

Documentation

Match Joy

Warning! We would recommend you to make a reskin to prevent problems with Google Play and App Store (game can be banned).

Integration of side plugins is your own responsibility. We don't support modified projects (except reskin).

We are not engaged in additional customization of the project.

All rights of the source code belong reserved by Watermelon Games. After purchase, you will have the right to use it to create your own games and publish them in stores. Resale of the source code is prohibited.



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



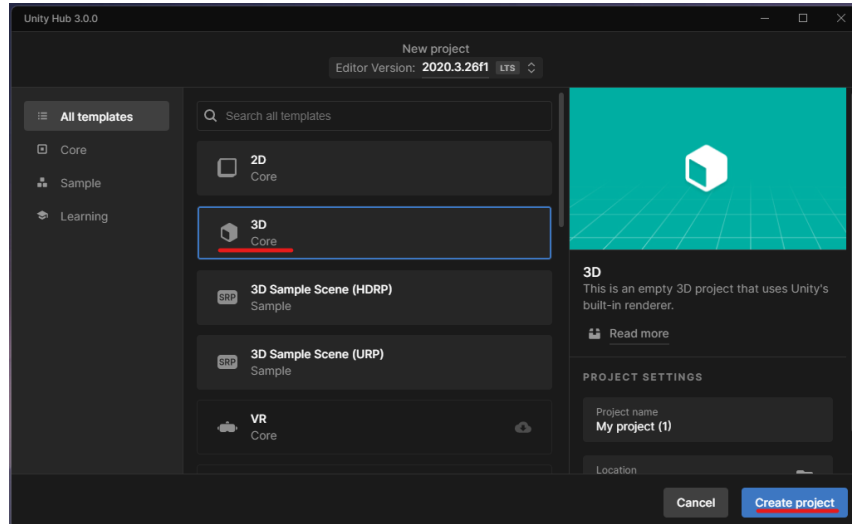
Project Structure

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.

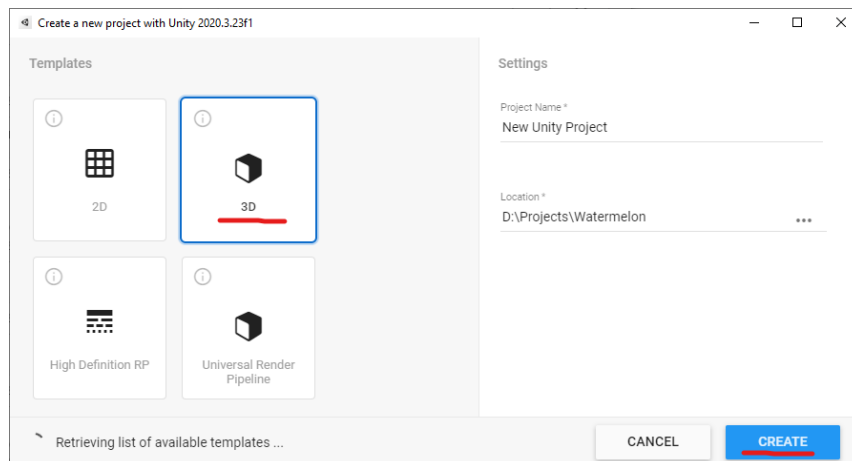


How to start

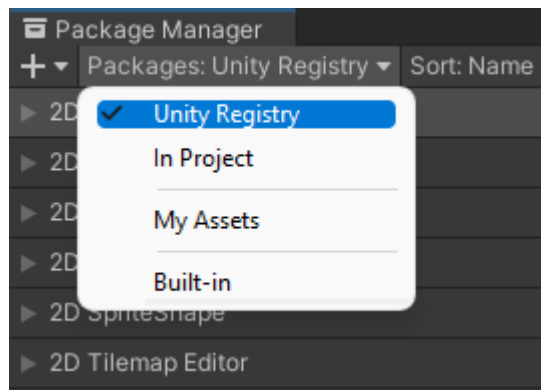
- Download and install recommended Unity version - [Download](#)
- Create a new Unity project using 3D template.



