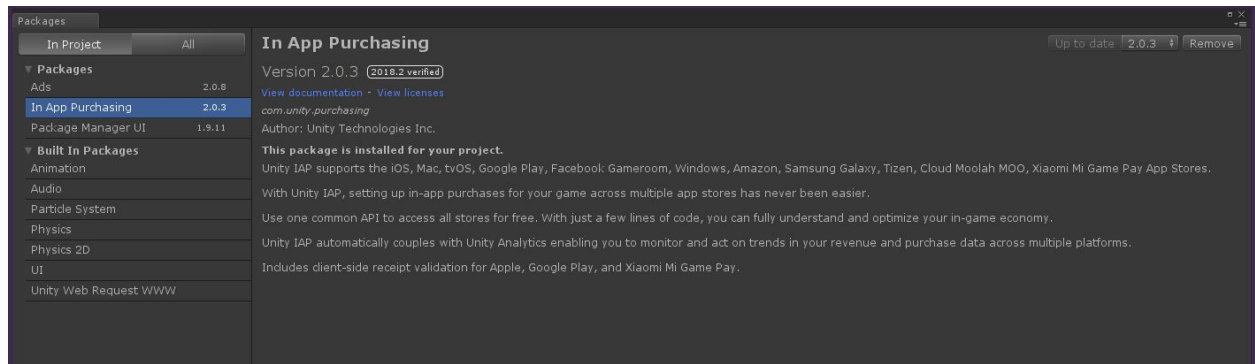Set update_skip = true if you want player can play game without update

8. **In-App Purchase**

> This game use Unity IAP plugin, Before using it we need enable the service of Iap

And also make sure In App Purchase Package enabled (Windows - Package Manager)

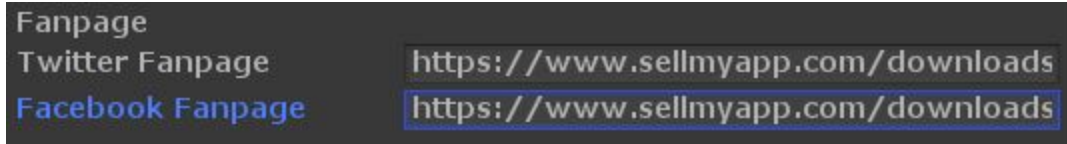Find the And change your Iap Id with there
prefabs.
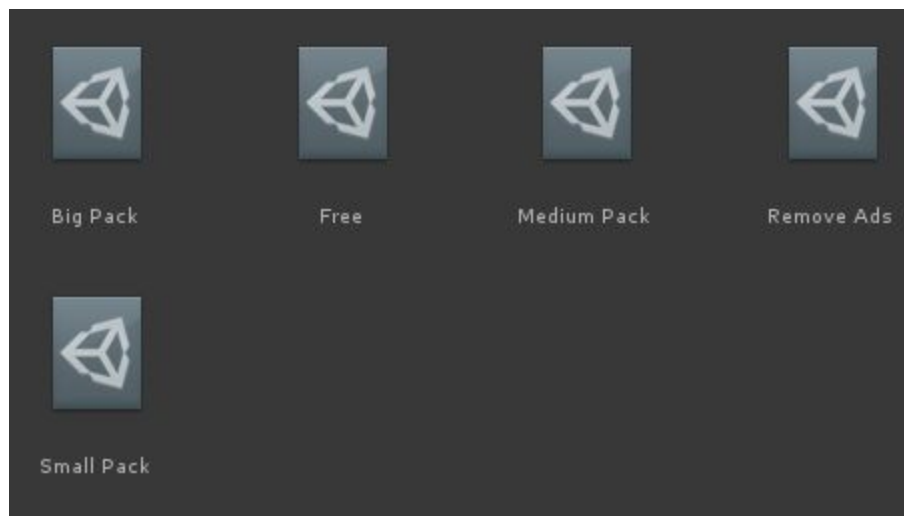
- Small pack, Big Pack, Medium Pack will use Iap Consumable
- Free Pack use the video ads fro add more diamonds.
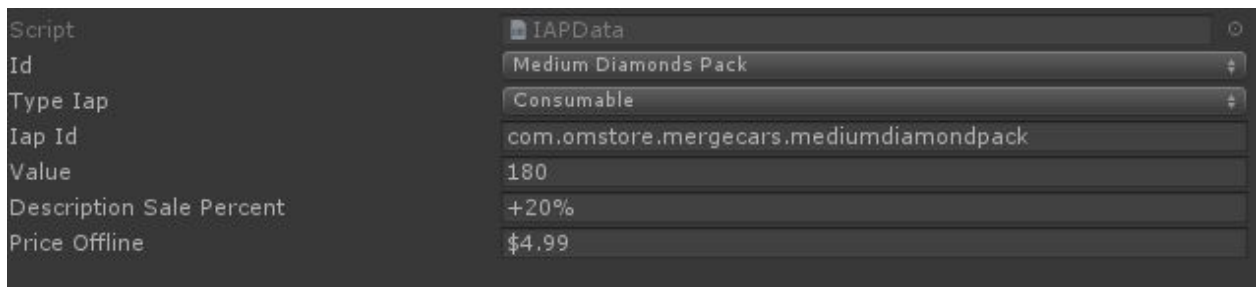
Just change the Iap Id and done.

11: Update RateMe and Link of game.

