



**RATE GAME POPUP**



## 1. WHY DO YOU NEED TO USE THIS PLUGIN

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- Increase the number of game ratings by encouraging users to rate your game.
- Show a rate popup using a single line of code.
- Includes a star based and a yes/no based rating popup.
- Automatically adjusts resolution for both Landscape and Portrait mode.
- All setup is done in a Settings Window, no coding required.
- You can setup the perfect moment to show the Rate Popup by using a combination of the following metrics:
  - Sessions count
  - Custom events
  - In game time spent
  - Real time passed since install
- Postpone functionality included that also uses the above metrics.
- Full code, popups and demo scene included.
- Works with Unity 5.6.6 and above with Free, Plus or Pro license.



## 2. CURRENTLY SUPPORTED PLATFORMS

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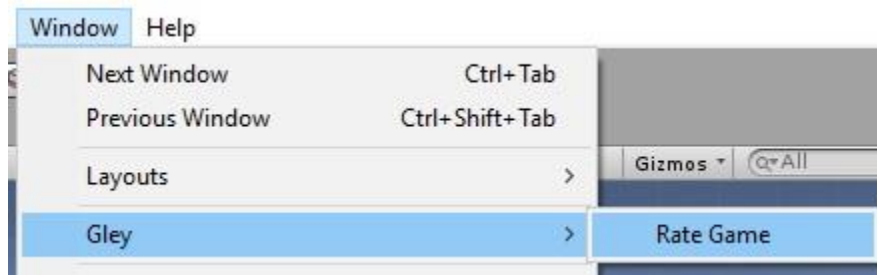
- **Google Play (Android)**
- **App Store (iOS)**
- **Amazon (Coming Soon)**



### 3. SETUP GUIDE

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- Import **Gley Rate Game Popup Plugin** into Unity.
- Go to **Window->Gley->Rate Game** to open the Settings Window.



- Settings Window will open

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:

Use Custom Events:

Use In Game Time:

Use Real Time:

The rate popup will be shown when ShowRatePopup() method is called (no delay)

**Postponed:**

Use Sessions Count:

Use Custom Events:

Use In Game Time:

Use Real Time:

The rate popup will be shown when ShowRatePopup() method is called (no delay)

Clear Save

Save

Open Test Scene



## Setup Rate Popup

- Add app IDs

**Your App IDs:**

iOS App ID	983743334
Google Play bundle ID	com.gley.chickenjump

- Select popup type:

**Customize popup text:**

Select Rate Popup type: Yes No Popup

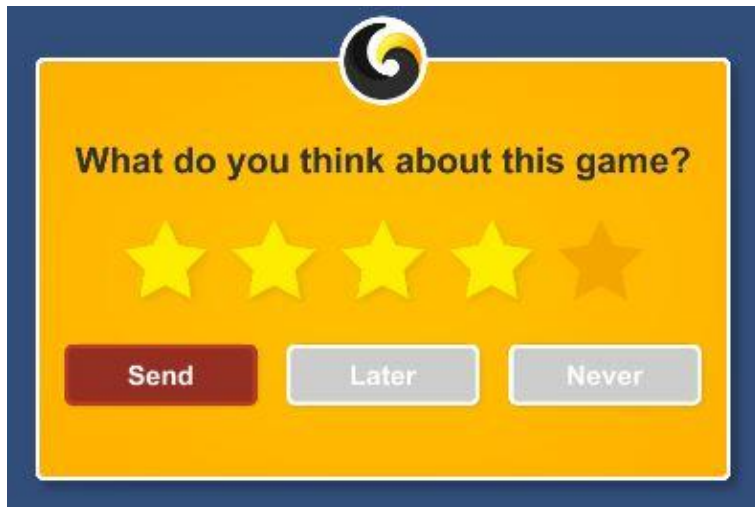
Start Popup: - a popup with 5 stars

Yes/No Popup: - a popup with 2 buttons: Yes No

Main Popup Text: What do you think about this game?

Buttons: Stars Popup, Yes No Popup

Stars Popup



Yes No Popup





## Stars Popup Setup

- **Main Popup Text** -> the main text of the popup
- **Send Button** -> text displayed on the send button
- **Min stars to open store** -> minimum number of stars required to open the rate page
  - You should not open store for users that don't like your game to keep your rating high. (use 3 and up stars)
  - After the Send button is pressed this popup will never be displayed again
- **Not now Button** -> text for postpone button
  - The popup will be displayed again later on.
- **Never Button** -> text for do not show again button
  - If this button is pressed this popup will never be displayed

If a button text is left empty, that button will not be shown.



