



(v1.0)

THANKS FOR BUYING MERGE RPG KIT!

LINK DOC ONLINE:

<https://docs.google.com/document/d/1hgWsvMMsDEVSkTrh4ZBrDSw3N9fPiaNFvU3lmsajmLQ/edit>

READ DOC ONLINE FOR SOME GIF ANIMATION SETUP IF YOU CAN NOT SEE IT WORK
ON YOUR WORD EDITOR

I, FEATURE

- Fully player animation Frame by Frame
- 30 Weapons
- 30 Armors
- 30 Shields
- 30 Trinkets
- Ability Upgrade, Gear Upgrade and Boost Support.
- Admob, In App Purchase, Shop Gem and Coin.
- 10 Enemies
- Scalable System with Items and Monsters.

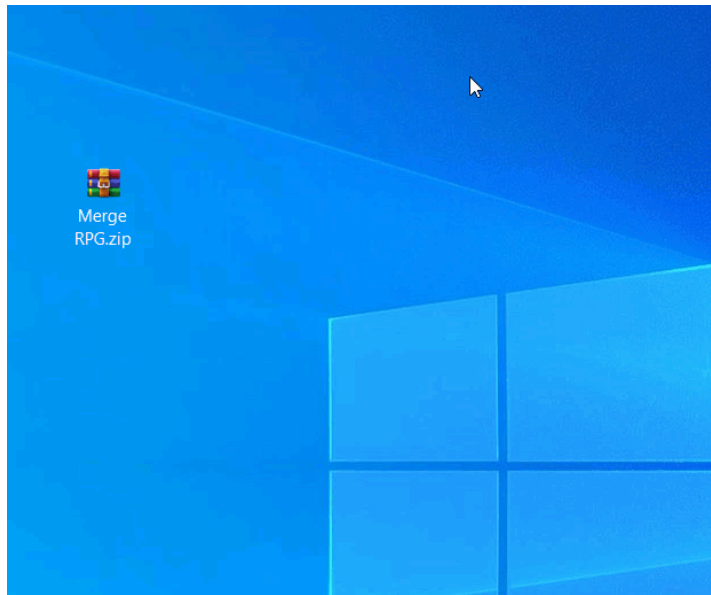
II, SYSTEM

- Lasted version of **Android SDK and Android NDK** (Can use default SDK, NDK from Unity Hub)
- Support **Unity 2019.4.01f LTS** (If you use another version of Unity, Maybe the plugin from the game can not support. So please make sure if you know how to upgrade your unity version)
- Cocoapods (Xcode Only - MacOS Only). **(IMPORTANT)**
- Knowledge about how to use unity.

III, PROJECT SETUP

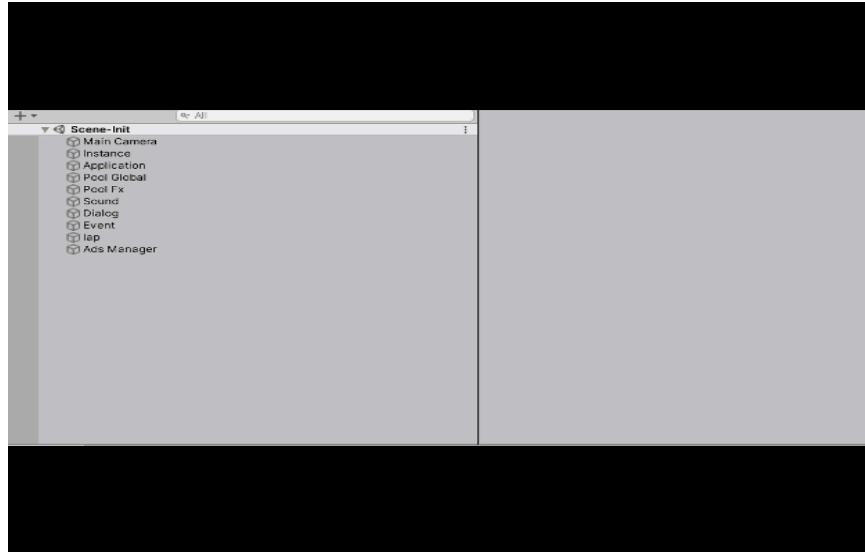
I strongly recommend importing the asset into an empty project and importing all tags and layers!

Create new folder "My project" and extract your zip into this folder. Then Open Unity Hub
=> Add project and select the folder "My project".