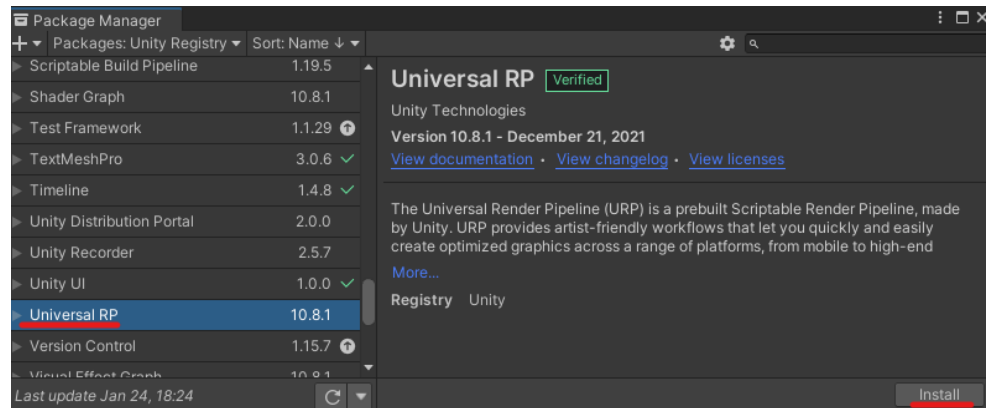
or in older version



- 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

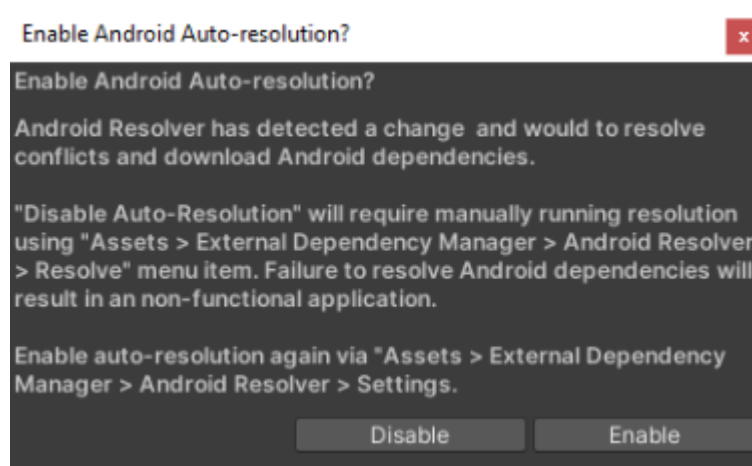
Google Mobile Ads Unity plugin integration guide - [link](#)

1. Download the latest version of Google Mobile Ads Plugin - [download](#)

▼ Assets 3

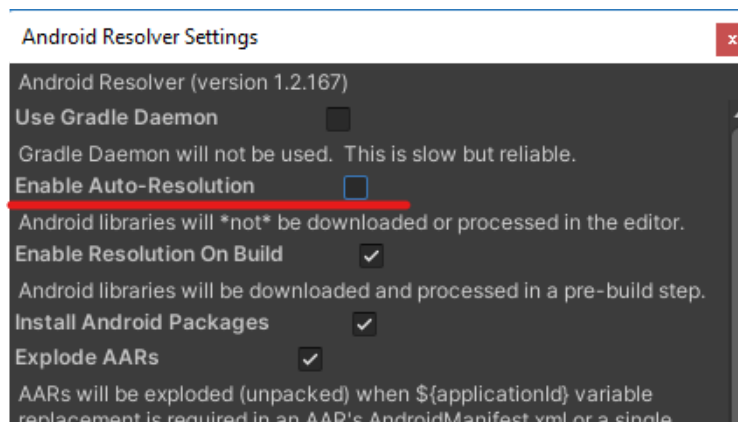
 GoogleMobileAds.unitypackage	359 KB
 Source code (zip)	
 Source code (tar.gz)	

