Documentation
Match Joy

Technical Requirements

For correct work of the project, please observe all requirements

Unity version: Last LTS version (Unity 2021.3.X)
Target platforms: iOS, Android
Minimum iOS version: 10.0
Minimum Android version: API Level 29
**Scripting Runtime Version:** .NET 4.x Equivalent

Project Structure

Assets/Match Joy/Content - folder with all project settings files and databases.

Assets/Match Joy/Content/Settings - folder with all basic game settings.

Assets/Match Joy/Content/Settings/Editor/Define Settings.asset - define manager.

Assets/Match Joy/Content/Settings/Ads Settings.asset - advertising settings.

Assets/Match Joy/Content/Settings/Audio Settings.asset - audio settings.

Assets/Match Joy/Content/Settings/IAP Settings.asset - IAP settings.

Assets/Match Joy/Content/Settings/Project Init Settings.asset - init settings.

Assets/Match Joy/Content/Levels/Levels Database.asset - levels database object.

Assets/Match Joy/Content/Levels/Levels/ - levels files location.

Assets/Match Joy/Game/ - game resources.

Assets/Match Joy/Game/Scenes/ - scenes folder.

Assets/Match Joy/Game/Audio/ - game audio files.

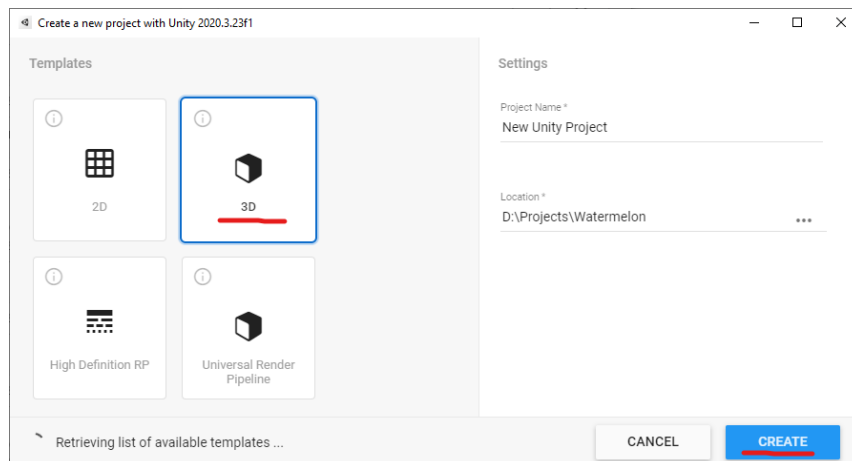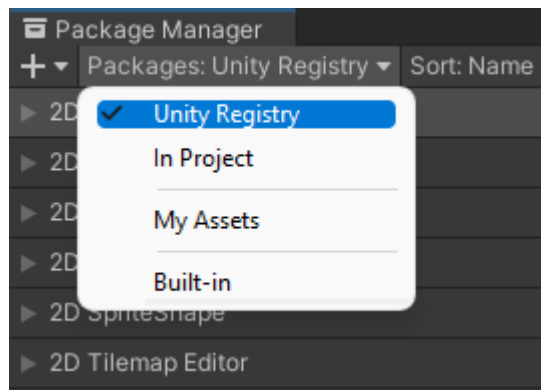Assets/Match Joy/Game/Sprites/icon.png - game icon.