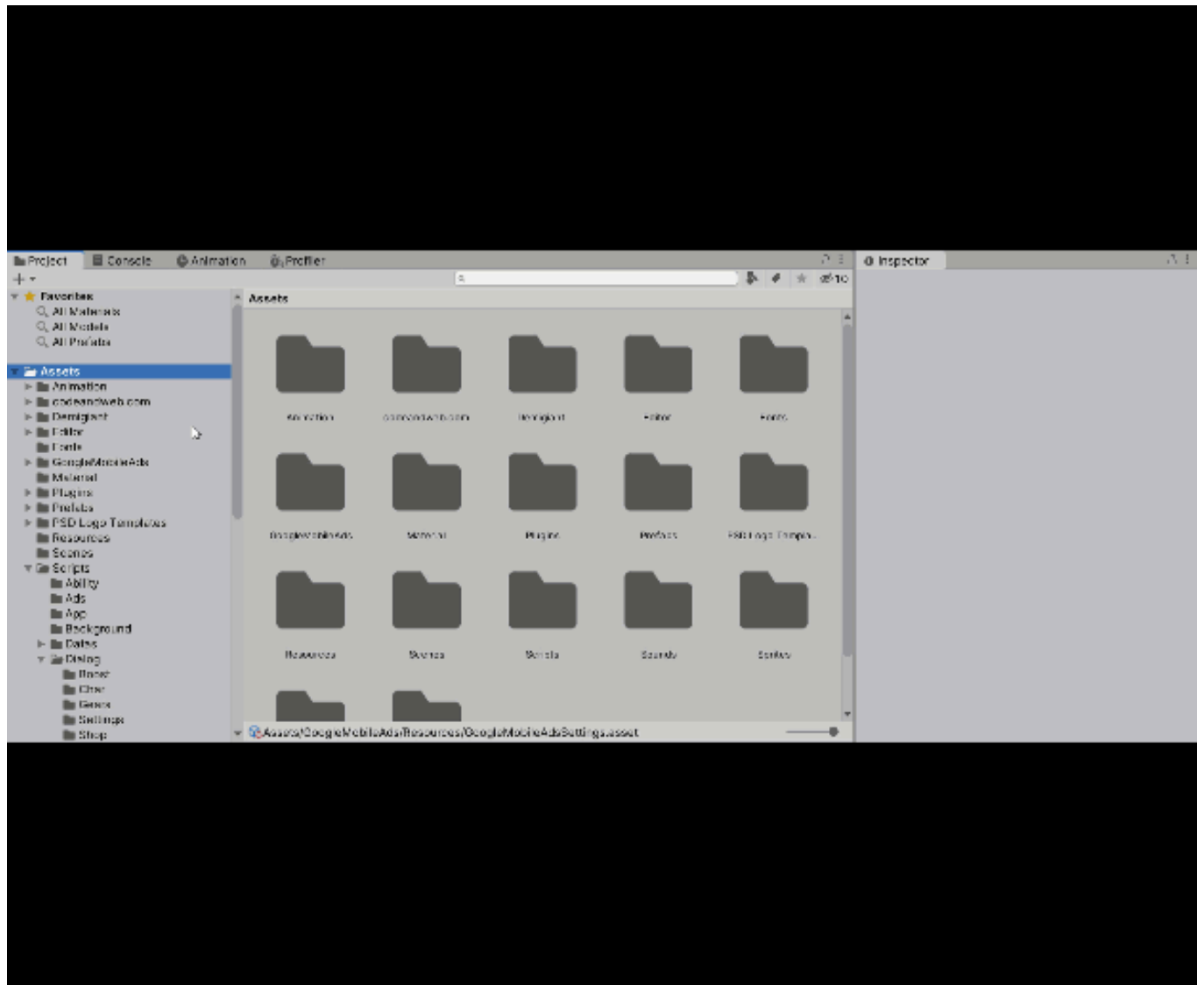


IV, ADMOB SETUP

- Create your Admob Account and set up your app in the Admob Dashboard.
 - How to setup your **app** with Admob =>
<https://support.google.com/admob/answer/2773509?hl=en>
 - How to create your **admob account** =>
<https://support.google.com/admob/answer/7356219?hl=en>
- Open your project with Unity, Find Scene-Init the double click on it to open Scene-Init.
Find AdsManager GameObject to edit your Id
- Please replace your Ids Ad with the platform you setup before building your project.

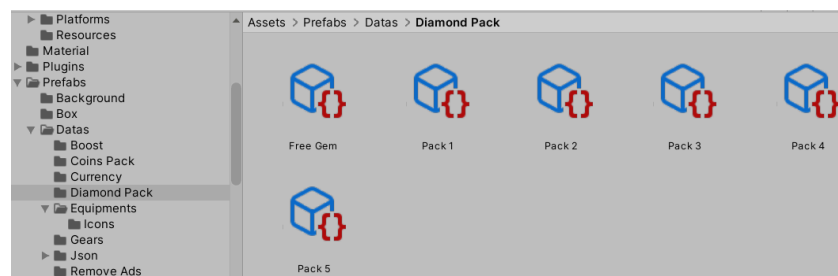


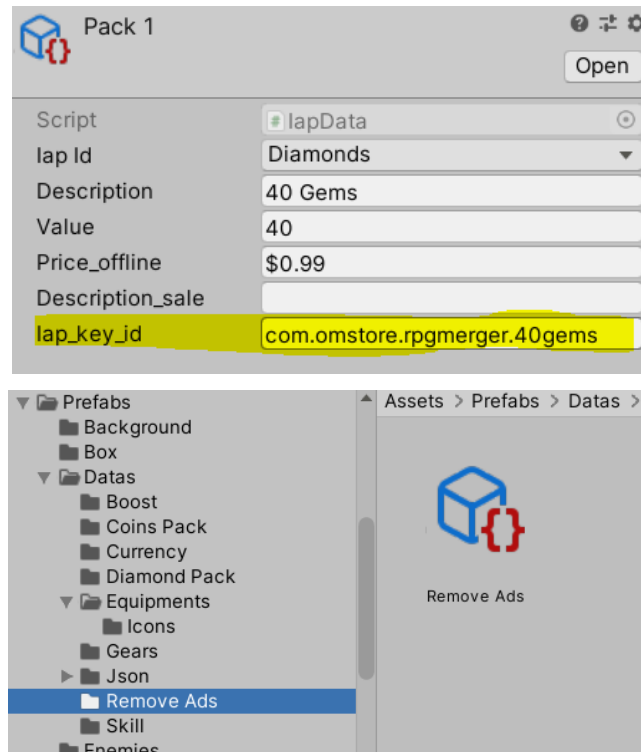
- Find "GoogleMobileAdsSettings" in your Assets folder and replace your App Id from App Admob



V, IN-APP PURCHASE SETUP

- Replace the `lap_key_id` with your IAP Key What you are setup on Google play console or App Store Dashboard.