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



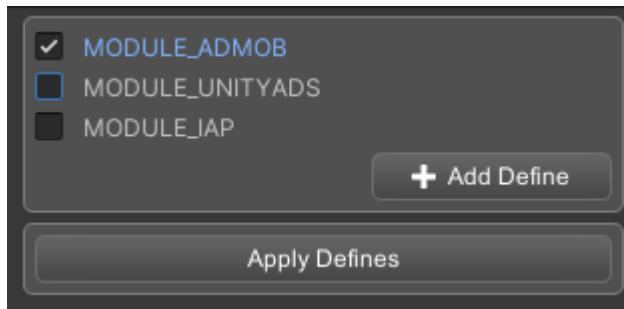
Click **Disable**

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

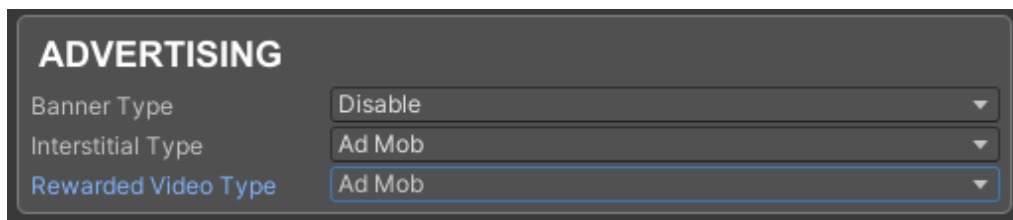


4. Click **Tools - Editor - Define Manager** to select **Define Manager** asset.
5. Enable **MODULE_ADMOB** and press **Apply Defines**.

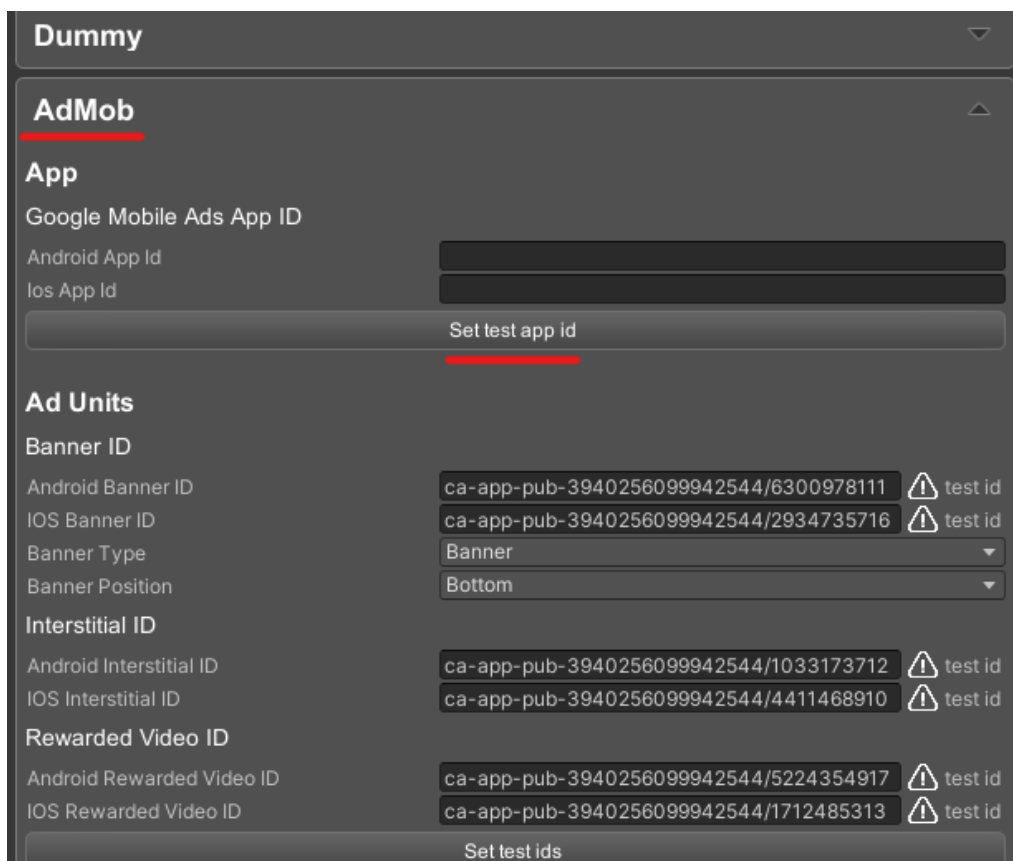




6. Open **Advertising** tab in **Setup Guide** window (Tools -> Project Setup Guide).
7. Switch to **AdMob** or Disable for each ads type depending on your needs.



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.

