

# Unroll Ball Documentation

(v2.0)

## 1. Overview

Unroll Ball is a simple addictive unblock puzzle game, it makes you keep playing for FREE! Here comes new BRAIN TEASERS from the maker of Word Cookies.

This game helps you reduce the time to build a similar game. We are working hard to make more levels and update them in the next versions.

## 2. Requirement

- Unity 2018.3.14 or above.
- The template works best with the version used by our developers (Unity 2018.3.14). So if there are any issues with your newer version, please let us know. If we can't solve them, you are required to use the same Unity version with us.

## 3. Features

Game:

- 2 modes : Classic and Star.
- 240 well-designed levels each mode (480 level in total).
- Source code is clean and professional.
- Easy to build on multiple platforms.

Plugin:

- Admob is integrated (banner, interstitial, rewarded video)
- In-app purchase is integrated (Android, IOS, Windows Phone, Windows Store, Amazon, Mac)

## 4. Import project

- Open Unity 2018.3.14 or higher, click "Open project" → Choose "Unroll\_Ball\_v2.0" folder → Wait until the import process completes.
- Double click on Home scene in Assets/\_Scenes folder → click Play button.

## 5. Read me (IMPORTANT)

You are required to achieve this before doing anything else. This is where you can:

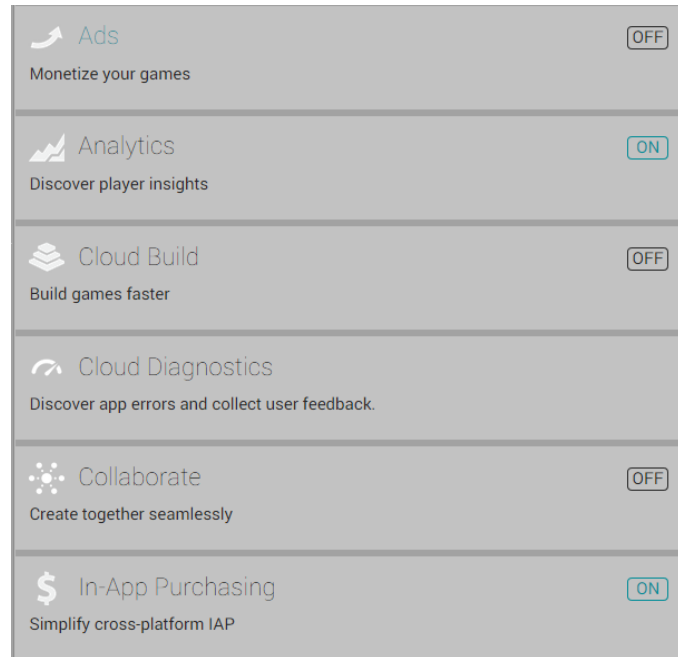
- Edit game settings (Admob, In-app purchase, ...)
- Open online documentation (useful to get the latest information such as bug fixes, ..)
- See our other fantastic templates.

To see the README, please double click on the Home scene in Assets/\_Scenes folder → Select Read\_MEEEE object in Hierarchy tab → look at the Inspector at the right side.

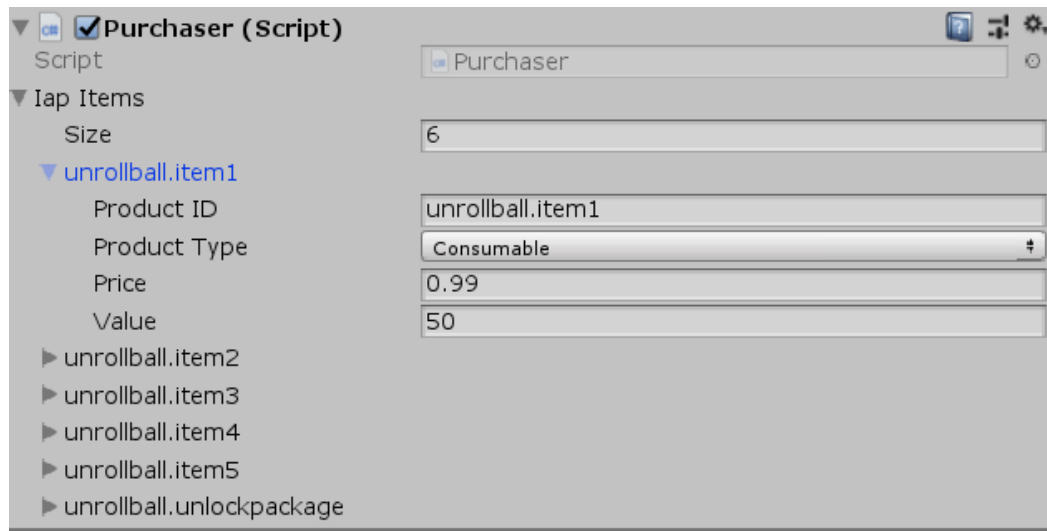


## 6. Set up in-app purchase

- Open Window → General → Services in Unity
- Click on “New link” → select organization → click “Create”
- Click In-App Purchasing → Click “Continue”



- Click on “Edit Game Setting” (in READ\_MEEE) to see the Purchaser settings:



- When you register in-app products on stores (Google Play, iTunes), make sure that the product ids are identical in both places (the stores and Unity).
- In-app purchase only works in your device (Android, iPhone ..) **after** you publish the game.

## 7. How to make levels (Level Editor).

<https://www.youtube.com/watch?v=jGDqs30yLbs>

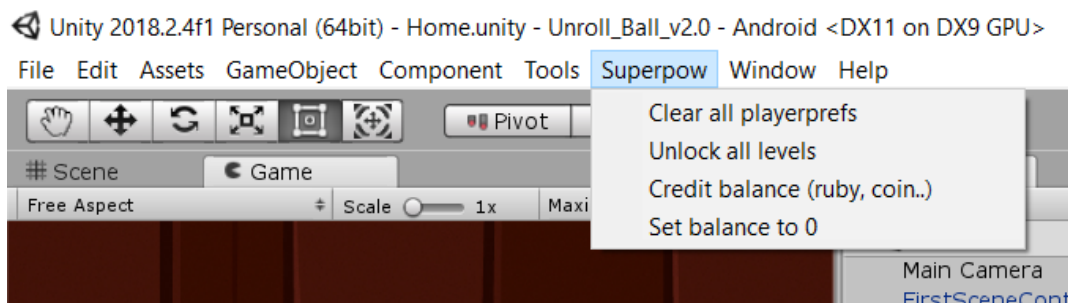
## 8. Why does rewarded video ad keep saying “Ad is not available at the moment” ??

If your game is not published, only banner and interstitial ad work. Admob check your package name and if it is not live in the store, your rewarded video ad will not work.

So here are 2 ways to see the rewarded video work:

- Publish your game, or
- Temporarily change your package name to a certain live package name (for example: com.king.candycrushsaga). It will work for sure.
- Sometimes you need to wait a few hours or a few days after publishing to see the rewarded video works. (We don't know why Admob does this)

## 9. Use this for testing.



## 10. Contact us

If you have any questions, do not hesitate to contact me via

Skype: [phuongdong0702](#) (use this if you want to get the fastest response)

Email: [phuongdong0702@gmail.com](mailto:phuongdong0702@gmail.com)