No need to add lap_key_id for “Free Gem” pack.

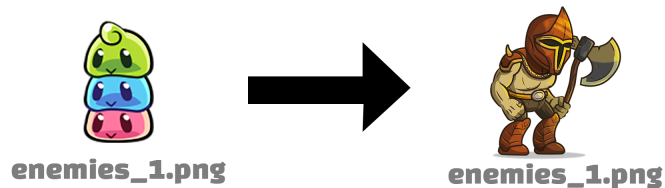
VI, HOW TO RESKIN

- Follow 1 of Two Options below:

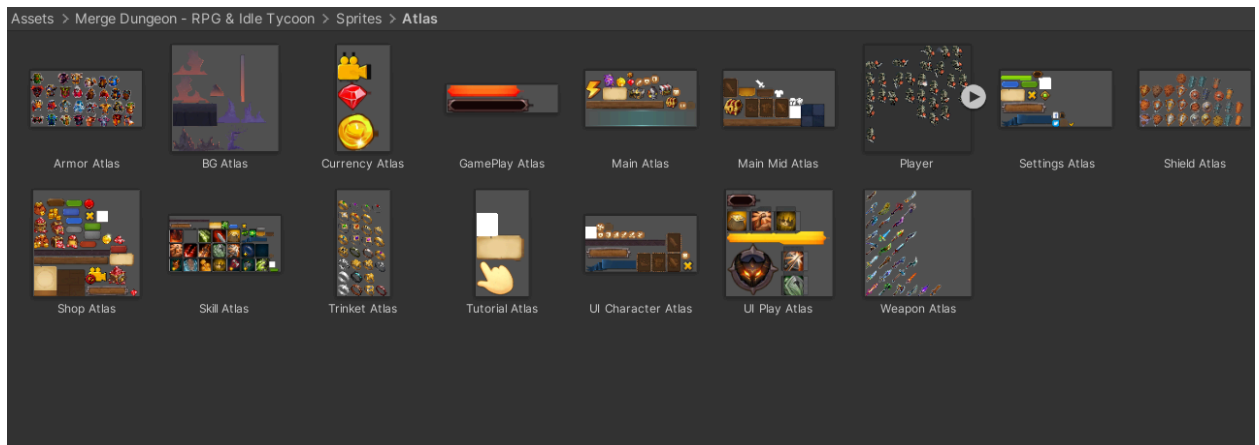
Option I: Use SpriteAtlas from Unity to create the sprite sheet for Optimize game.

- How to use: <https://docs.unity3d.com/Manual/class-SpriteAtlas.html>

Find folder: Assets/Merge Dungeon - RPG & Idle Tycoon/Sprite and select the image that you want to replace. Open this image with Photoshop or any software to edit the content of Image. Remove the content of the image and Paste the new content into this Image. Or you can Delete the image and replace it with another image but make sure **the name** of the new image must **match** with the old image.



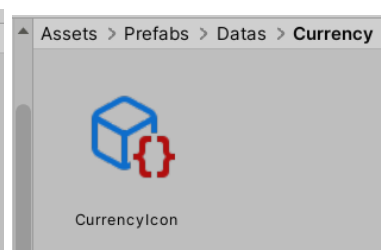
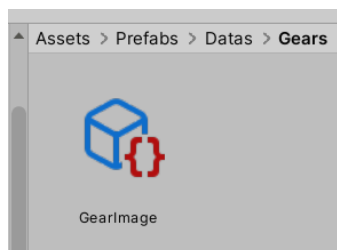
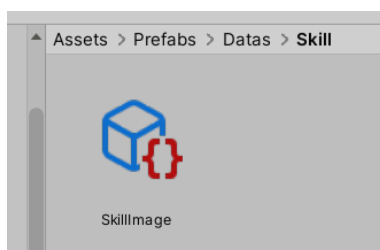
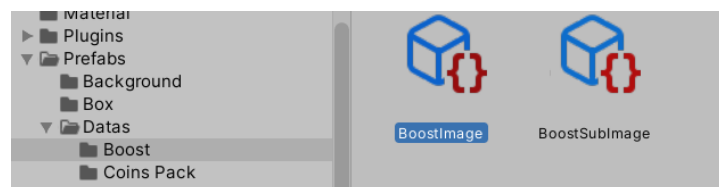
After replacing the content of Image find the folder: Your asset also already update in SpriteAtlas. You can check by find Assets/Merge Dungeon - RPG & Idle Tycoon/Sprite/Atlas Select the atlas and press “PackPreview” to check it.