AdMob

App

Google Mobile Ads App ID

Android App Id: ca-app-pub-3940256099942544~3347511713 ⚠ test id

ios App Id: ca-app-pub-3940256099942544~3347511713 ⚠ test id

Set test app id

Ad Units

Banner ID

Android Banner ID: ca-app-pub-3940256099942544/6300978111 ⚠ test id

IOS Banner ID: ca-app-pub-3940256099942544/2934735716 ⚠ test id

Banner Type: Banner

Banner Position: Bottom

Interstitial ID

Android Interstitial ID: ca-app-pub-3940256099942544/1033173712 ⚠ test id

IOS Interstitial ID: ca-app-pub-3940256099942544/4411468910 ⚠ test id

Rewarded Video ID

Android Rewarded Video ID: ca-app-pub-3940256099942544/5224354917 ⚠ test id

IOS Rewarded Video ID: ca-app-pub-3940256099942544/1712485313 ⚠ test id

Set test ids

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.

SETTINGS

Test Mode ☐

System Logs ☒

Interstitial First Delay: 50

Interstitial Showing Delay: 30

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

Interstitial Showing Delay - min delay in seconds between interstitial appearances.

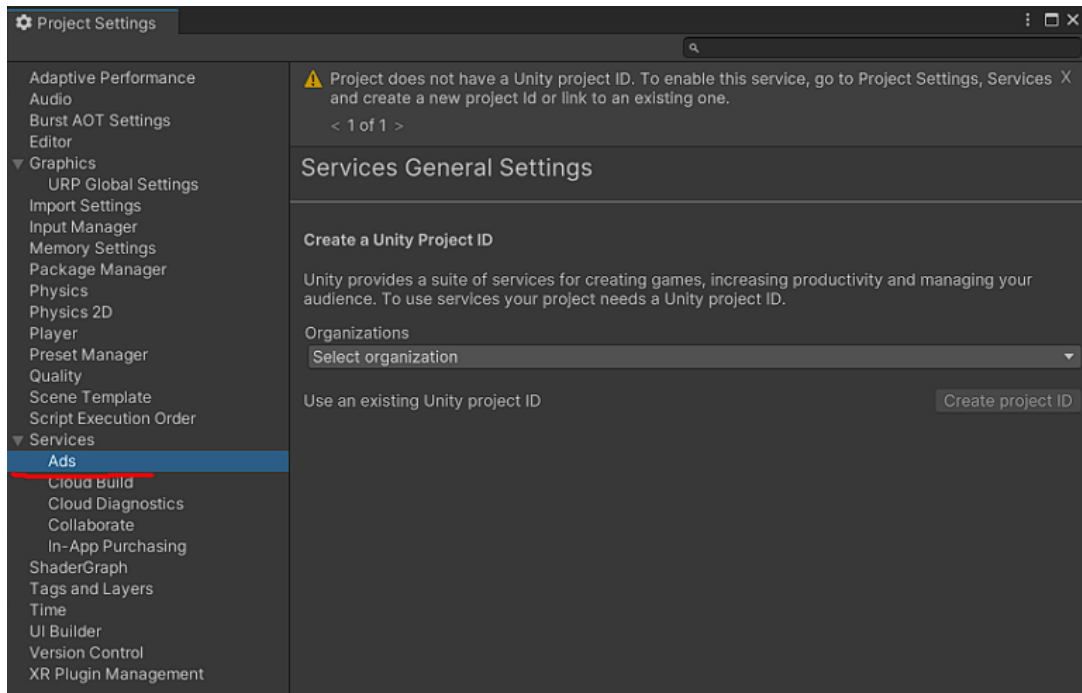
15. Now you can publish the game.
Note, after publishing you'll need to wait until AdMob approves the game. More info [here](#).



