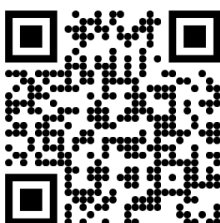# Documentation for a TinyStudio Unity game.

1 - Change Leaderboard ID's.
2 - Change AdMob ID's.
3 - Change Notifications.
4 - Change RateUs link.
5 - Add new character skin.
6 - Change game values.

Contact us: tinystudio.main@gmail.com
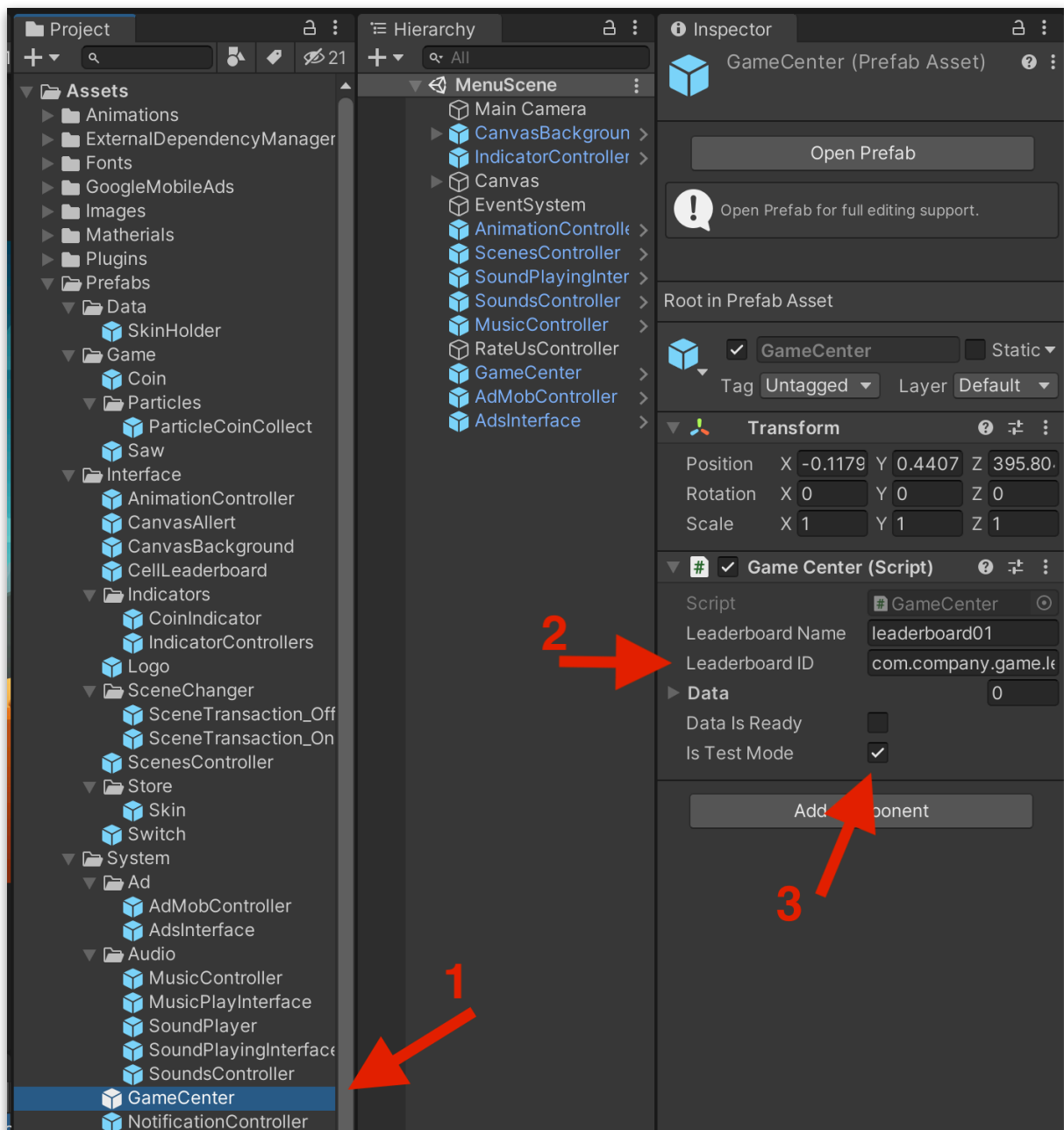
Website: https://alicevinnik.wixsite.com/tinystudio
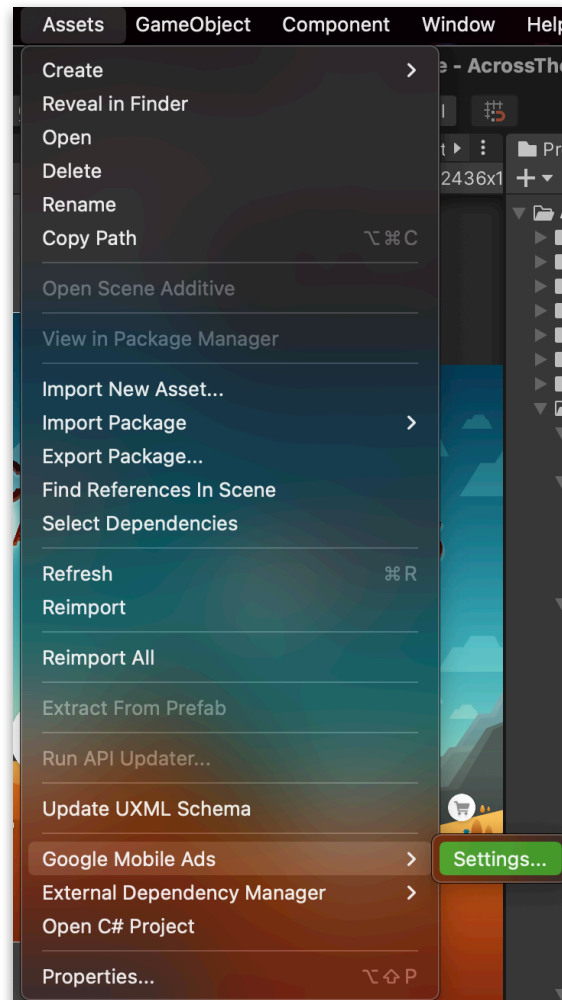
1 - Change leaderboard ID's