How to start

- Download and install recommended Unity version - Download
- Create a new Unity project using 3D template.
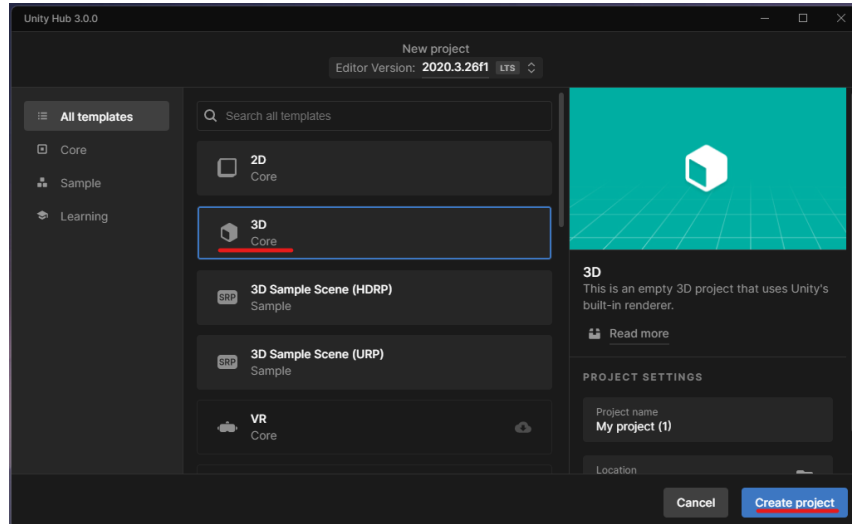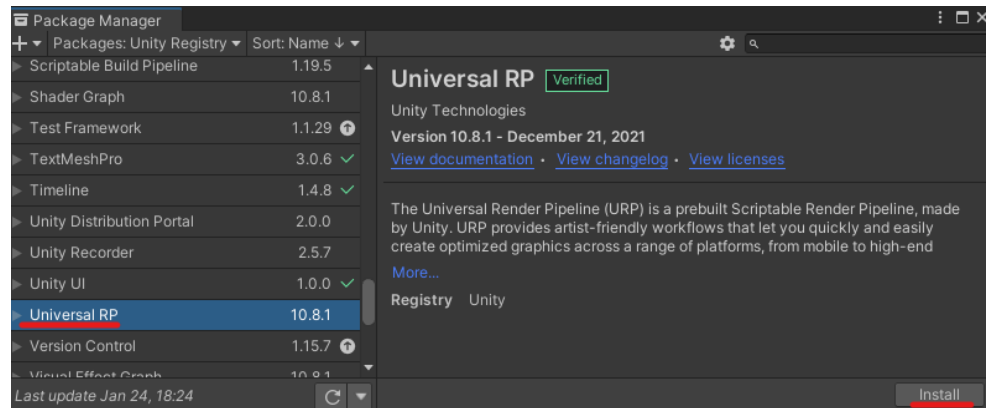

or in older version

- Import URP package:
    a. Click **Window** -> **Package Manager**
    b. On left top select **Packages: Unity Registry**

     c. Find **Universal RP** and click **Install**

- You can remove **Scenes** folder generated by default.
- Import template:
  a. You can use **Asset Store** (if you bought there)
  b. Or manually add package: click **Assets** -> **Import Package** -> **Custom Package**
- Open **Build Settings** (File -> Build Settings):
  a. Add all scenes (from Scenes folder) in the right order to **"Scenes In Build"**.
  b. Select target platform **Android** or **IOS**
  c. Click **Switch Platform**
- Open Project Data\Game\Scenes\Game scene to run the game.
- Build the game.

IMPORTANT: To quickly access all important files and settings use **Setup Guide** (Tools -> Project Setup Guide)
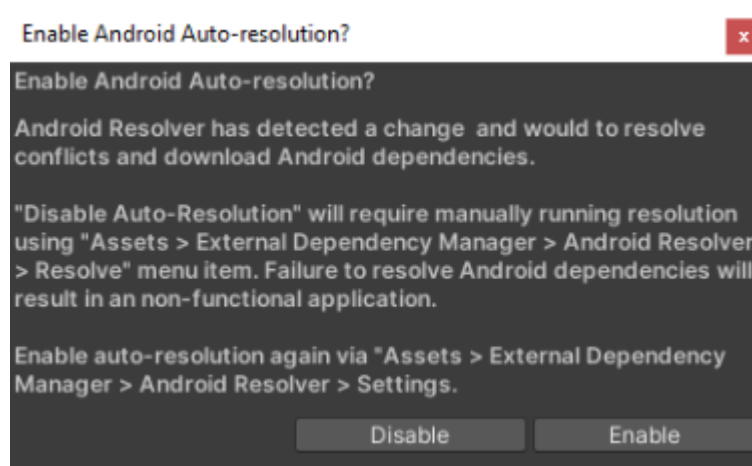
Advertisement Setup
AdMob

Google Mobile Ads Unity plugin integration guide - link

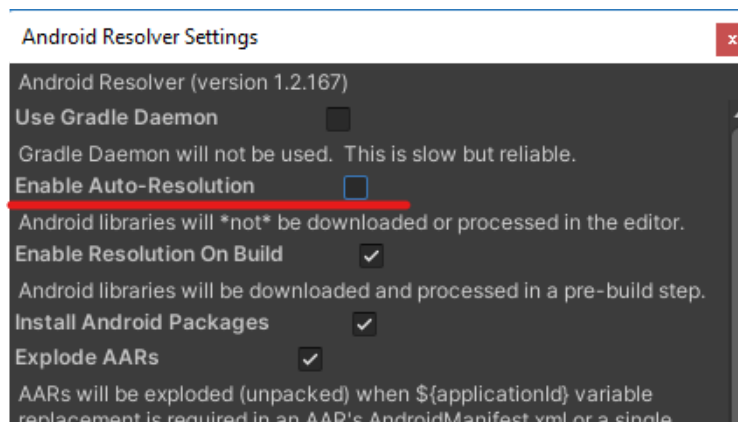1. Download the latest version of Google Mobile Ads Plugin - download

