



MOBILE TOOLS



WHY DO YOU NEED TO USE THIS ASSET?

- Contains a complete game with all features already integrated (Ads, Achievements, Leaderboards, In App Purchase, Rate Game Popup).
- The complete game is available to play here:

<https://play.google.com/store/apps/details?id=com.gley.chickenjump&hl=en>

- Includes the following 5 stars assets:

- **All Platforms Save**

- Save and load game data using same line of code on all supported Unity platforms.
- More details available here:
<https://assetstore.unity.com/packages/tools/integration/all-platforms-save-115960>

- **Easy Achievements and Leaderboards**

- Submit achievements and scores with minimal setup for Google Play and App Store.
- More details available here:
<https://assetstore.unity.com/packages/tools/integration/easy-achievements-and-leaderboards-118119>

- **Easy IAP (In App Purchase)**

- Make in app purchases with minimal setup and very little programming knowledge.
- More details available here:
<https://assetstore.unity.com/packages/tools/integration/easy-iap-in-app-purchase-128902>



WHY DO YOU NEED TO USE THIS ASSET?

- **Mobile Ads (GDPR Compliant)**
 - Show ads ad from any ad platform using the same line of code for both Android and iOS (supports: AdColony, AdMob, AppLovin, ChartBoost, Heyzap, UnityAds, Vungle, Facebook Audience Network, ironSource, MoPub)
 - Has built in mediation policy
 - More details available here:
<https://assetstore.unity.com/packages/tools/integration/mobile-ads-gdpr-compliant-102892>

- **Rate Game Popup**
 - Show a rate popup using a single line of code.
 - All setup is done in a Settings Window, no coding required.
 - More details available here:
<https://assetstore.unity.com/packages/tools/integration/rate-game-popup-android-ios-139131>

- **Mobile Cross Promo**
 - Dynamically change the promoted games, using a configuration file stored on a server of your choice.
 - All setup is done in a Settings Window, no coding required.
 - More details available here:
<https://assetstore.unity.com/packages/tools/integration/mobile-cross-promo-148024>

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WHY DO YOU NEED TO USE THIS ASSET?

- **Mobile Notifications**

- Schedule local notifications with a single line of code.
- Requires Unity 2018.3 or above
- More details available here:

<https://assetstore.unity.com/packages/tools/integration/mobile-push-notifications-156905>



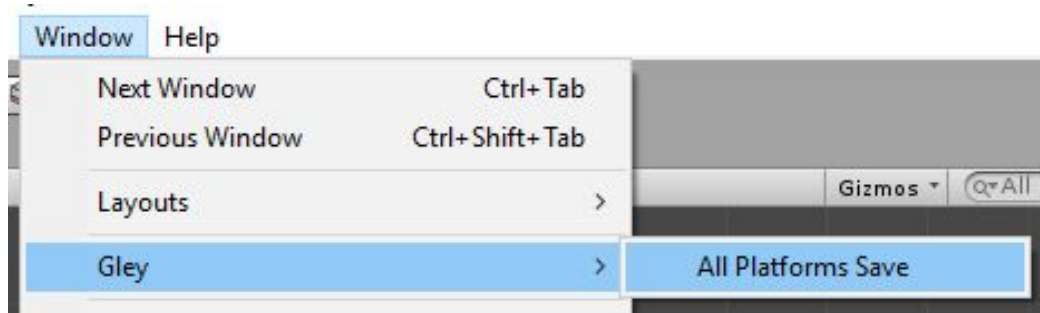
WHY DO YOU NEED TO USE THIS ASSET?

- All above assets have Playmaker, Bolt and Game Flow support.
- All of the above assets work outside this project just import only the folders you need in your project.
- This game is the best tutorial on how to integrate any of our assets in a production game.
- The code is clear and every method is fully commented.
- The core engine is independent and can be used to make any games you like.
- The game is 100% identical with the one from the store.
- This package includes all assets used (Textures, Sounds, Models, Animations, Scripts) and it is ready to build.



SAVE SETUP

To add your advertising IDs go to **Window->Gley->All Platforms Save** and open the Settings Window.