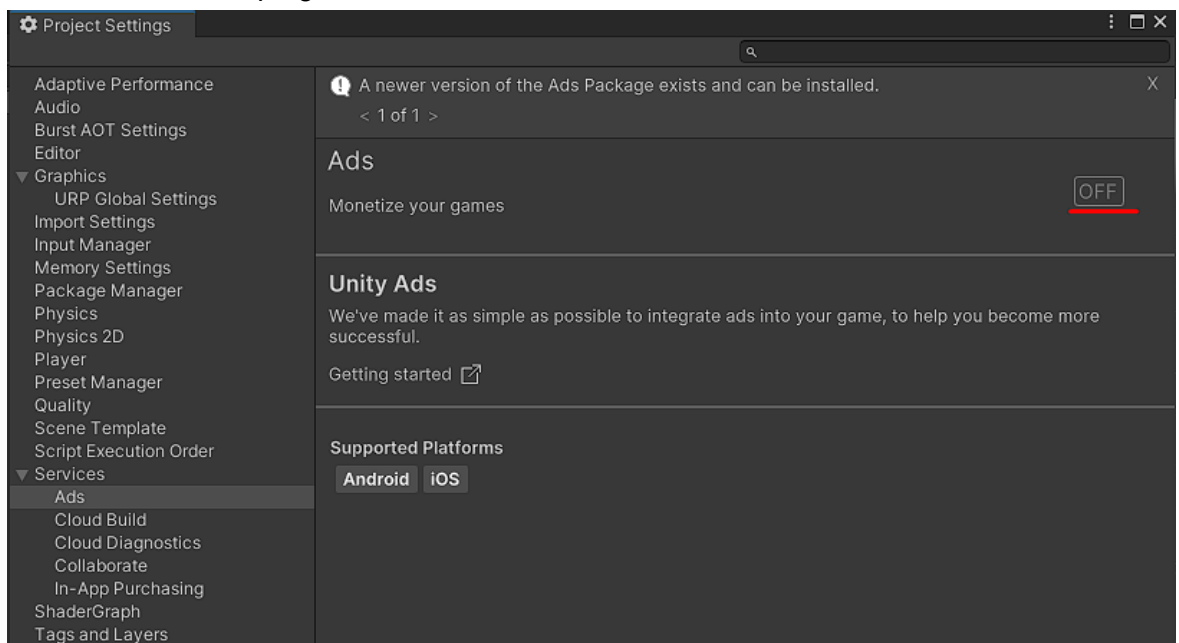
Unity Ads

[Unity Ads Official Documentation](#)

1. Go to **File - Build Settings**
2. Select Android or iOS and click Switch Platform
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

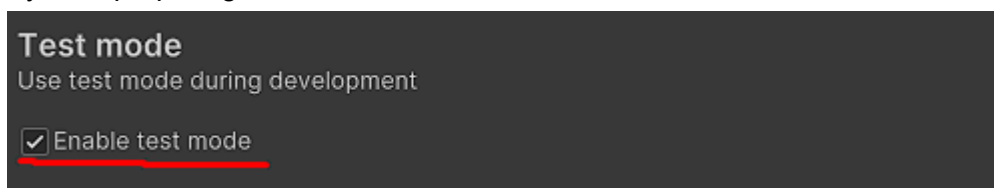


You might see some errors in the console if your current version is outdated.
You can ignore them and move to the next step.

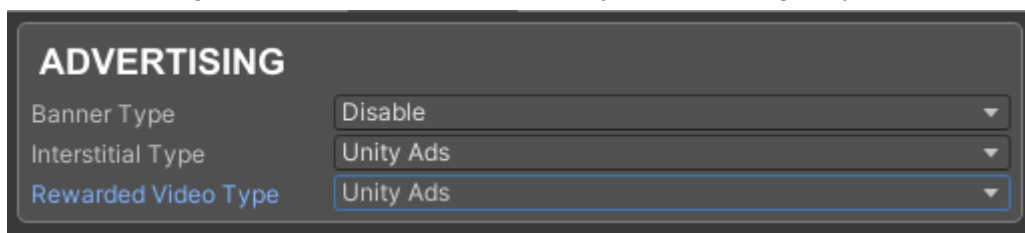
- Click **Install Latest Version** and confirm you want to install the latest version if asked.