2. Click Assets - Import Package - Custom Package and select the downloaded file to import.
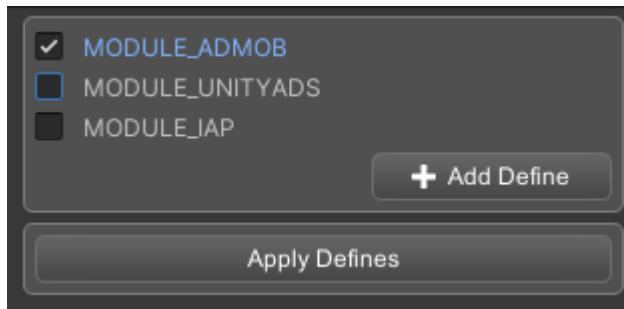3. [For ANDROID] If next pop up appears:

Click **Disable**
Otherwise click Assets - External Dependency Manager - Android Resolver - Settings and uncheck **Enable Auto-Resolution** scroll down and click **OK**

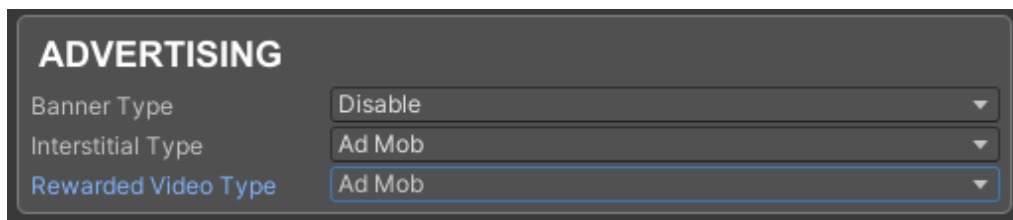4. Click Tools - Editor - Define Manager to select **Define Manager** asset.
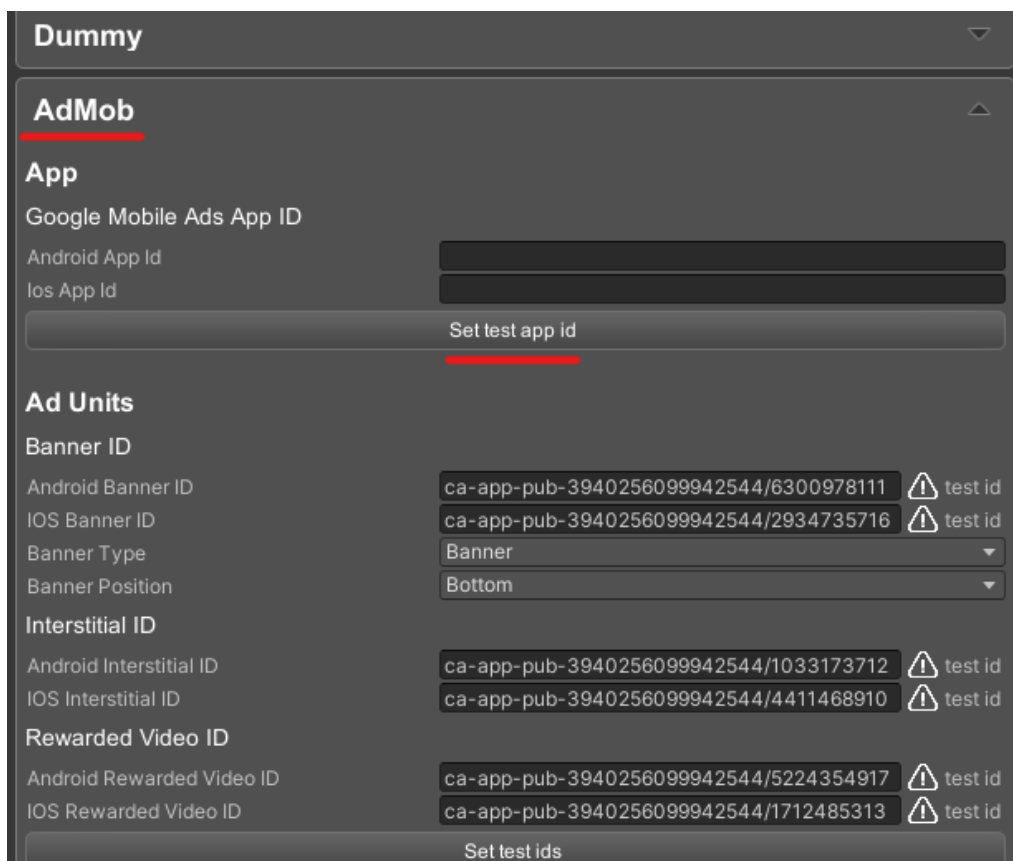5. Enable **MODULE_ADMOB** and press **Apply Defines**.