For more detailed informations about using All Platforms Save:

- Check the full documentation:
 - <http://gley.mobi/Gley-Save-Documentation-1.1.0.pdf>
- Visit our forum:
 - <https://forum.unity.com/threads/all-platforms-save-saves-your-game.530026/>



SAVE SETUP

Add your build target platforms here and click Save button

Save Settings ✕

Configure your save plugin from here:

Select your build target: ⌵

Select save method: ⌵

Select your build target: ⌵

Select save method: ⌵

Select your build target: ⌵

Select save method: ⌵

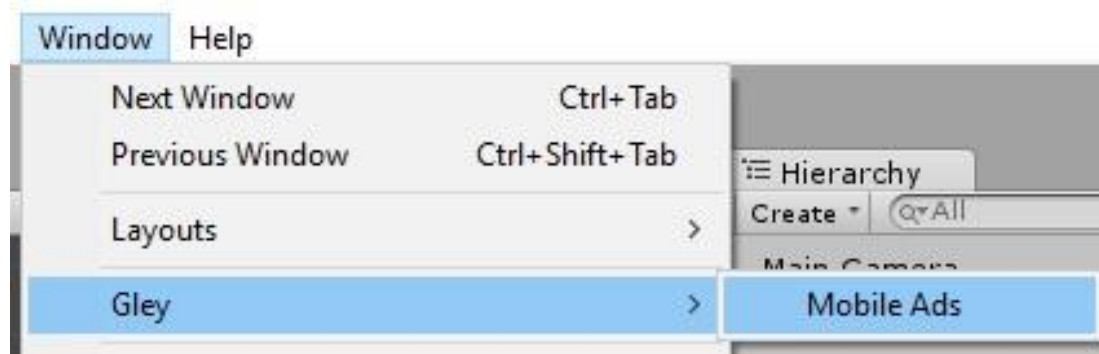
Select your build target: ⌵

Select save method: ⌵



ADS SETUP

To add your advertising IDs go to **Window->Gley->Mobile Ads** and open the Settings Window.



For more detailed informations about using Mobile Ads:

- Check the full documentation:
 - <http://gley.mobi/documentation/Gley-MobileAds-Dokumentation.pdf>
- Check our Youtube tutorials:
 - https://www.youtube.com/playlist?list=PLKeb94eicHQvSrD7KRzXSa-uT_cf3_I3U
- Visit our forum:
 - <https://forum.unity.com/threads/mobile-ads-simple-way-to-integrate-ads-in-your-app.529292/>



ADS SETUP

Replace the IDs from this window with yours and download Unity Ads SDK and your ads are setup.

Mobile Ads Settings Window - v.1.4.2

Advertisement Settings
Select the ad providers you want to include:

On Screen Debug Mode

Playmaker Support

AdColony Ads

Admob Ads - Supports mediation of all other ads

Chartboost Ads

Heyzap Ads - Supports mediation of all other ads

Unity Ads

Android

Game ID

Placement ID Banner

Placement ID Interstitial

Placement ID Rewarded

iOS

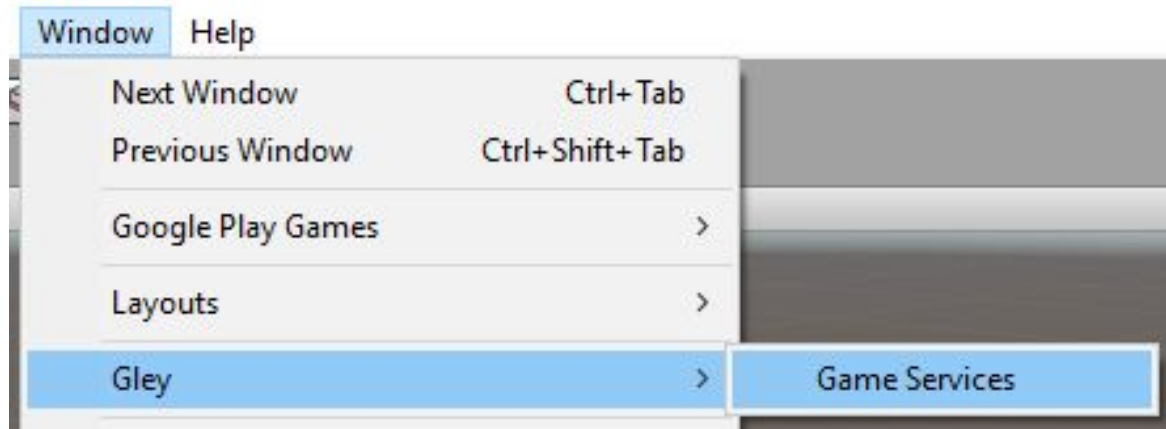
Vungle Ads

AppLovin Ads



ACHIEVEMENTS AND LEADERBOARDS SETUP

To add your achievements and leaderboards IDs go to **Window->Gley->Game Services** and open the Settings Window.