- Find SettingsManager in Scene-Dev change your fanpage link

Fanpage
Twitter Fanpage   https://www.sellmyapp.com/downloads
Facebook Fanpage   https://www.sellmyapp.com/downloads

- Find GameConfig.cs to update your coppyright contents

```
// ============================= The label of version ============================= //
public static string VersionLabel = "v{0} Merge World © OMan 2019";
```

- Find ApplicationManager.cs to update the store links
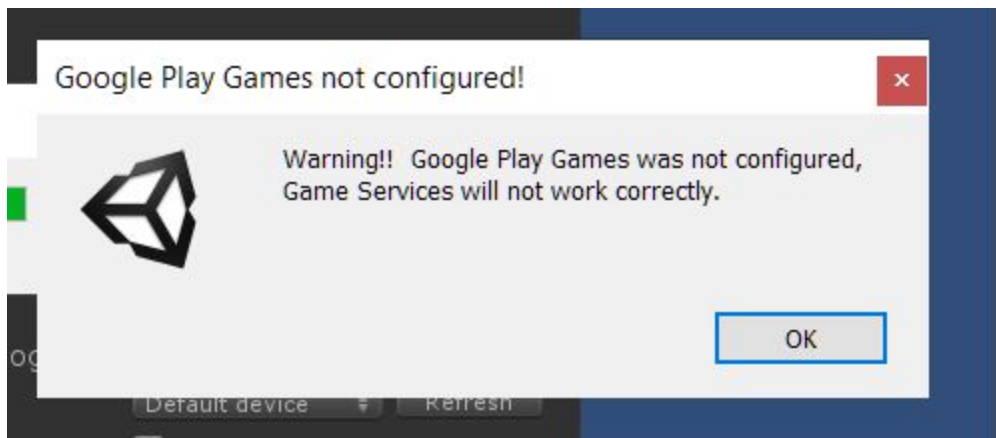
```
public void OpenUrlStore ()
{
    #if UNITY_ANDROID

    // Remote this when you update the url store
    Application.OpenURL ("https://www.sellmyapp.com/author/onemanstore");

    //Application.OpenURL ("market://details?id=com.omstore.mergecars");
    #elif UNITY_IOS
     Application.OpenURL("itms-apps://itunes.apple.com/app/id[YourID]");
    #endif
}
```

12: Build Android
- Build normal with Gradle After completed if you see the notice like picture below just ignore your build is completed.

Google Play Games not configured!   ×

Warning!! Google Play Games was not configured,
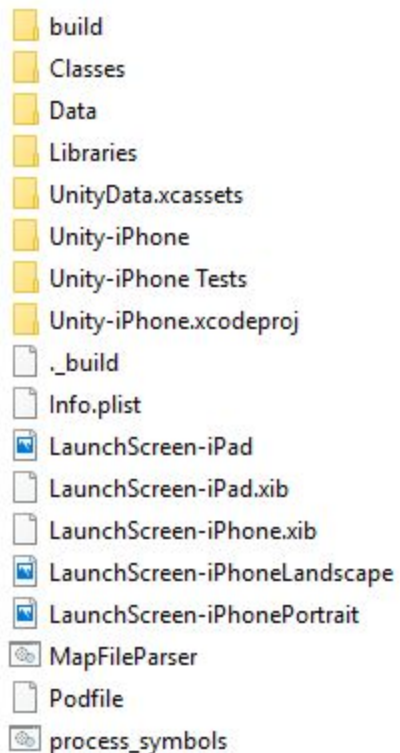Game Services will not work correctly.

OK

13: Build IOS
- After Export to Xcode please run ("**pod update**" or "**pod install**") in the terminal at the export folder (where you can see the file **podfile**). (if you don't have cocoapod please install this)

```
# Xcode 7 + 8
$ sudo gem install cocoapods
```

Or try install cocoapods with [Brew](#).

- Open the terminal from this folder. Where you can see the Podfile. (**Do not open the podfile**).


```
build
Classes
Data
Libraries
UnityData.xcassets
Unity-iPhone
Unity-iPhone Tests
Unity-iPhone.xcodeproj
._build
Info.plist
LaunchScreen-iPad
LaunchScreen-iPad.xib
LaunchScreen-iPhone.xib
LaunchScreen-iPhoneLandscape
LaunchScreen-iPhonePortrait
MapFileParser
Podfile
process_symbols
```

- Insert "pod install" or "pod update" like the picture bellow.

```
$ pod install
```

After that if you can see something like this, it means your work is correct.

```
Analyzing dependencies
Downloading dependencies
Installing Firebase 3.3.0 (was 3.3.0)
Using FirebaseAnalytics (3.2.1)
Using FirebaseInstanceID (1.0.7)
Installing Google-Mobile-Ads-SDK 7.9.1 (was 7.8.1)
Using GoogleInterchangeUtilities (1.2.1)
Using GoogleSymbolUtilities (1.1.1)
Using GoogleUtilities (1.3.1)
Generating Pods project
Integrating client project
Sending stats
Pod installation complete! There are 2 dependencies from the Podfile and 7 total
pods installed.
```

If don't please do the step 1 again.

2. Make sure you had set Enable Modules (C and Objective-C) to yes in Build Settings of Xcode.

1. If you are running Unity 4 you need to make the following changes:

IOS	ANDROID

Modify the following build settings within the Xcode project exported by Unity:

- Set Enable Modules (C and Objective-C) to Yes in **Build Settings**.
- Add $(inherited) to Other Linker Flags in **Build Settings**.

2. Import the Google Mobile Ads SDK into your project.

IOS	ANDROID

a. Navigate to **File > Build Settings**, select the iOS platform, and choose **Build** to export an Xcode project and a corresponding CocoaPods xcworkspace.

b. Open up the exported xcworkspace and navigate to **Product > Run** in Xcode to run your project.

You've just imported the plugin for iOS!

- Please make sure you installed cocoapods and run pod install before Build. If not the build can not complete.