For change leaderboard ID.

1 - Find in "Project" prefab "GameCenter". It's locate at path (Assets > Prefabs > System)
2 - Select prefab and in "Inspector" you can see value with leaderboard ID. Change it.
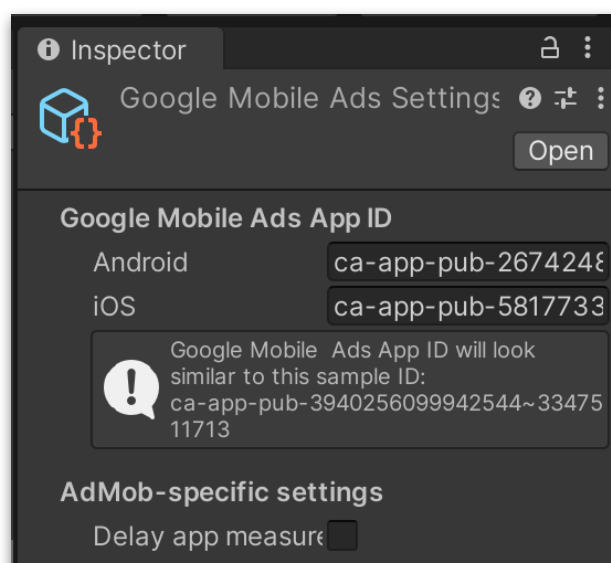3 - If you finish with your game and want to upload it to AppStore. Remove mark from a check box "isTestMode".
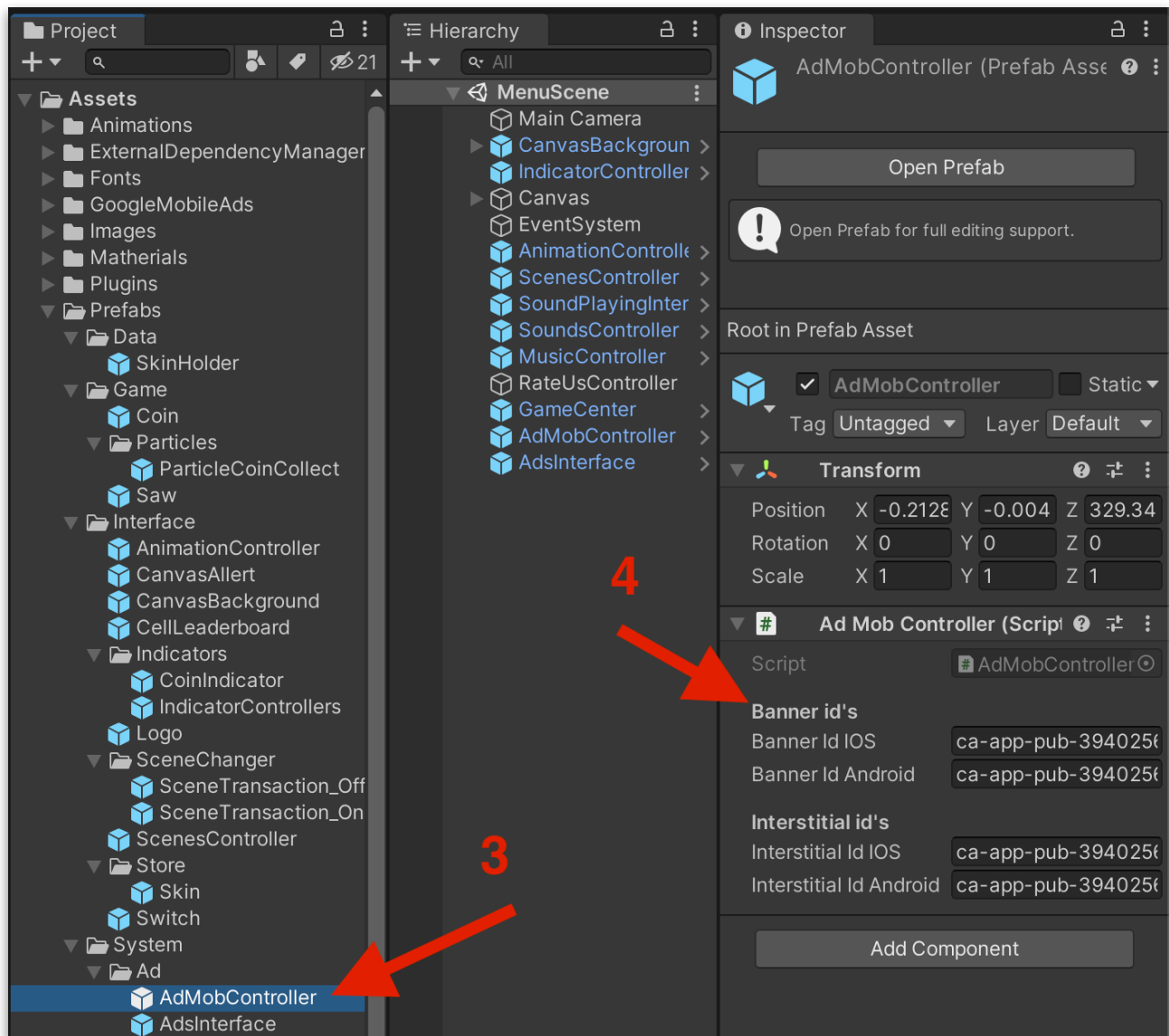
2 - Change AdMob ID's

For change AdMob ID's.