6. Open **Advertising** tab in **Setup Guide** window (Tools -> Project Setup Guide).
7. Switch to **AdMob** or Disable for each ads type depending on your needs.

8. Unfold **AdMob** tab located below. Click **Set test app id** button.

Now you can test your app with default ids.
Follow the next steps only when you're ready to publish the game, it's an AdMob requirement.

9. Go to your Google Mobile Ads account - link
10. Set up an app in AdMob. Help
11. Open **Advertising** tab in **Setup Guide** window (Tools -> Project Setup Guide). Unfold **AdMob** block and enter data from the website into appropriate fields.

Make sure there's no "test id" warnings on the right side of the fields.

12. Click Assets - External Dependency Manager - Android Resolver - Settings and check **Enable Auto-Resolution** scroll down and click **OK**
13. If resolution did not start automatically click Assets - External Dependency Manager - Android Resolver - Resolve
14. If you want to change the advertising frequency, set it on the Advertising tab.

Interstitial First Delay - delay in seconds between game launch and first interstitial appearing.
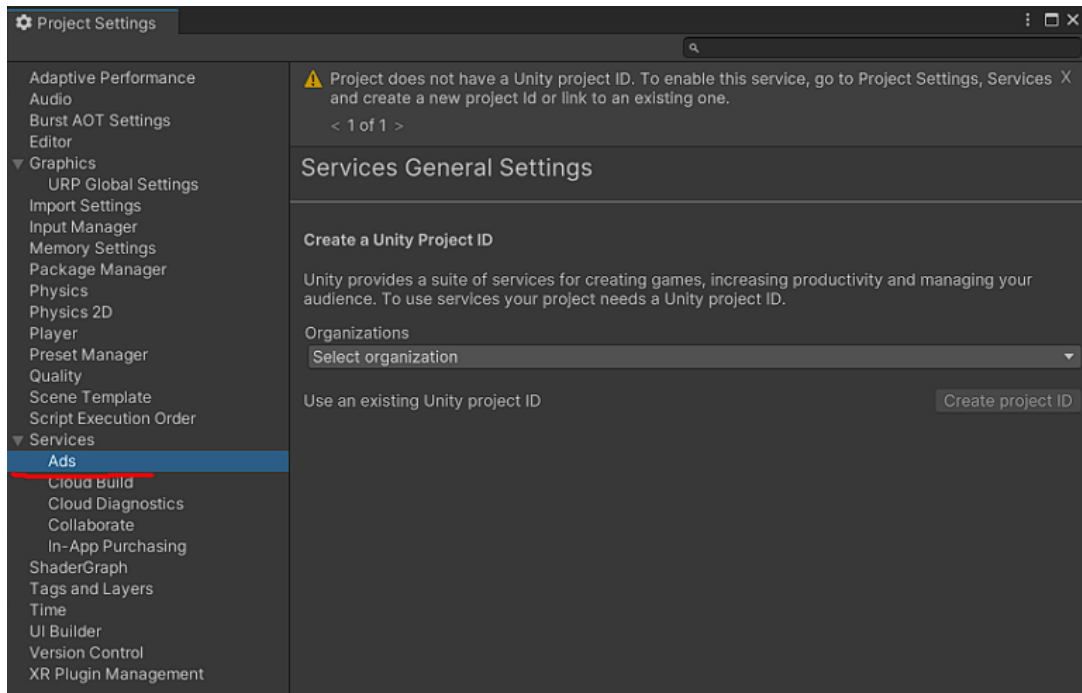**Interstitial Showing Delay** - min delay in seconds between interstitial appearings.

15. Now you can publish the game.
Note, after publishing you'll need to wait until AdMob approves the game. More info here.