For more detailed informations about using Game Services:

- Check the full documentation:
 - <http://gley.mobi/documentation/Gley-GameServices-Dokumentation.pdf>
- Check our Youtube tutorials:
 - <https://www.youtube.com/playlist?list=PLKeb94eicHQ6AkSJjdBFnAbiq10EYbsI>
- Visit our forum:
 - <https://forum.unity.com/threads/easy-achievements-and-leaderboards-engage-your-players.534278/>



ACHIEVEMENTS AND LEADERBOARDS SETUP

Replace the IDs from this window with yours and download Google Play Games SDK and your achievements and leaderboards are setup.

Game Services Settings Window ✕

Select your platforms:

Android

iOS

Google Play Services Settings

You just need to import the SDK, no additional setup is required

Google Play App ID

Achievements Settings

Achievement Name	Google Play ID	Game Center ID	
<input type="text" value="Achievement1"/>	<input type="text" value="CgkIsKna2JYYEAIQAQ"/>	<input type="text" value="com.gley.chickenjump.achi"/>	<input type="button" value="Remove"/>
<input type="text" value="Achievement2"/>	<input type="text" value="CgkIsKna2JYYEAIQAq"/>	<input type="text" value="com.gley.chickenjump.achi"/>	<input type="button" value="Remove"/>
<input type="text" value="Achievement3"/>	<input type="text" value="CgkIsKna2JYYEAIQAw"/>	<input type="text" value="com.gley.chickenjump.achi"/>	<input type="button" value="Remove"/>
<input type="text" value="Achievement4"/>	<input type="text" value="CgkIsKna2JYYEAIQBA"/>	<input type="text" value="com.gley.chickenjump.achi"/>	<input type="button" value="Remove"/>
<input type="text" value="Achievement5"/>	<input type="text" value="CgkIsKna2JYYEAIQBQ"/>	<input type="text" value="com.gley.chickenjump.achi"/>	<input type="button" value="Remove"/>

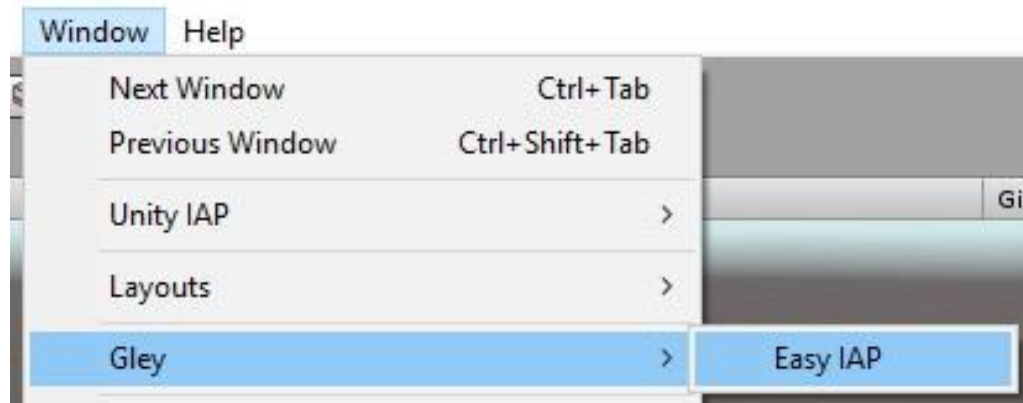
Leaderboards Settings

Leaderboard Name	Google Play ID	Game Center ID	
<input type="text" value="Leaderboard1"/>	<input type="text" value="CgkIsKna2JYYEAIQBq"/>	<input type="text" value="com.gley.chickenjump.leac"/>	<input type="button" value="Remove"/>



IAP SETUP

To add your in app product ID go to **Window->Gley->Easy IAP** and open the Settings Window.