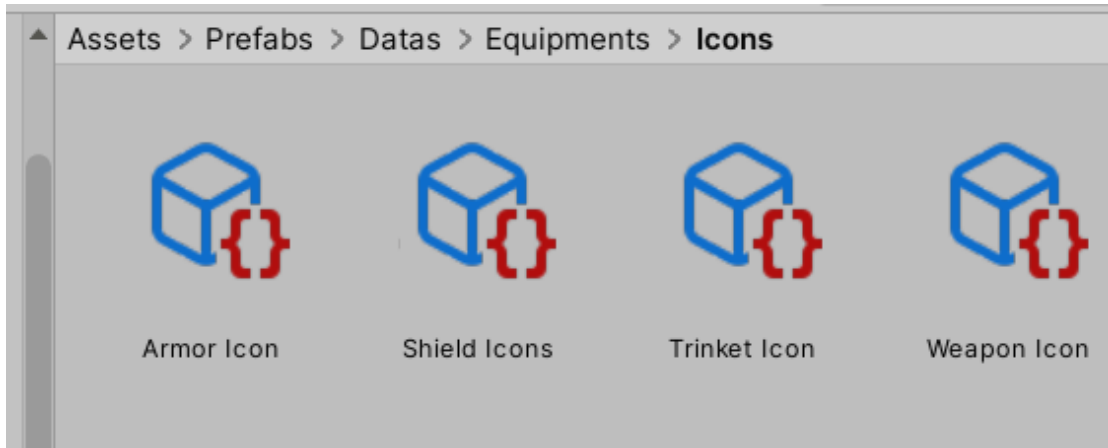


The result

Option II:

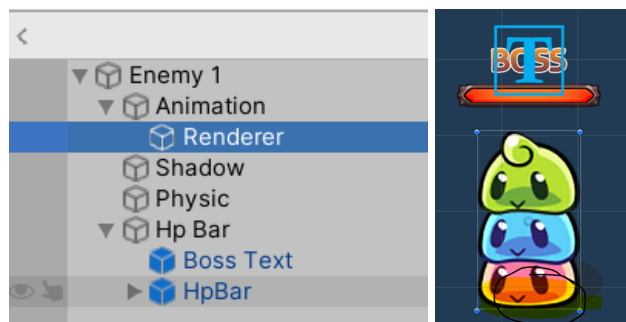
- Create your own folder sprite and add it into gameobject from Scene-Dev with All of UI
- Find Assets/Merge Dungeon - RPG & Idle Tycoon/Prefab (BACKGROUND, ENEMIES, UI, VFX) To replace the image in GameObject and Find Assets/Merge Dungeon - RPG & Idle Tycoon/Prefab/Data to replace the icon in Data File.





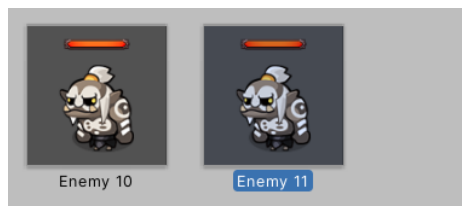
VII, ENEMIES SETUP

Enemies use a single image (No need to create animation) so you just create your own image and then find folder Assets/Prefab/Enemies to replace your image with 10 enemies. Make sure to move the Renderer GameObject to make the “Leg” of enemies match position with Land.



How to add more enemies? Follow these steps below:

Step 1: Clone the new enemies from the old enemies in Assets/Prefab/Enemies (Enemies x, $10 < x < N$) (in this picture is I clone a prefab from Enemy 10 to Enemy 11 by press Ctrl+D on Enemy 10, system will auto create new prefab from Enemy 10);



Step 2: Replace the Enemy 11 with your image in GameObject “Renderer”.

Step 3: Find the script Assets/Script/Pool/PoolEnums.cs and open with your C# Editor

```

Enemy_7      = 18,
Enemy_8      = 19,
Enemy_9      = 20,
Enemy_10     = 21,
Boost_property = 22,
Boost_Icon   = 23,

// ADD YOUR NEW ENEMY POOL HERE
Enemy_11 = 24,
}

```

Add the new id of enemy 11 into PoolGlobalId like the picture above and increase the id of Enemy_11 in PoolGlobalId with 1 unit.

Step 4: Find the script Assets/Script/Enemies/EnemiesEnum.cs and open with your C# Editor

```

public enum EnemiesID
{
    Enemy_1,
    Enemy_2,
    Enemy_3,
    Enemy_4,
    Enemy_5,
    Enemy_6,
    Enemy_7,
    Enemy_8,
    Enemy_9,
    Enemy_10,

    // ADD YOUR ENEMIES HERE
    Enemy_11,
}

```

Add the new id of enemy 11 into EnemiesID like the picture above.

```

// ADD YOUR ENEMIES HERE
Enemy_11,
}

private const int size = 11;

```

Count the number enemies id in EnemiesID and set the value into “size=N”