Unity Ads

1. Go to File - Build Settings
2. Select Android or iOS and click Switch Planform
3. Open Project Settings: Edit - Project Settings
4. Select Settings - Ads tab

5. Select organization from the drop down list (create if required)
6. Select project id (create one if needed)
7. Enable button on top right corner
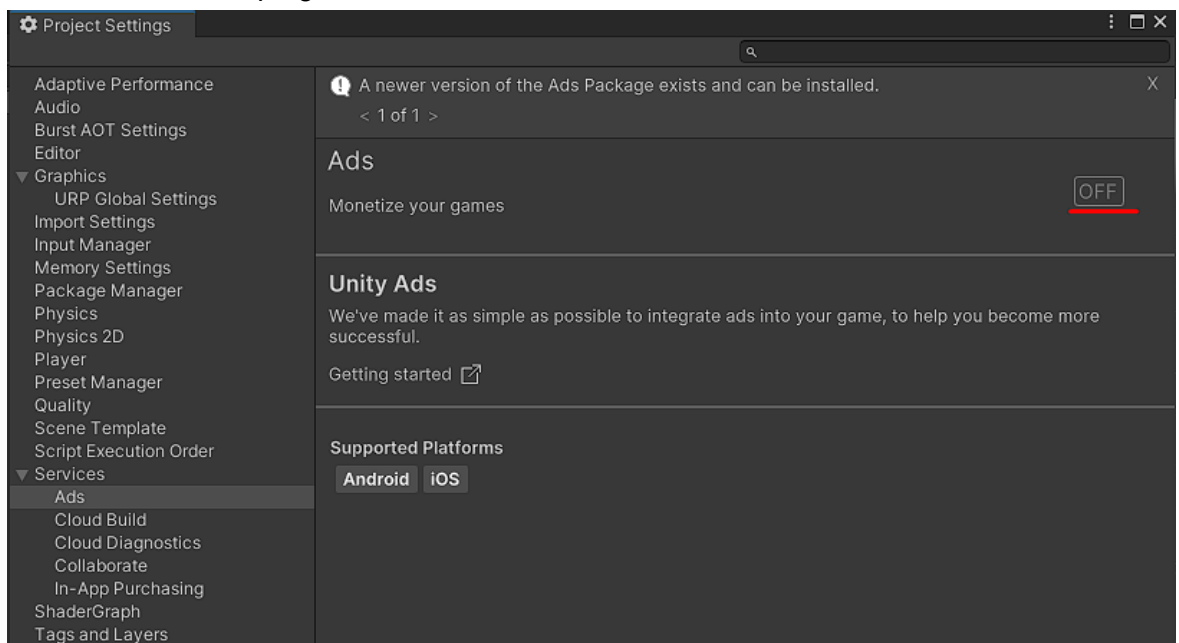
You might see some errors in the console if your current version is outdated.
You can ignore them and move to the next step.

8. Click Install Latest Version and confirm you want to install the latest version if asked.

9. If you are going to develop or test game check Enable test mode checkbox. Uncheck if you're preparing build for the store.
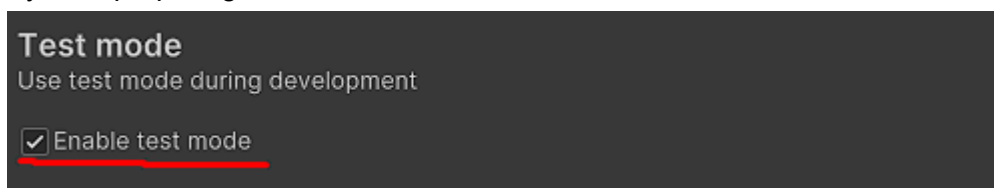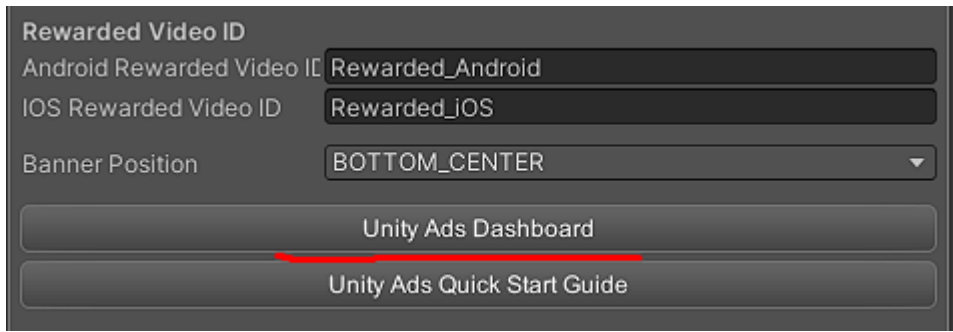