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

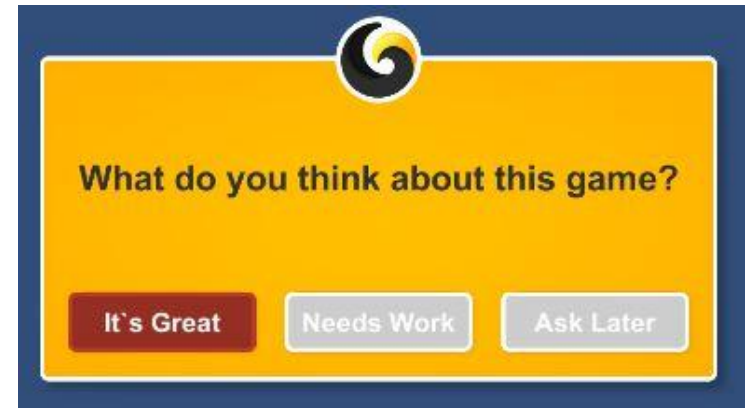


## Yes No Popup Setup

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- **Main Popup Text** -> the main text of the popup
- **Yes Button** -> text displayed on the Yes button
  - This button will open the rate page.
  - After the Yes button is pressed this popup will never be displayed again
- **No Button** -> text for not show again button
  - If this button is pressed this popup will never be displayed
- **Later Button** -> text show later button
  - This button will open your popup later

If a button text is left empty, that button will not be shown.



**Customize popup text:**

Select Rate Popup type:

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:

Yes button

Opens the store page to rate

No button

Closes the popup, popup never opens again(this user does not like your game)

Later button (opens again)

Closes the popup, but it will open again based on your conditions





## Display Options Setup

**Show Options:**

**First Show:**

Use Sessions Count:

Number of Sessions:

Use Custom Events:

Number of Custom Events:

Use In Game Time:

Number of minutes:

Use Real Time:

Number Of Hours:

The rate popup will be shown after 2 sessions and 3 custom events and 20 game play mi

- **Use Sessions Count** -> the number of game entries before showing the popup
- **Use Custom Events** -> the number of custom events before showing the popup. This can be any event from the game marked using: **RateGame.Instance.IncreaseCustomEvents();**
- **Use In Game Time** -> the number of minutes spent in the game before showing the popup
- **Use Real Time** -> the number of minutes elapsed since installation

It is not mandatory to use any of the above events. All of them, none of them or any combination of them can be used. The popup will be displayed when all selected conditions are met.

In the exemple above the popup will be shown only after user opened the game at least twice, had made at least 3 custom events, has spent at least 20 minutes playing the game and 24 hours have passed since the first opening of the game.



## Display Options Setup

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- After the user pressed the *Later button* in the first show of the Rate Popup the will appear again using postpone settings:

**Postponed:**

Use Sessions Count:	<input checked="" type="checkbox"/>
Number of Sessions:	<input type="text" value="4"/>
Use Custom Events:	<input type="checkbox"/>
Use In Game Time:	<input checked="" type="checkbox"/>
Number of minutes:	<input type="text" value="15"/>
Use Real Time:	<input type="checkbox"/>

The rate popup will be shown after 4 sessions and 15 game play minutes

Those settings can be different from the ones made for initial show.

In the exemple above the popup will be shown only after user opened the game at least 4 times and has spent at least 15 minutes playing the game. The custom events and real time are now ignored.



## 4. USER GUIDE

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- **RateGame.Instance.ShowRatePopup();**

This method will show the Rate Popup only if all conditions from Settings Window were met at the time of the call.

- **RateGame.Instance.ShowRatePopup(PopupClosedMethod);**

Same method as above but with PopupClosedMethod callback

```
//Callback method called when the Rate Popup is closed
private void PopupClosedMethod()
{
    Debug.Log("Popup Closed -> Resume Game");
}
```

- **RateGame.Instance.IncreaseCustomEvents();**

This method should be called in your game when you want to increase the number of custom actions that will lead to popup display.

- **RateGame.Instance.ForceShowRatePopup();**

This method shows the popup when called even if not all conditions from Settings Window are met.

- **RateGame.Instance.CanShowRate();**

Returns true if all conditions from Settings Window are met, false if they are not.



## 4. USER GUIDE

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- **RateGame.Instance.ShowRatePopupWithCallback(PopupClosedMethod);**

Same method as above but with PopupClosedMethod callback

```
//Callback method called when the Rate Popup is closed
private void PopupClosedMethod(GleyRateGame.PopupOptions result)
{
    Debug.Log("Popup Closed-> ButtonPresed: " + result + " -> Resume Game");
}
```

//result ca be:

//**Rated** - when user rated the game

//**NotNow** - when user postponed the popup

//**Never** - when user pressed the never option

- **RateGame.Instance.ForceShowRatePopupWithCallback(PopupClosedMethod);**

This method shows the popup when called even if not all conditions from Settings Window are met.