Add the logic into GetPoolId(...)


```

return PoolEnums.PoolGlobalId.Enemy_8;
case EnemiesID.Enemy_9:
    return PoolEnums.PoolGlobalId.Enemy_9;
case EnemiesID.Enemy_10:
    return PoolEnums.PoolGlobalId.Enemy_10;

// ADD YOUR CODE HERE
case EnemiesID.Enemy_11:
    return PoolEnums.PoolGlobalId.Enemy_11;

default:
    return PoolEnums.PoolGlobalId.None;

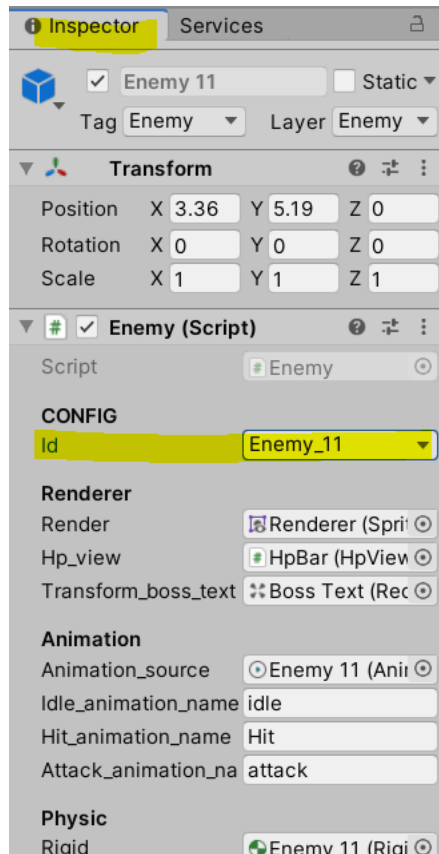
```

Do the same work if you have N enemies.

Step 5: Back to the Assets/Prefab/Data/Enemies with your Enemies GameObject.

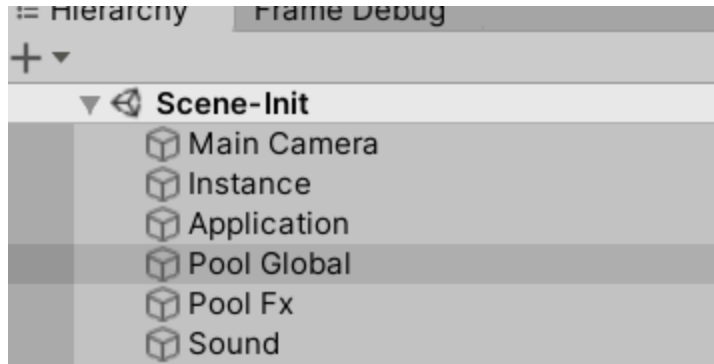
Example here is Enemies 11

Select Enemies 11 and In Inspector Window edit the value of Enemies Script

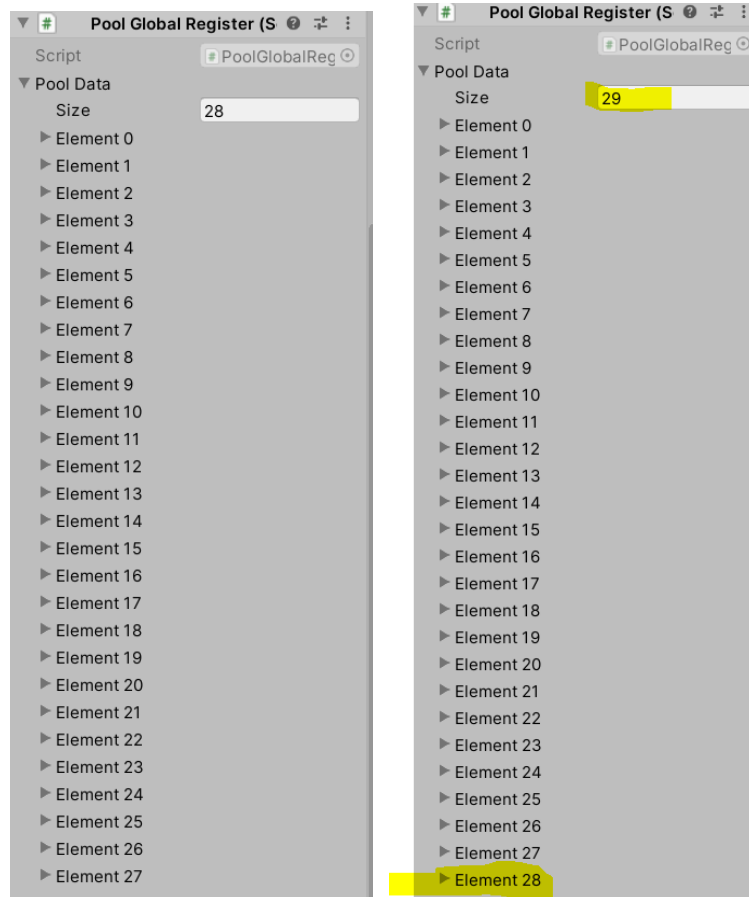


Change the “id” to Enemy_11 or Enemy_N

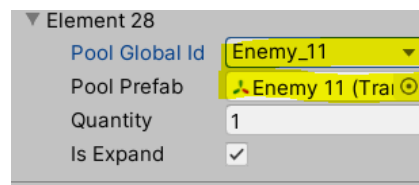
Step 6: Open Scene-Init find and select GameObject “PoolGlobal”