10. Open **Advertising** tab in **Setup Guide** (Tools - Project Setup Guide).
11. Switch to **Unity Ads** or Disable for each ads type depending on your needs.
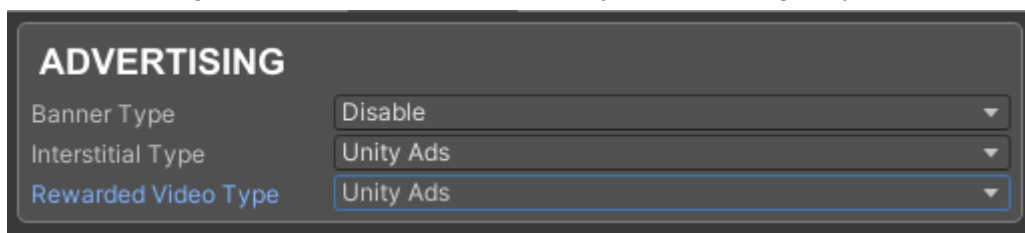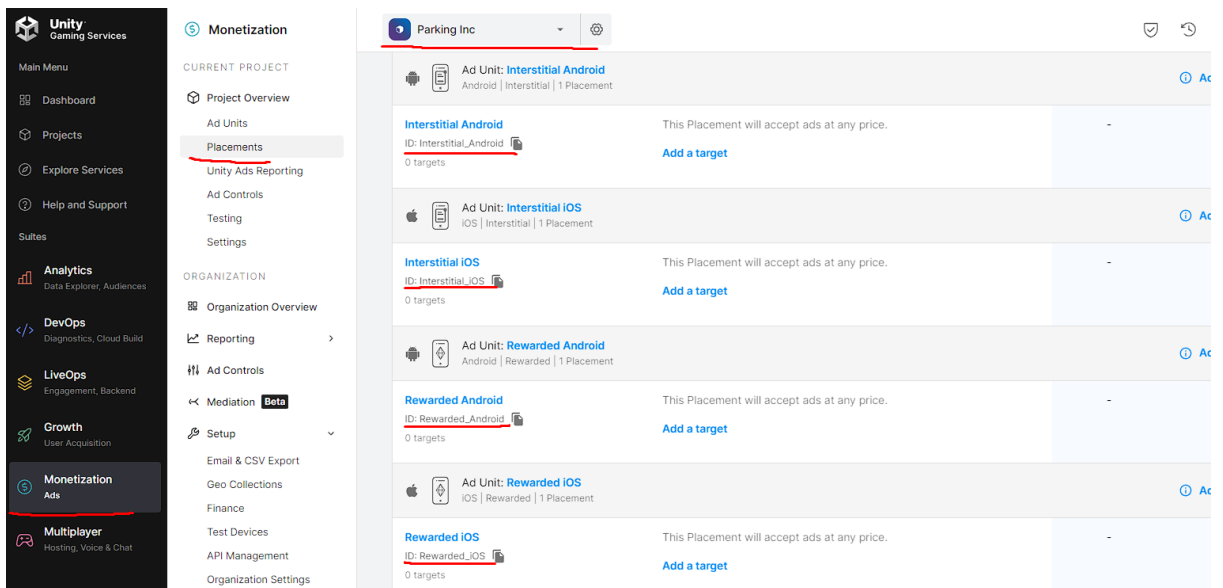