For more detailed informations about using Easy IAP:

- Check the full documentation:
 - <http://gley.mobi/documentation/Gley-EasyIAP-Documentation.pdf>
- Check our Youtube tutorials:
 - <https://www.youtube.com/playlist?list=PLKeb94eicHQumyCLcJbprEgOhyKc2Q7EQ>
- Visit our forum:
 - <https://forum.unity.com/threads/easy-iap-make-money-from-your-game.570037/>



IAP SETUP

Replace the ID from this window with yours and enable Unity IAP from Unity Services Window and your IAP Products are setup.

Easy IAP Settings Window - v1.2.0

Before setting up the plugin enable In-App Purchasing from Unity Services

Debug

Use Receipt Validation

Use Playmaker

Select your platforms:

Google Play

iOS

Download Unity IAP SDK

In App Products Setup

RemoveAds

Product Name: RemoveAds

Product Type: Non Consumable

Reward Value: 0

Google Play ID: com.gley.chickenjump.removeads

Remove Product

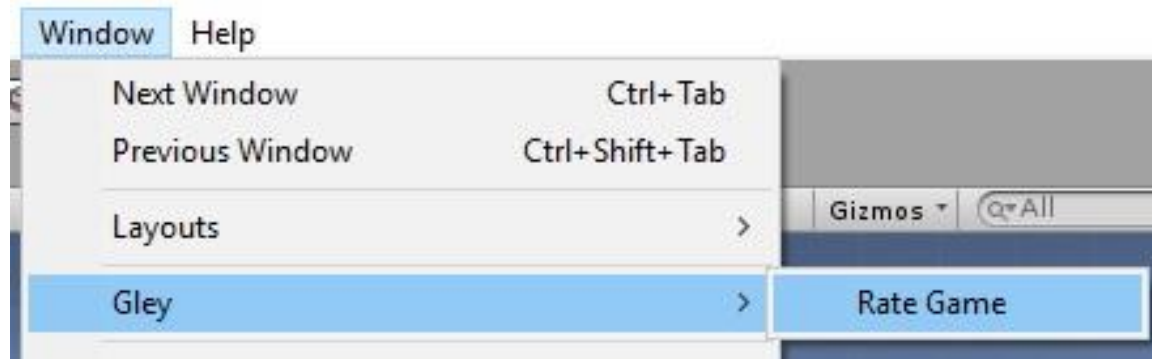
Add new product

Save



RATE GAME POPUP SETUP

To configure rate game popup go to **Window->Gley->Rate Game** and open the Settings Window.



For more detailed informations about using Rate Game Popup:

- Check the full documentation:
 - <http://gley.mobi/documentation/Gley-RateGamePopup-Documentation.pdf>
- Check our Youtube tutorials:
 - https://youtu.be/CHm2W3gbk_Y
- Visit our forum:
 - <https://forum.unity.com/threads/rate-game-popup-android-ios-improve-your-game-rating.707138/>



RATE GAME POPUP SETUP

Use the Settings Window to customize when you want Rate Popup to show:

Rate Game Settings Window - v.1.0.1

Your App IDs:
iOS App ID: 983743334
Google Play bundle ID: com.gley.chickenjump

Customize popup text:
Select Rate Popup type: Stars Popup
Start Popup: - a popup with 5 stars selectable by user
Yes/No Popup: - a popup that asks the user if he/she wants to rate the app
Main Popup Text: What do you think about this game?
Send Button: Send
Min Stars to Open Store: 3
Opens the store page to rate on if user gives more that 3 stars
Not now button: Later
Closes the popup, but it will open again based on your conditions
Never button: Never
Closes the popup, popup never opens again

If a button text is empty, that button will not show

Show Options:
First Show:
Use Sessions Count:
Number of Sessions: 2
Use Custom Events:
Number of Custom Events: 3
Use In Game Time:
Number of minutes: 20
Use Real Time:
Number Of Hours: 24
The rate popup will be shown after 2 sessions and 3 custom events and 20 game play minutes

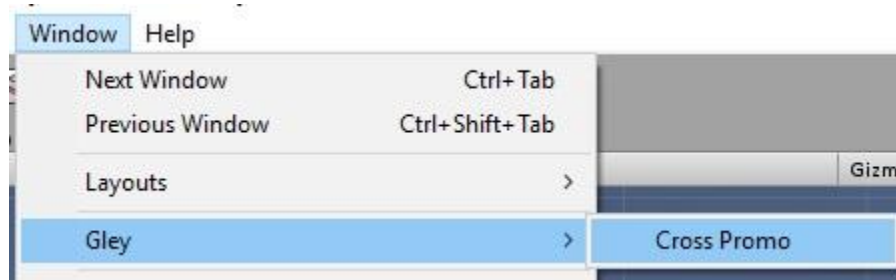
Postponed:
Use Sessions Count:
Number of Sessions: 4
Use Custom Events:
Use In Game Time:
Number of minutes: 15
Use Real Time:
The rate popup will be shown after 4 sessions and 15 game play minutes
Clear: Save

Save
Open Test Scene



MOBILE CROSS PROMO SETUP

To configure rate game popup go to **Window->Gley->Cross Promo** and open the Settings Window.