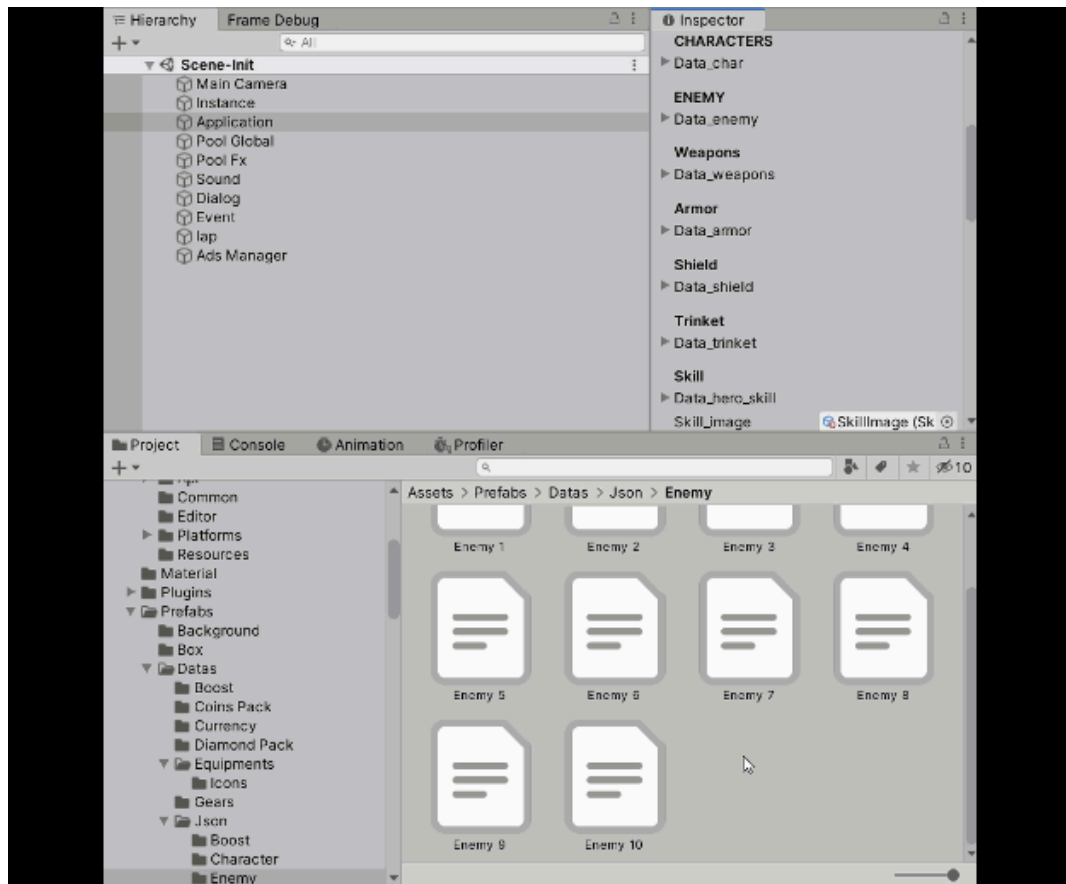
In Inspector window, Increase the size of PoolData with 1 Unit Example here is My PoolData has 28 unit, and increase 1 will be 29 the element I need to edit is $29 - 1 \Rightarrow$ Element 28 (with N unit the element need edit is $N - 1$)



Expand Element 28 and change the Pool Id and add GameObject “Enemy 11” into “Pool Prefab”



Final Step: Create the data of enemies in Assets/Prefab/Data/Json/Enemy and Add it into EnemyData of Application GameObject



After adding the new data into Application EnemyData. Open the new Data “Enemy 11” with your c# editor and edit “id” has the same with Enemy “X” in Example “Id” = 11.

```
{
  "id": 11,
  "min_dmg": 3,
  "max_dmg": 6,
  "block_change": 0.3,
  "def": 3,
  "spd": 1,
  "hp": 35
}
```