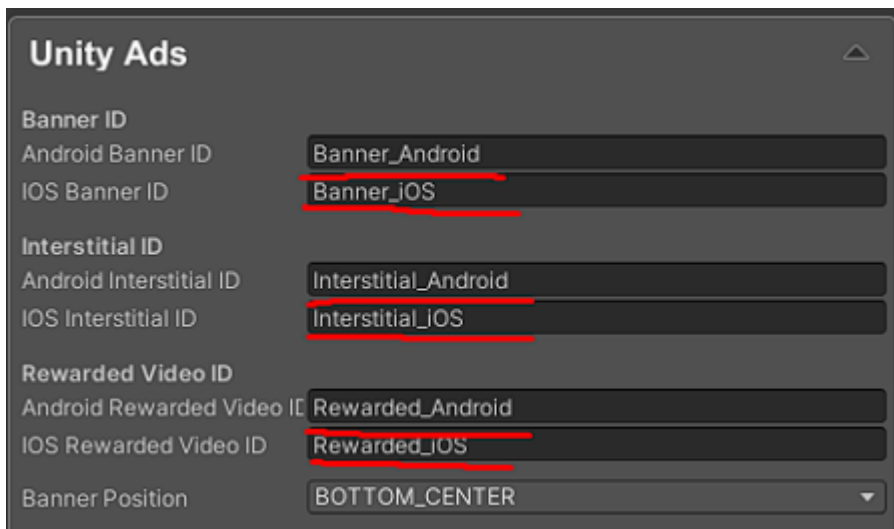12. Unfold **Unity Ads** block at window bottom and click Enable.
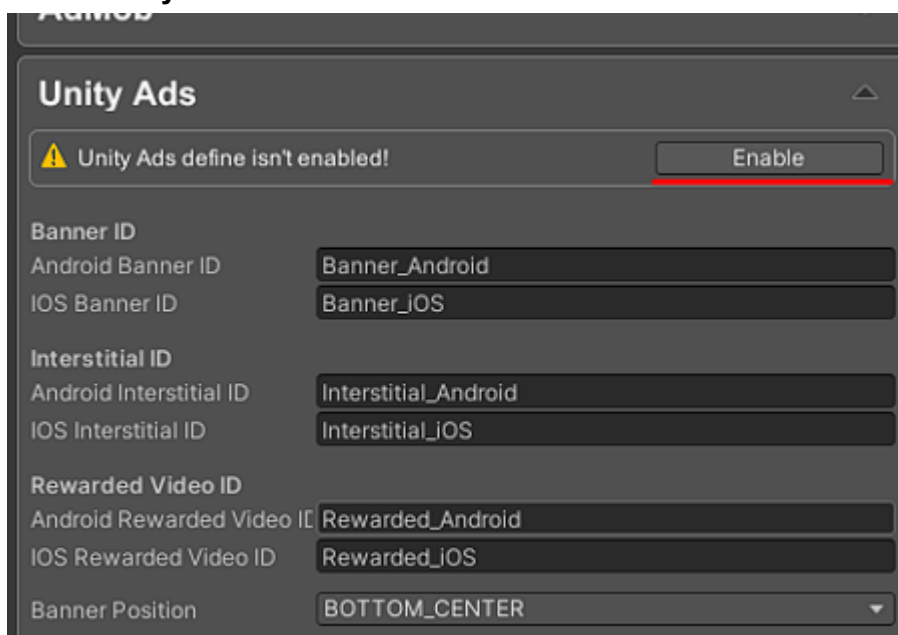
13. You can use Untiy Ads Dashboard button to quickly go to ads dashboard

14. After you configured ads at Unity Ads Dashboard you will have Placements tab with ad placements available for your project.
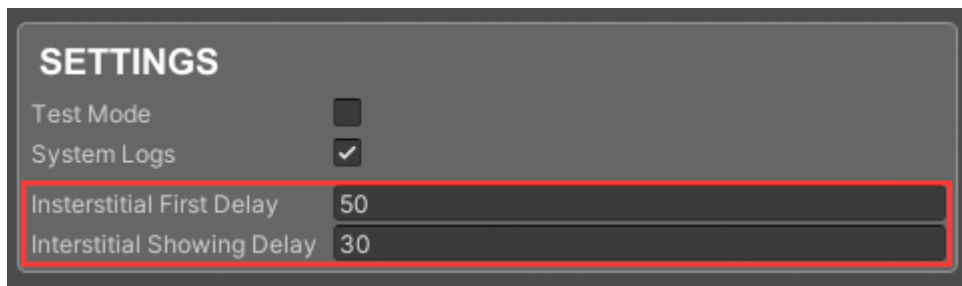

15. Make sure those placement ad ids match ids on Unity Ads settings inside Project Setup Guide

16. Save project: File - Save Project

17. If you want to change the advertising frequency, set it on the Advertising tab.

Interstitial First Delay - delay in seconds between game launch and first interstitial appearing.

Interstitial Showing Delay - min delay in seconds between interstitial appearings.
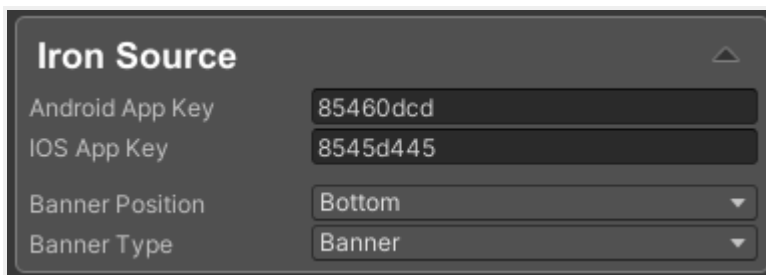
Iron Source