For more detailed informations about using Mobile Cross Promo:

- Check the full documentation:
 - <http://gley.mobi/documentation/Gley-CrossPromo-Documentation.pdf>
- Check our Youtube tutorials:
 - <https://youtu.be/gIoD3yu1LUg>
- Visit our forum:
 - <https://forum.unity.com/threads/mobile-cross-promo-get-more-downloads-using-your-previous-released-games.707156/>



MOBILE CROSS PROMO SETUP

Use the Settings Window to customize when you want Mobile Cross Promo to show:

Cross Promo Settings Window - v.1.0.1

Cross Promo Settings
Select the platforms to enable Cross Promo:

Google Play(Android)

Game to promote

Store link

Promo image link 1

Promo image link 2

External file URL

App Store(iOS)

Display Settings

Nr. of times to show

After showing the Cross Promo popup from the specified number of times, it will not show again until Game to Promote is changed. Set number to 0 for showing every time (Try not to annoy your users by showing this every time)

Stop showing after click

After user has clicked your promo image do not show it anymore. He already seen your game and he already have it or it is not interested in it.

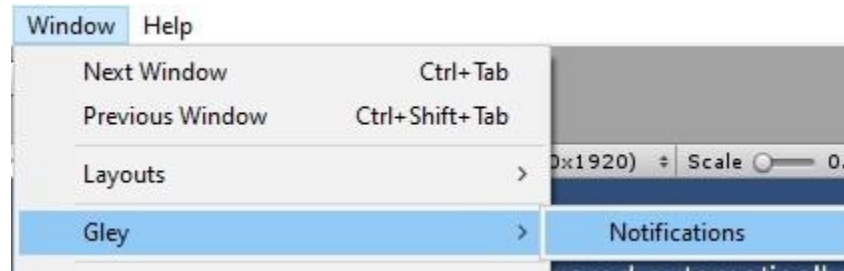
Multiple displays/session

If unchecked Cross Promo Popup will be displayed only once per session.



MOBILE NOTIFICATIONS SETUP

To configure Mobile Notifications go to **Window->Gley->Notifications** and open the Settings Window.



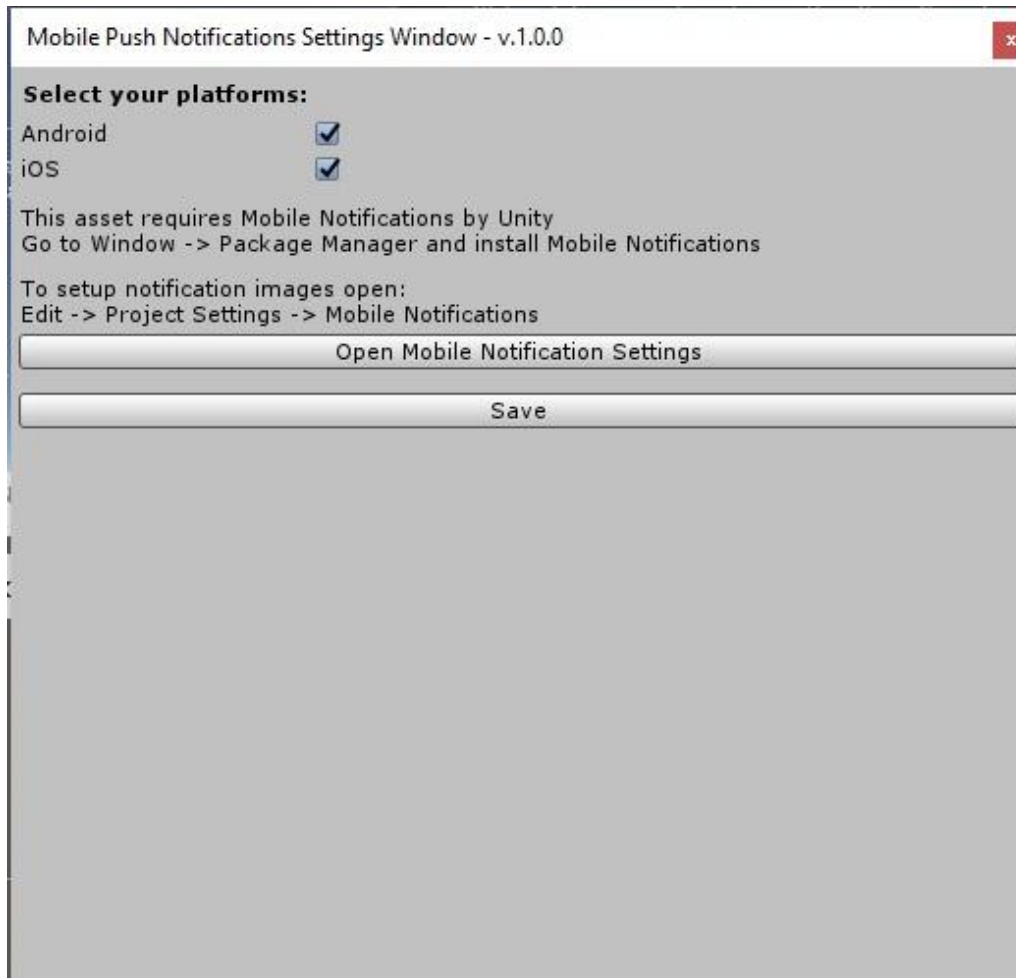
For more detailed informations about using Mobile Notifications:

- Check the full documentation:
 - <http://gley.mobi/documentation/Gley-MobilePushNotifications-Dokumentation.pdf>
- Check our Youtube tutorials:
 - <https://youtu.be/pXLziLTT7UQ>
- Visit our forum:
 - <https://forum.unity.com/threads/mobile-notifications.776942/>



MOBILE NOTIFICATIONS SETUP

Use the Settings Window to customize the plugin:

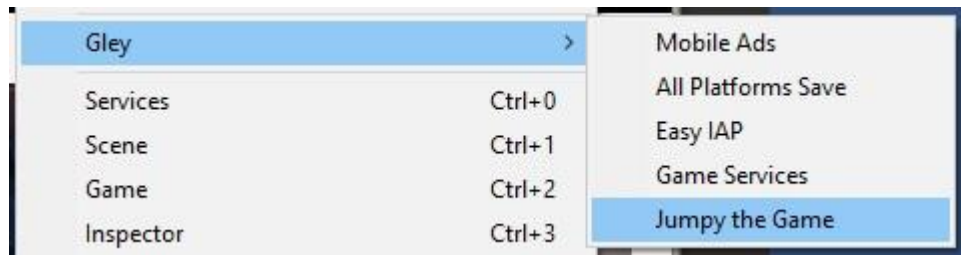




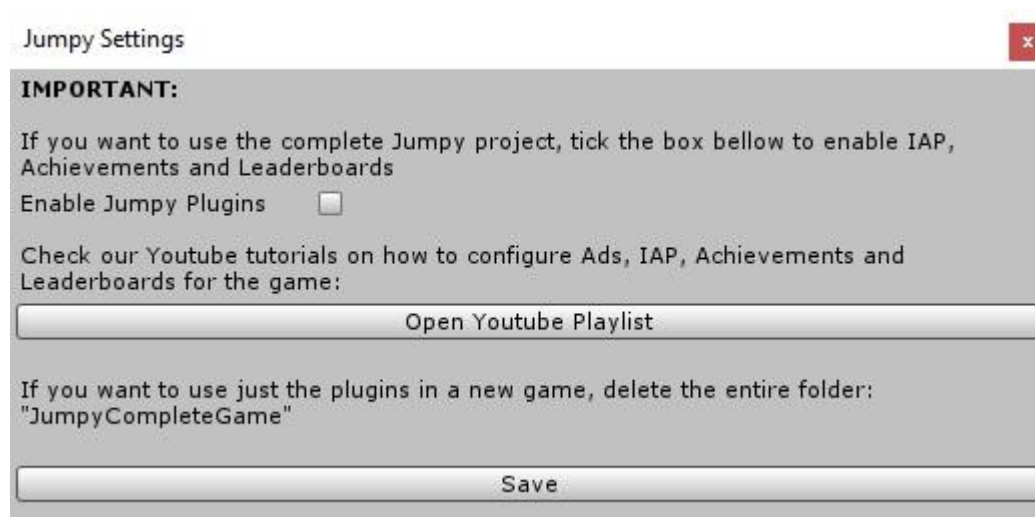
ENABLE PLUGINS FOR THE COMPLETE GAME

You only need to use this feature if you want to test the game included with the plugin. This is not required if you use the plugin to make your own game.