1 - Go to (Assets > Google Mobile Ads > Settings…)
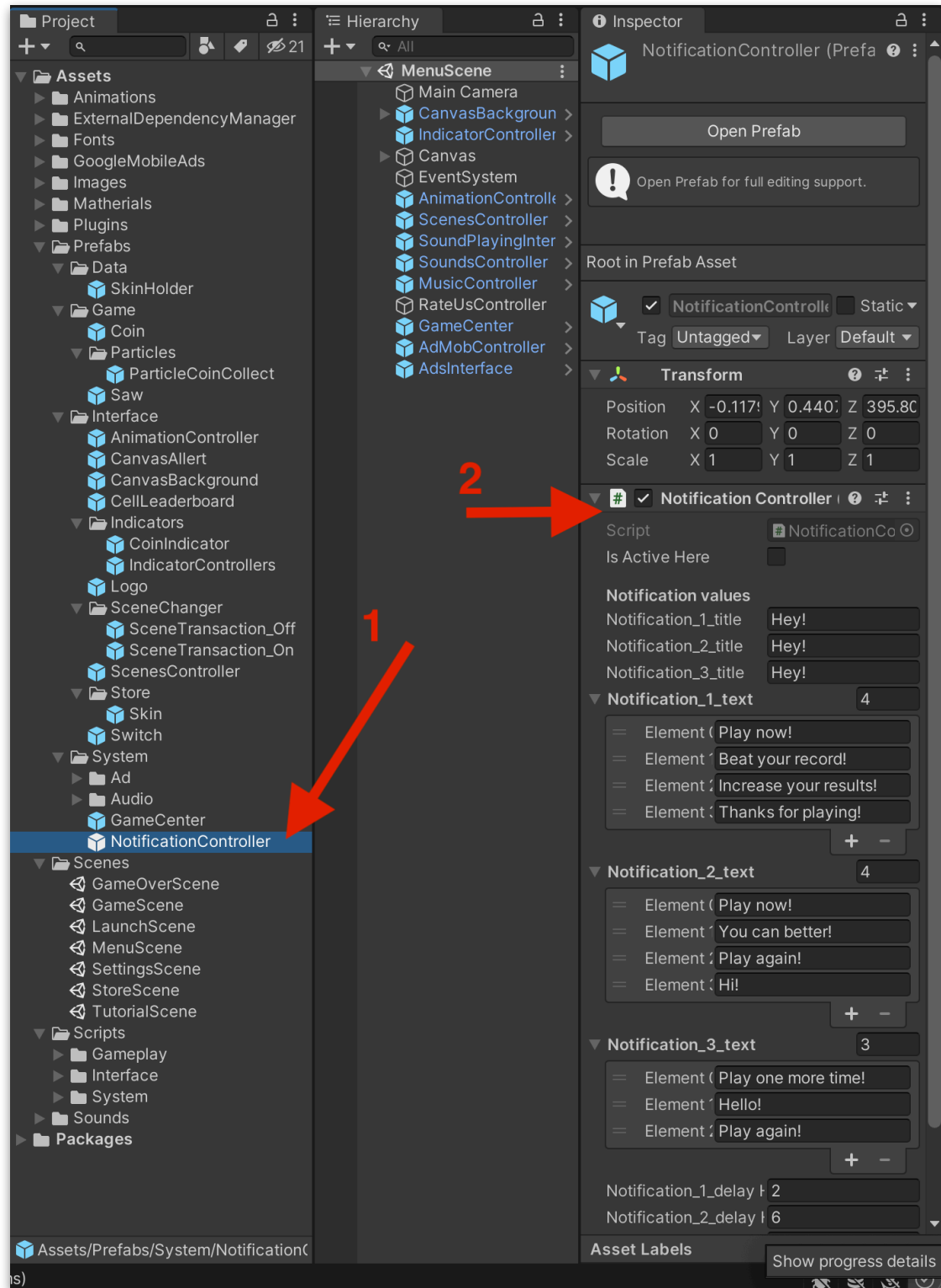

2 - In "Inspector" you can see App ID's. Replace it.

