

# Block Puzzle! – Documentation

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**Description :** Block Magic Puzzle is one of the all time favorite games, Not its your turn to publish a block game and here this guideline for project setup, customization and Integration. Before process a lot thanks for choosing this asset, we hope you will like it.

This documentation will cover below topic basically, if you have still doubts about anything, feel free to contact us any time and we'll guarantee you to reply back within 24 working hours. Our contact detail is mentioned on asset-store page as well at the bottom of this documentation.

**The topics we are covering in this documentation are :**

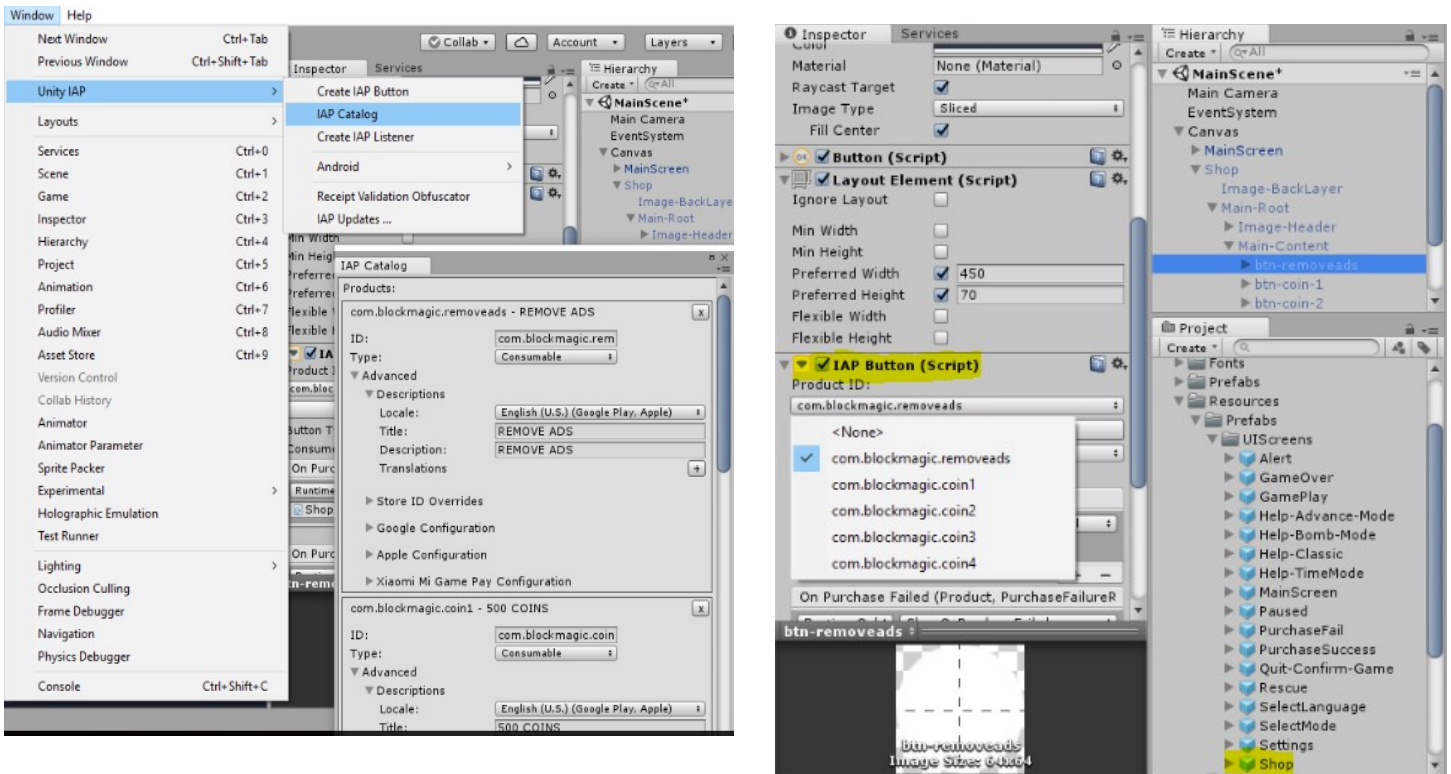
- **Basic setup**
- **IAP Setup**
- **Project customization.**

## ◆ **BASIC SETUP :**

- ✓ This asset with made with considering used by non programmer to expert programmer. So almost everything is ready setup and no programming skill is required to use this asset at all. If you are programmer then its great idea to extent its limit even further. :)
- ✓ Once you purchase and download asset. Follow below steps to import this asset in unity project.
- ✓ Create new project.
- ✓ Import block magic puzzle unity package in the project. Please follow [this](#) guideline to learn about importing asset package in unity project.
- ✓ Now you're good to start setting up things and customizing it.