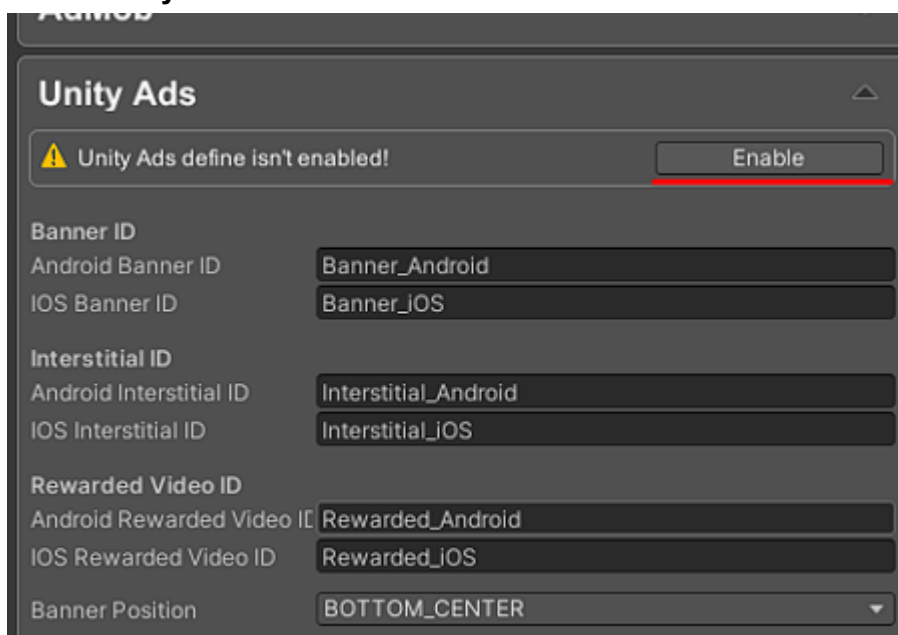
- If you are going to develop or test game check **Enable test mode** checkbox. Uncheck if you're preparing build for the store.



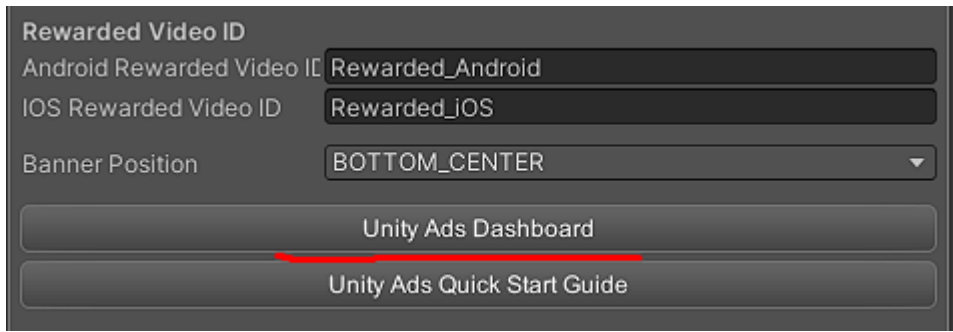
- Open **Advertising** tab in **Setup Guide** (Tools - Project Setup Guide).
- Switch to **Unity Ads** or Disable for each ads type depending on your needs.



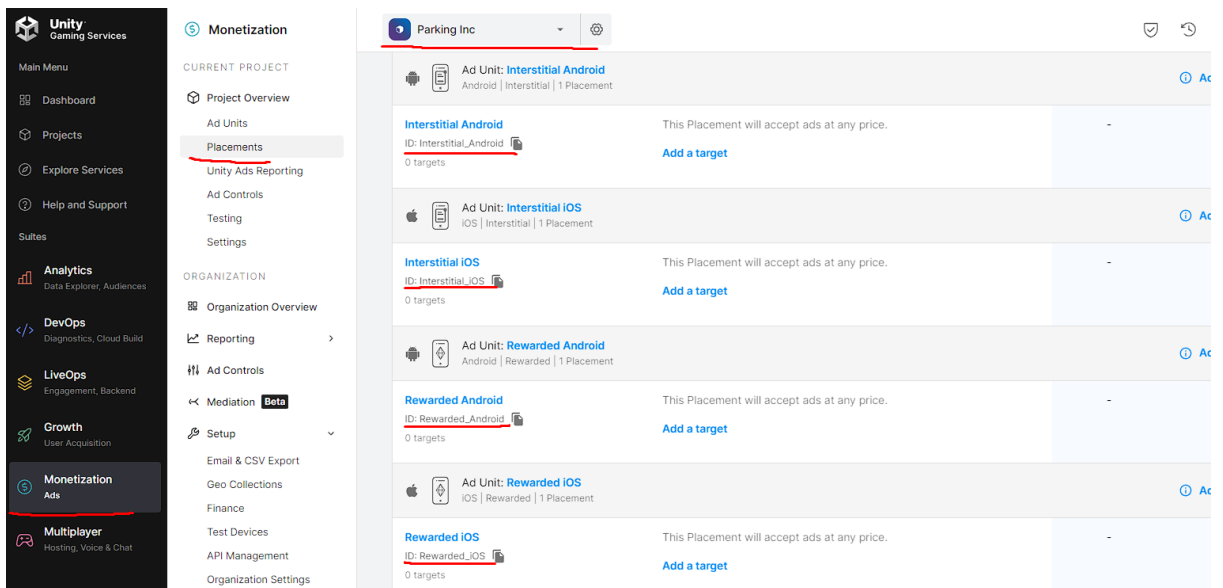
- Unfold **Unity Ads** block at window bottom and click **Enable**.