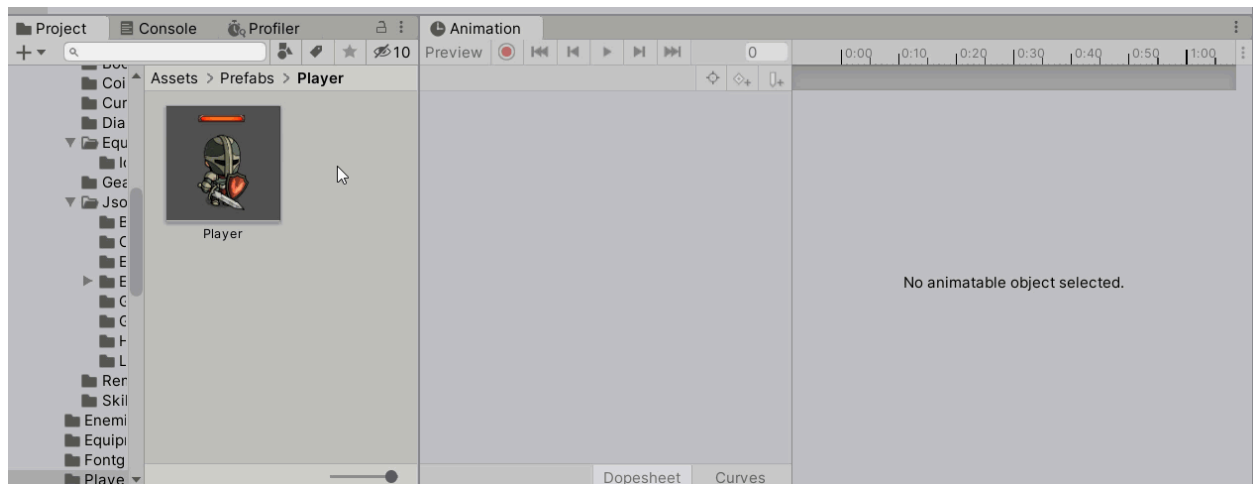
COMPLETED TO ADD ENEMY

VII, PLAYER SETUP

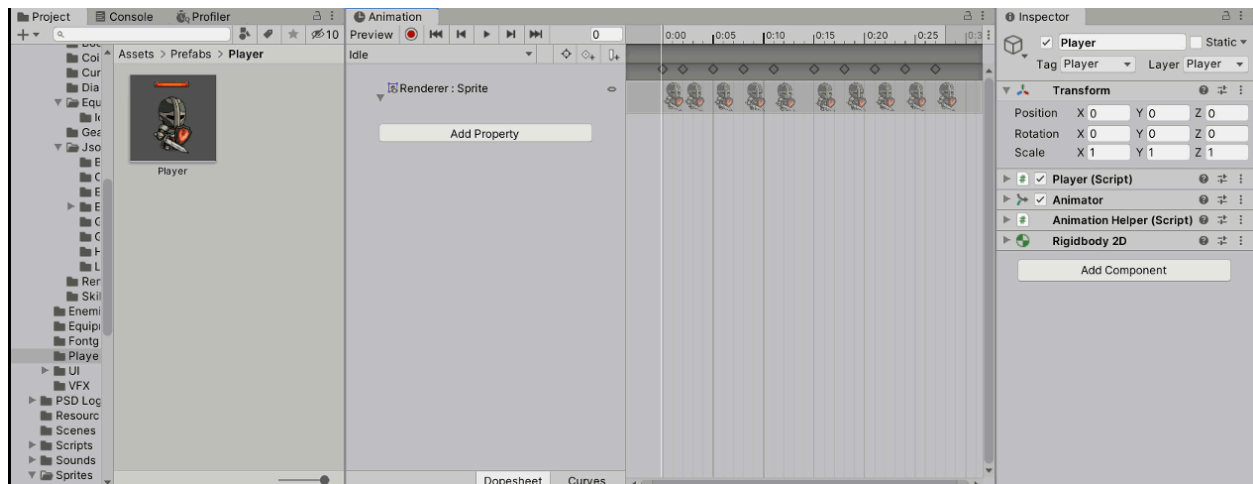
- Player Animation work with Frame by Frame so you need reskin for each frame state of player
- Change the sprite of the player with two options like “HOW TO RESKIN”.
- Check the Animation of the player to make sure your sprite has appeared.

Find player from Assets/Prefab/Player

IDLE ANIMATION:



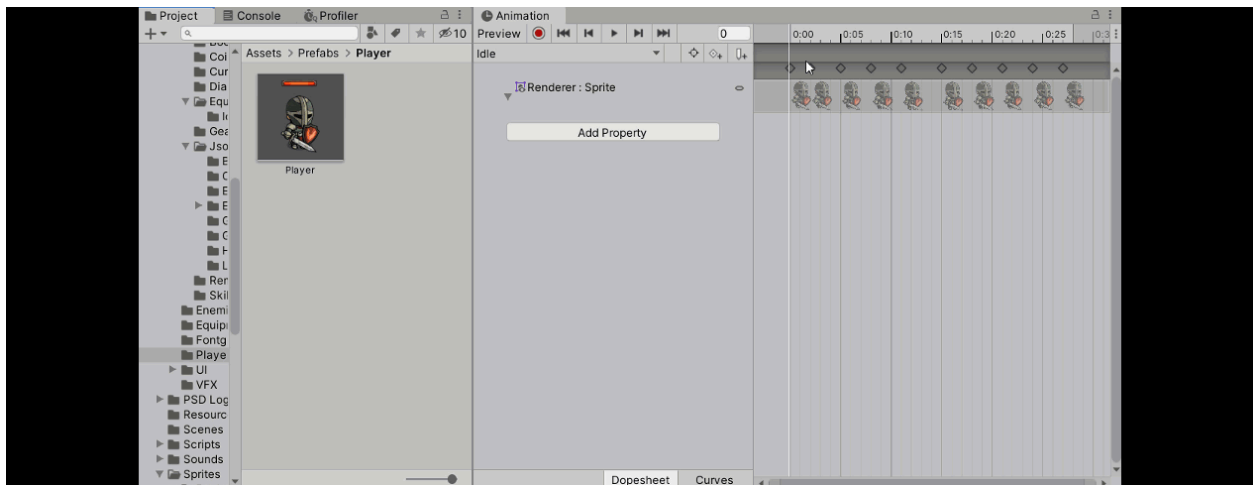
ATTACK ANIMATION: Have 3 events in Attack animation please make sure it is still on these. If you miss any event check the attack animation and add it again.