3 - In "Project" find "AdMobController". It's locate at (Assets > Prefabs > System > Ad). Select it.
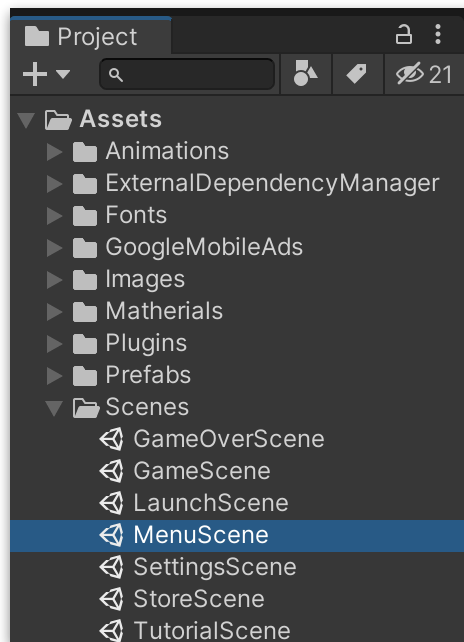
4 - In "Inspector" you can see ID's. Replace it to your's.

3 - Change Notifications

1 - In "Project" find "NotificationController". It's locate at (Assets > Prefabs > System).
      Select it.
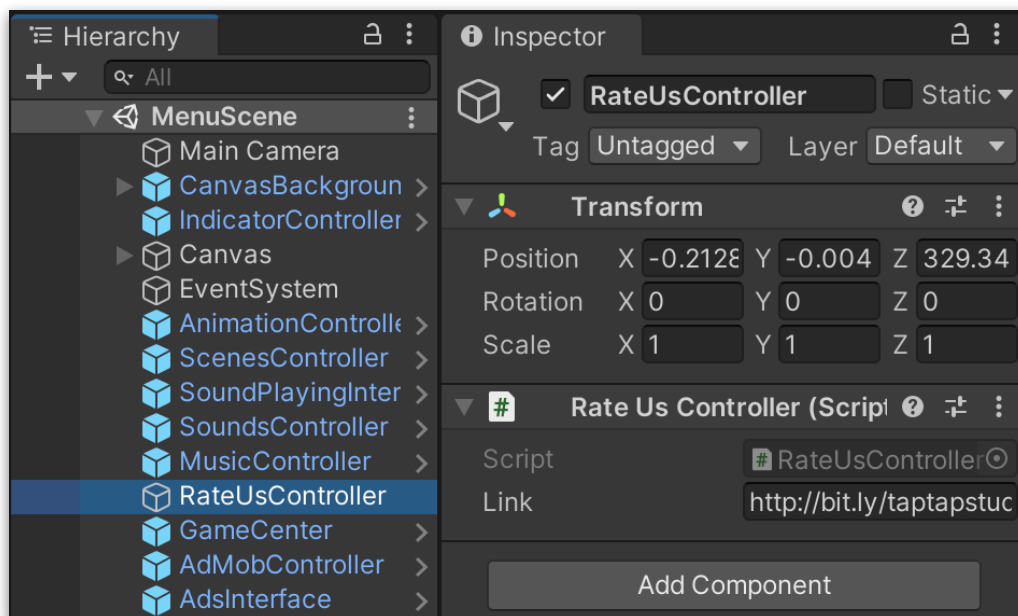
2 - Now you can change notifications in "Inspector".

4 - Change RateUs link.

1 - In "Project" fin "MenuScene" (Assets > Scenes). Open it.