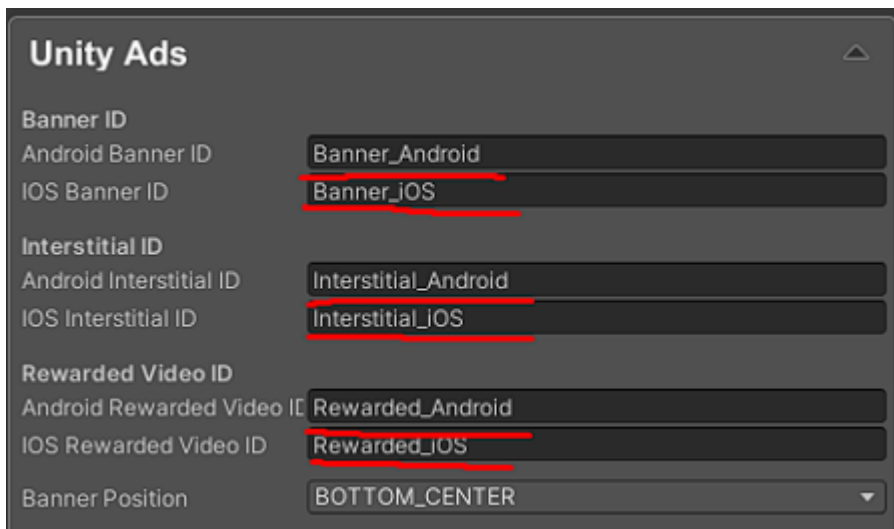
13. You can use Unity Ads Dashboard button to quickly go to ads dashboard



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



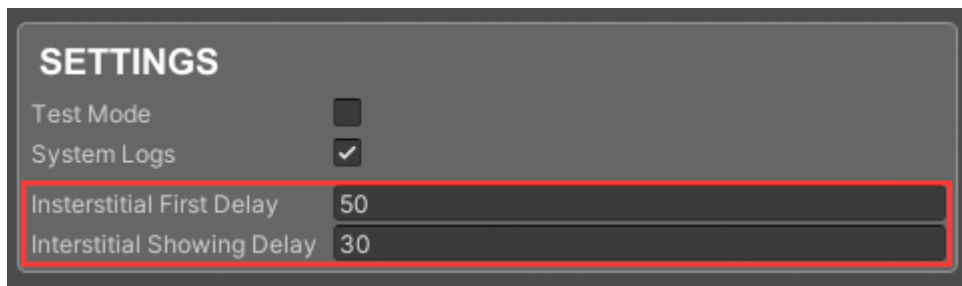
15. Make sure those placement ad ids match ids on Unity Ads settings inside Project Setup Guide



16. Save project: File - Save Project



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



The image shows a settings menu with a dark grey background. At the top, the word "SETTINGS" is written in white. Below it, there are two toggle switches: "Test Mode" (unchecked) and "System Logs" (checked). At the bottom, two rows are highlighted with a red border. The first row is "Interstitial First Delay" with a value of "50". The second row is "Interstitial Showing Delay" with a value of "30".