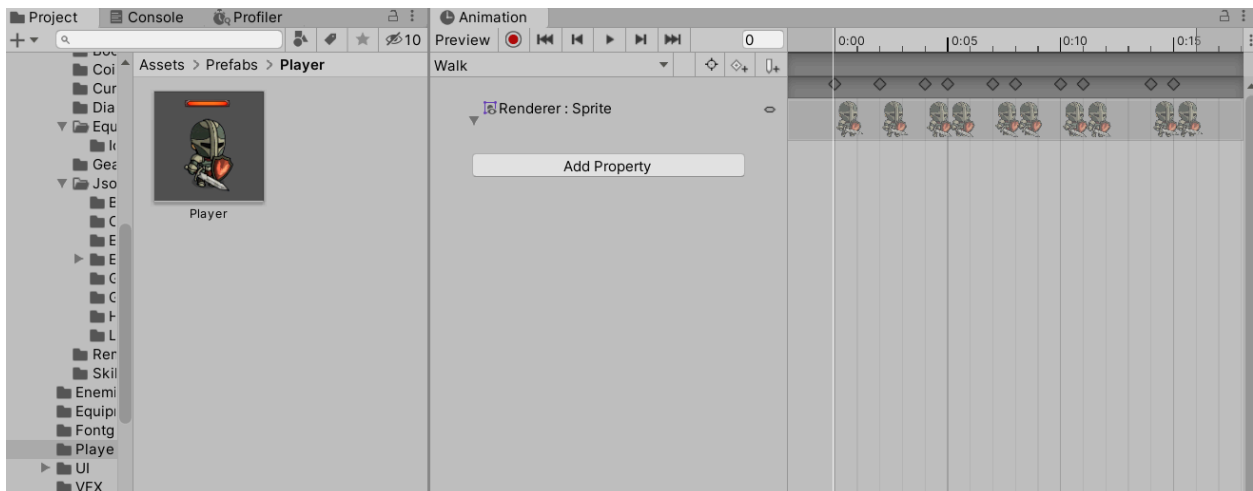
Event Follow: Start Animation => Action Animation => End Animation

If missing any event player will not work.

DIE ANIMATION: only have 1 event **EndAnimation**.

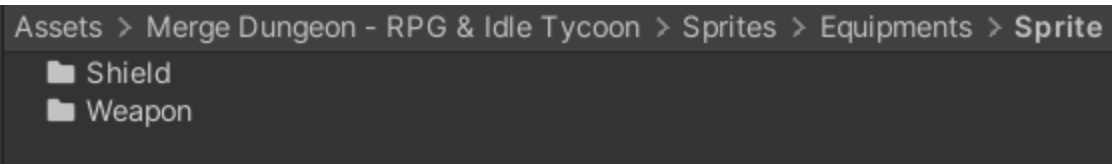


WALK ANIMATION:

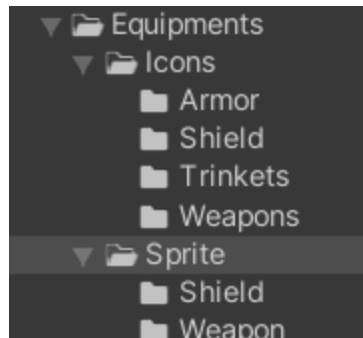


WEAPON SETUP - HOW TO RESKIN WEAPON AND SHIELD

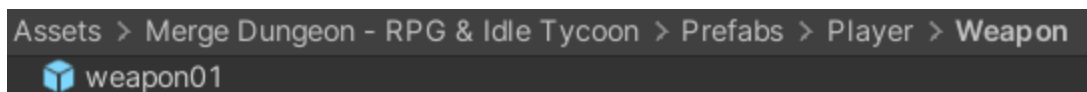
- This package supports changing Weapon and shield everytime player changes the equipment. So to change the sprite of them, Please follow these steps:



- Open the Sprite/Weapon or Sprite/Shield that you want to change. Example: Open weapon01.png then change sprite of this Image with PTS or any tools. P/S: Please keep the name of the image.



- Find Prefabs of this weapon:



Open the prefab and change the position of “Render” game object like the picture



VIII, LANGUAGE SETUP

- This game does not support multi language but if you want to modify your own language you can find Assets/Scripts/App/**Applanguage.cs**

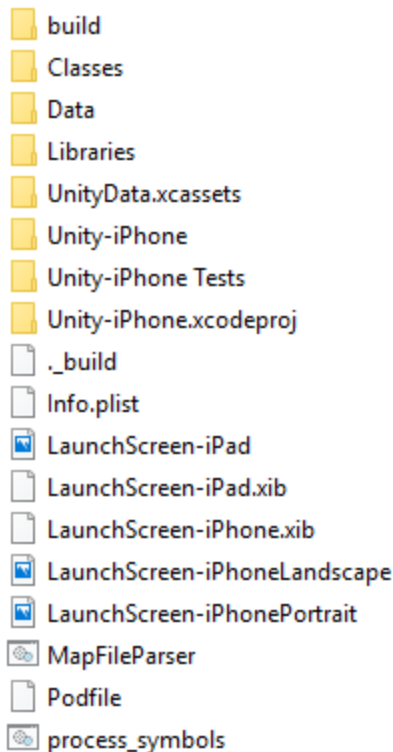
IX, NOTE FOR IOS

1. 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**).



- 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 <code>Enable Modules (C and Objective-C)</code> to <code>Yes</code> in Build Settings. • Add <code>\$(inherited)</code> to <code>Other Linker Flags</code> 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.

1. *Q&a*

- **Ask: Can I upload this game without reskin?**
- **Answer:** No, you can not. You must reskin before uploading the game, this game is just the template for you. If you try to upload the game without reskinning, you must be responsible if have any problem happen.
- **Ask:** What I need to change before upload?
- **Answer:** We need to change the **Graphics, Music And Font** in game.

2. *Support*

If the package is good for you, please rate this package, it will help us improve my service.. Please feel free to ask me anything about **Merge RPG**. Your question will being answered about **2 - 5** business days. Thank you!