2 - In "Hierarchy" find "RateUsController".
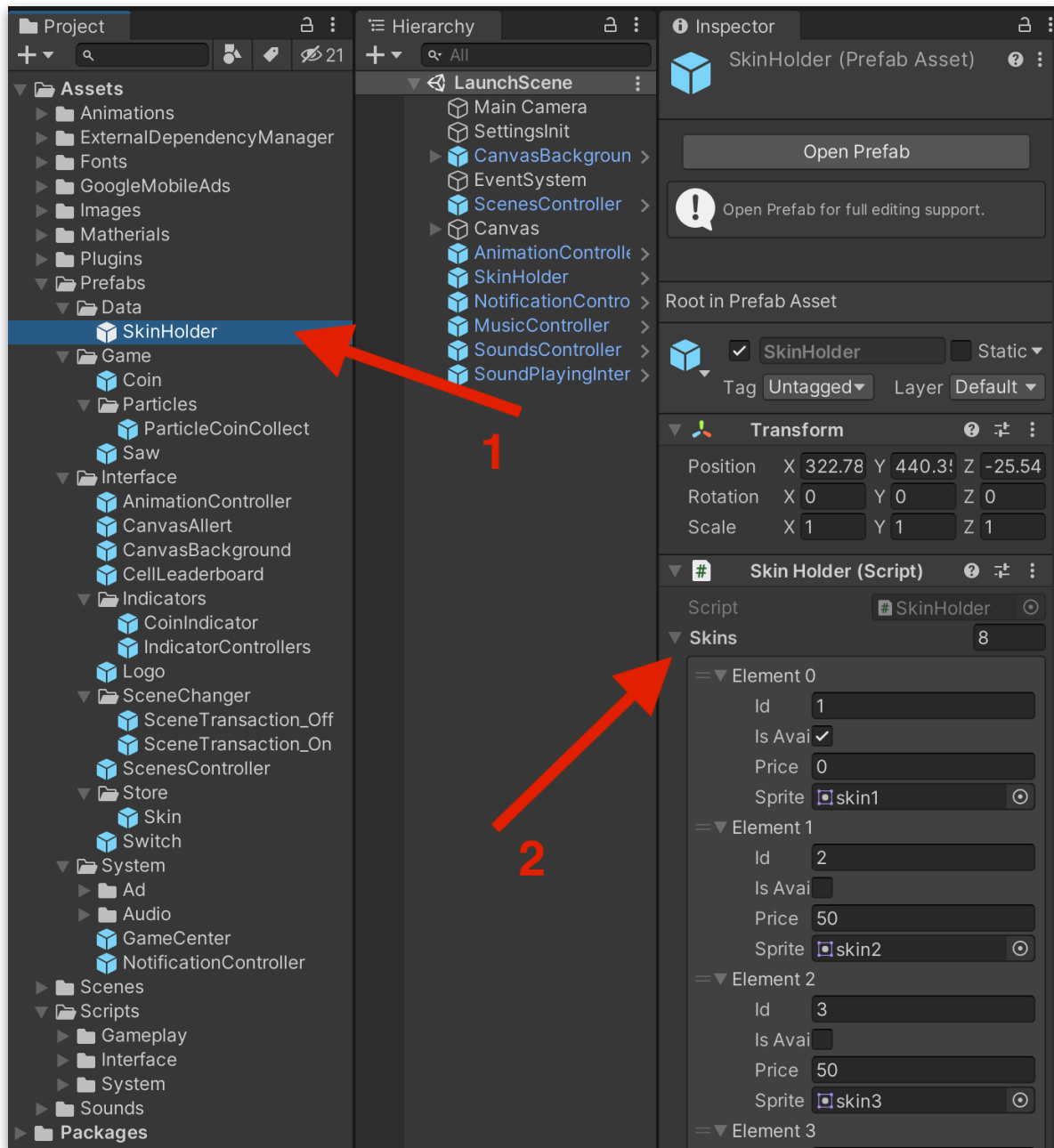3 - Now in "Inspector" you can see link. Change it.

5 - Add new character skin.

1 - In "Project" find prefab "SkinHolder". Located in (Assets > Prefabs > Data).
2 - Select it.
   - In "Inspector" you can find all skins. And you can add new skin to holder.
   - Don't forget to attach sprite(image) to new skin, set correct price. And ID.

6 - Change game values

1 - Open "GameScene". You can find it in (Assets > Scenes).
2 - Find "GameValues" object in "Hierarchy".
3 - Now you can see in "Inspector" all game values and you can change it.