1. Follow step 1 of ironSource Unity plugin integration guide to download and import all required files.
2. If you using android platform and after import android resolution did not start automatically you can start it manually. Go to Assets -> External Dependency Manager -> Android Resolver -> Force Resolve.
3. Click "Tools - Editor - Define Manager" to select Define Manager asset.
4. Enable MODULE_IRONSOURCE and press Apply Defines.
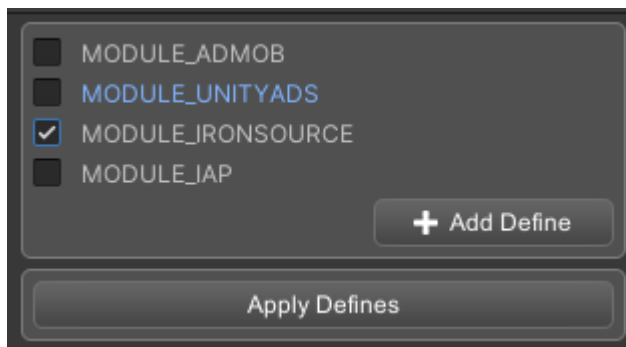
5. Open Advertising tab in Setup Guide window. Put data from the site in the appropriate fields.

6. Set ironSourse as ad provider
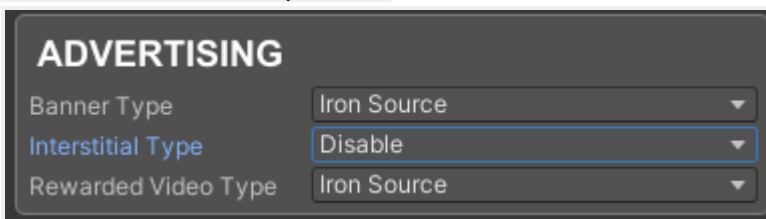
You can also disable some ad types if you don't use them.

7. If you want to change the advertising frequency, set it on the Advertising tab.

Interstitial First Delay - delay in seconds between first interstitial appearings.
Interstitial Showing Delay - min delay in seconds between interstitial appearings.

IAP Setup

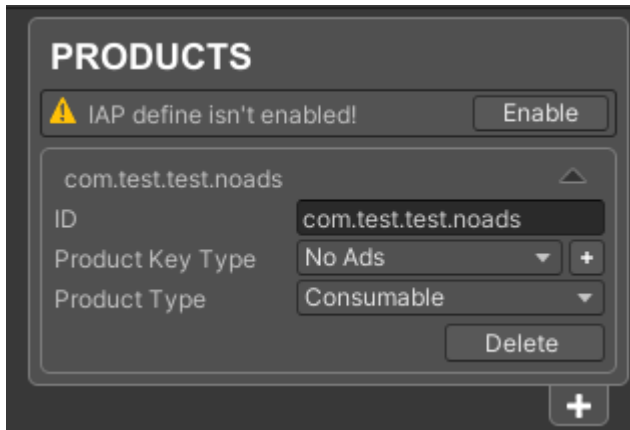1. Follow the guide above to import IAP package
2. Select Define Manager (Tools - Editor - Define Manager)
3. Check **MODULE_IAP** and press on **Apply Defines** button
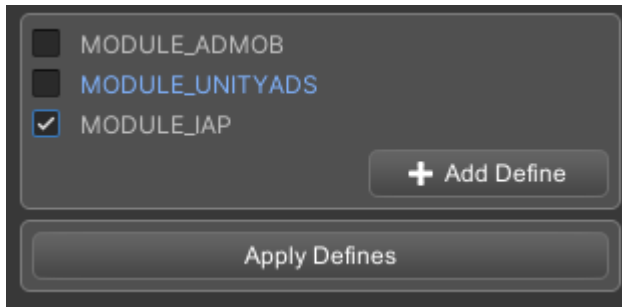
4. Open **Products** tab in **Setup Guide** window

5. Change default ID with yours

How to add a new level

1. Open **Level Editor** ("Tools - Level Editor")
2. Press the **Add Level** button
3. Click **Edit Level**
4. Set first layer size between 6 and 10
5. Press the **Add Layer** button
6. Scroll the Scroll wheel of the mouse down
7. Draw the layer holding LMB and hovering above the layer grid, use RMB to erase
8. Repeat steps 4 to 6 until you have enough layers
9. Make sure that the number of items in the level is divisible by 3 (if it is not, you will be notified by a warning)

How to change the economy

1. Open **Assets/Match Joy/Content/Settings** folder
2. Select **GameSettings** asset