To make plugins work in the included game go to **Window->Gley->Jumpy the Game** and open the Settings Window.



Tick the **Enable Jumpy Plugins** box and all plugins from the game will work.





GAME ENGINE DOCUMENTATION

- Game starts from “Game” scene located in JumpyCompleteGame/Scenes folder.
- Prefabs are located in JumpyCompleteGame/Resources/Level folder and are loaded from scripts at runtime.
- All game UI prefabs are located in JumpyCompleteGame/Resources/UI and are loaded from scripts at runtime.
- All game sounds are located in JumpyCompleteGame/Resources/Sounds and are loaded only when needed.
- All game graphics is located in JumpyCompleteGame/Graphics folder that contains the following subfolders:
 - Animations - all animations from the project
 - Chicken - contains the 3D object for the player
 - Fonts - game font
 - FX - materials and textures used for in game animations
 - Icon - game icon
 - Sprites - all textures used in game
 - UI - all textures used in game UI
- All game scripts are located in JumpyCompleteGame/Scripts folder.



GAME SCRIPTS DOCUMENTATION (1)

- **General purpose scripts:**
 - GameManager.cs
 - Contains references of the important project capabilities.
 - All plugin initializations should be made here.
 - HelperMethods.cs
 - Contains methods that are not game related.
 - SingleReference.cs
 - Singleton template for Unity - only one instance per script is available.
- **Animation Scripts:**
 - AnimatorEventsTrigger.cs
 - This is added to any animator state and triggers when that state exits.
 - TweenManager.cs
 - Used to make animations from code.



GAME SCRIPTS DOCUMENTATION (2)

- **Input Scripts:**
 - `UserInputManager.cs`
 - Listens for button pressed events, and triggers the corresponding events to UI.
 - `MyButton.cs`
 - Replace the Unity "Button" component on every button with "MyButton" to automatically send events to `UserInputManager`.
- **Sound Scripts:**
 - `SoundLoaderManager.cs`
 - All game sounds are played using methods from this class.
- **Save Scripts:**
 - `GameProgressManager.cs`
 - A proxy class between game save and gameplay scripts.
 - Contains all values that are needed to be passed between game scripts.
 - `SavedProperties.cs`
 - Contains all variables that will be saved when user quits the game.



GAME SCRIPTS DOCUMENTATION (3)

- **UI Scripts:**
 - AssetsLoaderManager.cs
 - Loads and unloads all game UI.
 - GenericInterfaceController.cs
 - Contains all methods needed to load and interact with full screen UI.
 - It is an abstract class that needs to be implemented by all full screen UI scripts from the game.
 - GenericPopup.cs
 - Contains all methods needed to load and interact with UI popups.
 - It is an abstract class that needs to be implemented by all UI popups in the game.
 - InGameInterface.cs
 - In game full screen UI.
 - Handles UI display and listens for clicks.
 - Implements GenericInterfaceController.
 - LevelCompletePopup.cs
 - End level UI.
 - Handles end level UI and listens clicks.
 - PausePopup.cs
 - Handles in game pause popup.
 - TitleScreenPopup.cs
 - Handles the main menu UI.



GAME SCRIPTS DOCUMENTATION (4)

- **Gameplay Scripts:**
 - LevelManager.cs
 - Loads all level scripts.
 - Handles player interactions.
 - Updates level camera.
 - Generates power ups.
 - Checks for level complete.
 - LevelBuilder.cs
 - Loads all background prefabs.
 - Updates level looks based on player position.
 - LevelObstacles.cs
 - Handles all game obstacles.
 - Player.cs
 - Controls player position, animations, colliders and physics.
 - Alignment.cs
 - Helper class to arrange an object at any corner of the screen.
 - Corn.cs
 - Controls the corn power up.
 - Cylinder.cs
 - Handles the bottom cylinder.



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