## ◆ **IAP SETUP :**

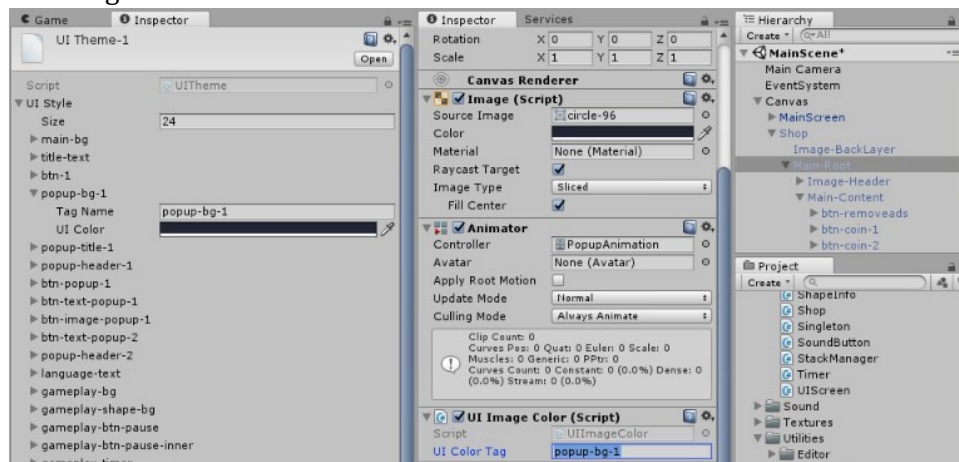
- ✓ Block Magic Puzzle is fully compatible with UNITY IAP and it is already integrated within project. In case you want to customize and change IAP SKU and Rewards please follow below steps. To learn mode about UNITY IAP, please follow [this](#) link.
- ✓ Go to Window → Unity IAP → IAP Catalog and setup your SKU and store descriptions in Unity. Then go to hierarchy window and find Block-Puzzle-Magic → Resources → Prefabs → UIScreens and find **Shop prefab**. Drag shop prefab in the canvas of Inspector and setup relevant SKU for all the inapp buttons.
- ✓ Apply Prefab and delete from inspector, see screenshot below for reference.



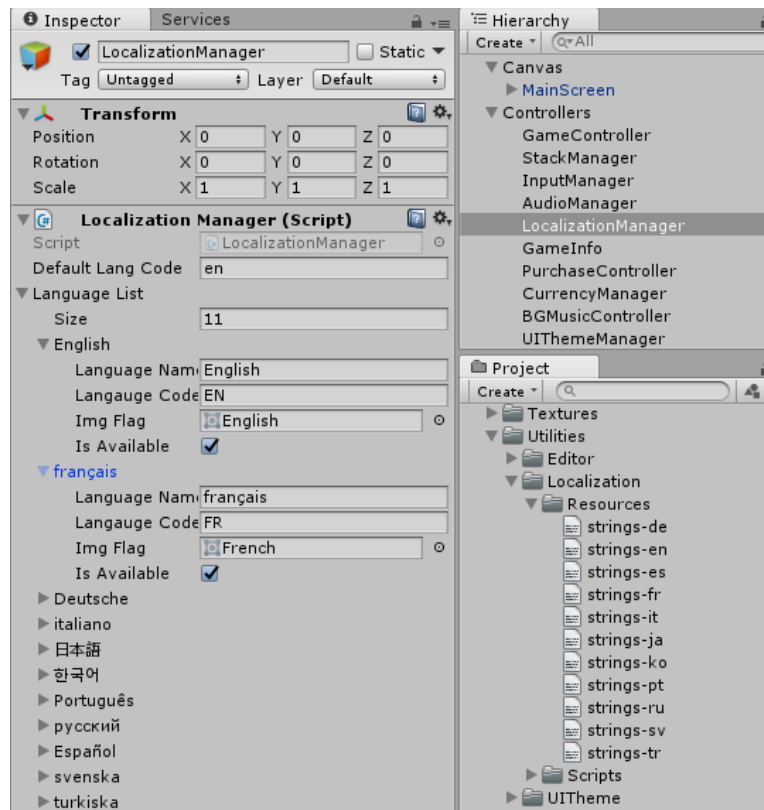
- ✓ Once this settings is done, you need to customize rewards for each IAP. Please find **PurchaseRewardsManager.cs** and open it. You can set rewards for each SKU within this script.