## 5. PLAYMAKER SUPPORT

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- **Supported Playmaker Actions:**
  - **Show Rate Popup**
  - **Force Show Rate Popup**
  - **Increase Custom Events**

The above Playmaker actions behavior is equivalent with corresponding methods from Section 4 - User Guide.



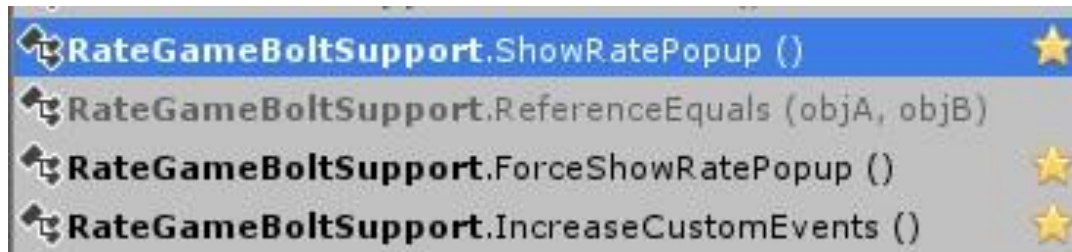
## 6. BOLT SUPPORT

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- **Supported Bolt Actions:**
  - **Show Rate Popup**
  - **Force Show Rate Popup**
  - **Increase Custom Events**

The above Bolt actions behavior is equivalent with corresponding methods from Section 4 - User Guide.

The above Bolt actions are located inside **RateGameBoltSupport** script as shown below:





## 7. GAME FLOW SUPPORT

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- **Supported Game Flow Actions:**
  - **Show Rate Popup**
  - **Force Show Rate Popup**
  - **Increase Custom Events**

The above Game Flow actions behavior is equivalent with corresponding methods from Section 4 - User Guide.



## 7. EXAMPLE

You can find the example test scene here:

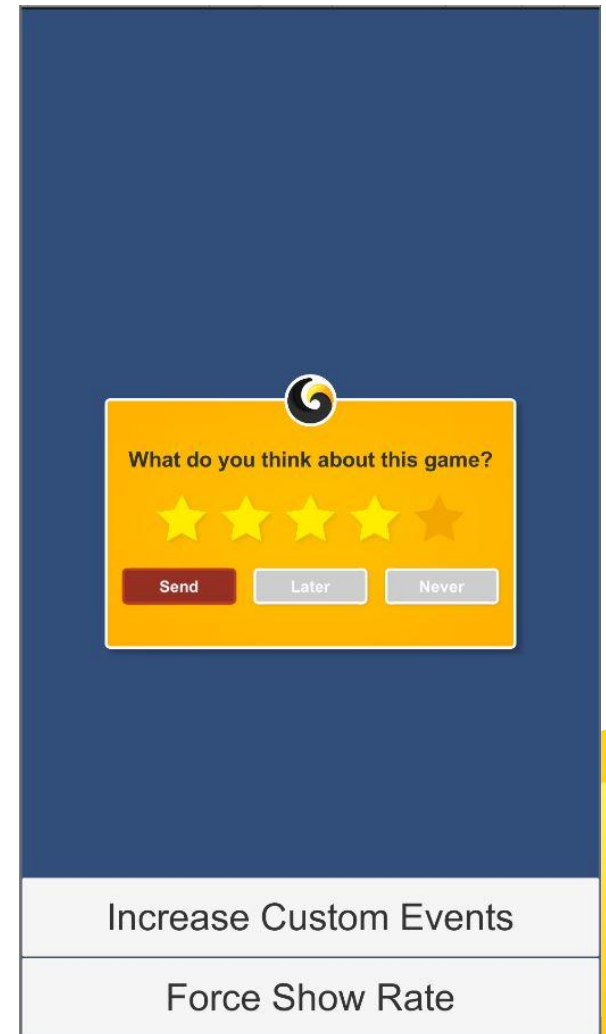
**Assets/GleyPlugins/RateGame/Example/TestScene.unity**

### How to use the scene:

- Every time you hit play in editor the popup will try to show.
- If all your conditions from Settings Window are met, you will see the popup.
- If you hit Force Show Rate, the Rate Popup will show instantly.

The script:

```
public class TestScript : MonoBehaviour
{
    private void Start()
    {
        RateGame.Instance.ShowRatePopup(PopupClosedMethod);
    }
    public void IncreaseCustomEvents()
    {
        RateGame.Instance.IncreaseCustomEvents();
    }
    public void ForceShowPopup()
    {
        RateGame.Instance.ForceShowRatePopup();
    }
    private void PopupClosedMethod()
    {
        Debug.Log("Popup Closed -> Resume Game");
    }
}
```







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