Setting	Value
Test Mode	<input type="checkbox"/>
System Logs	<input checked="" type="checkbox"/>
Interstitial First Delay	50
Interstitial Showing Delay	30

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

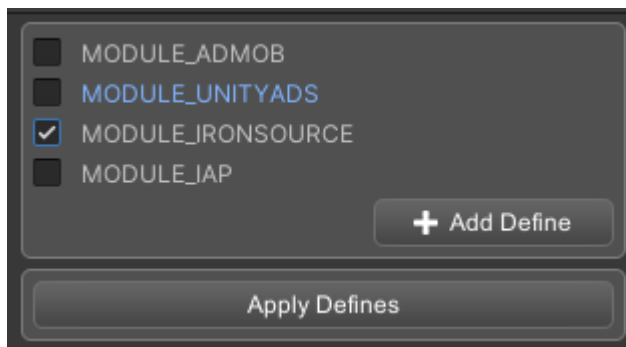
Interstitial Showing Delay - min delay in seconds between interstitial appearances.



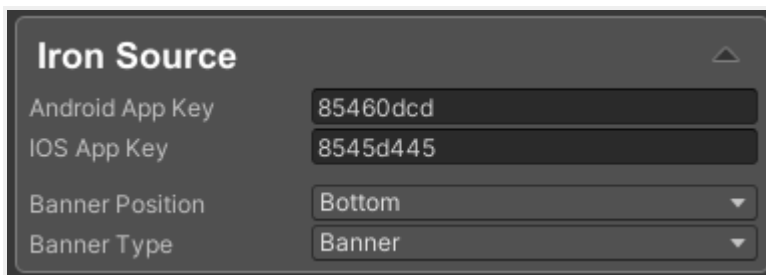
Iron Source

ironSource Unity plugin integration guide - [link](#)

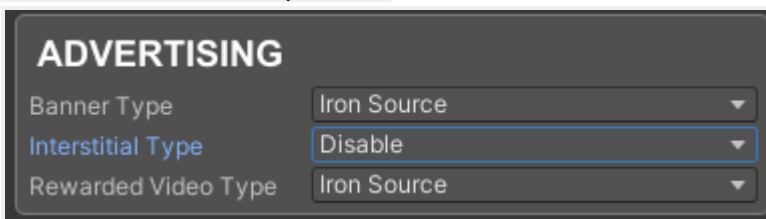
1. Follow step 1 of ironSource Unity plugin integration guide to download and import all required files.
2. If you using android platform and after import android resolution did not start automatically you can start it manually. Go to Assets -> External Dependency Manager -> Android Resolver -> Force 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 ironSource 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.

SETTINGS

Test Mode	<input type="checkbox"/>
System Logs	<input type="checkbox"/>
Interstitial First Delay	<input type="text" value="40"/>
Interstitial Showing Delay	<input type="text" value="30"/>

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

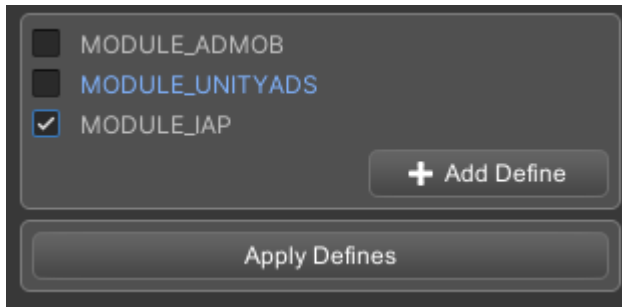
Interstitial Showing Delay - min delay in seconds between interstitial appearings.



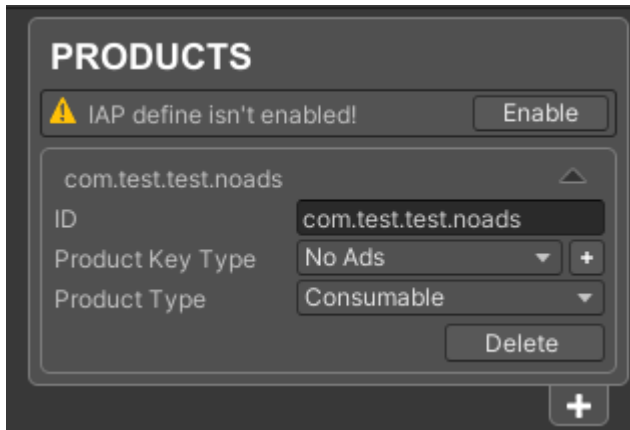
IAP Setup

Setting up Unity IAP integration guide - [link](#)

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