## ◆ PROJECT CUSTOMIZATION :

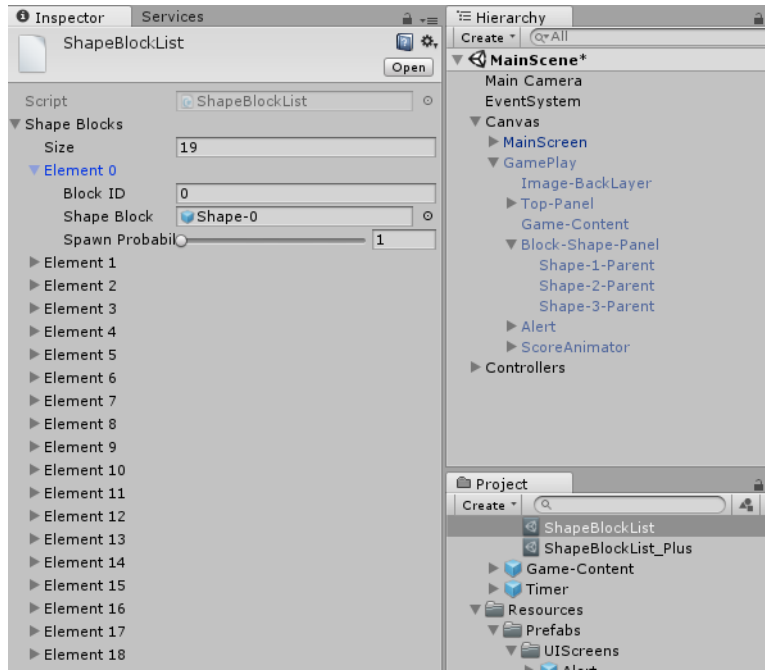
- ✓ Once project setup is done, its time to customize project and apply own modifications. Below is details about all the elements about the customization.
- ✓ **UI Theme :** There is 2 Inbuilt theme included within asset. Dark theme and Light Theme. Each Theme contains Tags for color and you can change the respective color tag and its associated color to modify the look and feel of the UI. You can also add your own new tag for Image Color and Font color and also create entire new theme. To modify existing theme, simply Go to Block-Puzzle-Magic → Utilities → UITheme → Resources → UI Theme. Select any theme and start modifying it from the inspector. This theme will work in association with UIImageColor and UIFontColor script component. Attach respective script component and define tag to override color from the theme. See below screenshot for better understanding.



- ✓ **Localization** : The game is localized in 11 languages. All the languages works in conjunction of string and its tag. (Same like UI Theme). You can add new tags as well new languages.
- ✓ To Add or remove languages, Locate **LocalizationManager** and configure languages as per requirement. Attached screenshot for better understanding.



- ✓ **Game Play Customization** : Gameplay is fully flexible and dynamic. You can easily modify each element as per requirement. Simply Drag GamePlay Prefab in any canvas of hierarchy view and look into Inspector. GamePlay have main 3 script component.
  - **GamePlayUI** : Controls the basic Game Board UI Logic.
  - **GameBoardGenerator** : You can define No. of rows and columns and spacing between rows and column from inspector.
  - **GamePlay** : This script holds core logic of game and you can set gameplay sounds, rescue and watch video options from the inspector. Please don't forget to Apply Changes before deleting prefab from hierarchy.
  - **Block Shape Spawner** : There Block-Shape-Panel GameObject within GamePlay and you can see **Block ShapeSpawner** script. Here you can define if you want all 3 shape to keep filled always or fill all 3 shapes once all 3 are placed. You can also customize shape containers from the inspector of this script.
  - **ShapeBlockList** : This is a scriptable object. You can define shapes and its probability as shown in the screenshot.



- **Create New Shape** : All the shapes are in grid format. You can take reference of any pre-generated shape and create your own shape. Define the child elements of shape in the name of format of row and column.
- ◆ **AD NETWORK INTEGRATION AND MONETIZATION** : Its very important to monetize app to generate revenue. For this, we support free AD Network integration for Unity Ads and Ad Mob. Simply contact us with your purchase receipt and we'll guide you to integrate Ad Network for Interstitial and video ads. Our Contact details is mentioned at the end of this document and also on the asset store page.
- ◆ **THIRD PARTY ASSET** : We are using Do Tween Library for the tween animation. We are thankful to [Demigiant](#) for the wonderful asset.

PLEASE HELP US IMPROVING THE ASSET-STORE EXPERIENCE BY PROVIDING YOUR FEEDBACK ABOUT THIS ASSET AND DOCUMENTATION. WE ARE EAGER TO SEE YOUR FEEDBACK. PLEASE CONTACT US ANY TIME FOR ANY BUG, SUGGESTION, FEATURE OR ANY GAME DEVELOPEMENT RELATED REQUIREMENT.

Contact : [support@hyperbytestudios.com](mailto:support@hyperbytestudios.com)

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THANKS

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