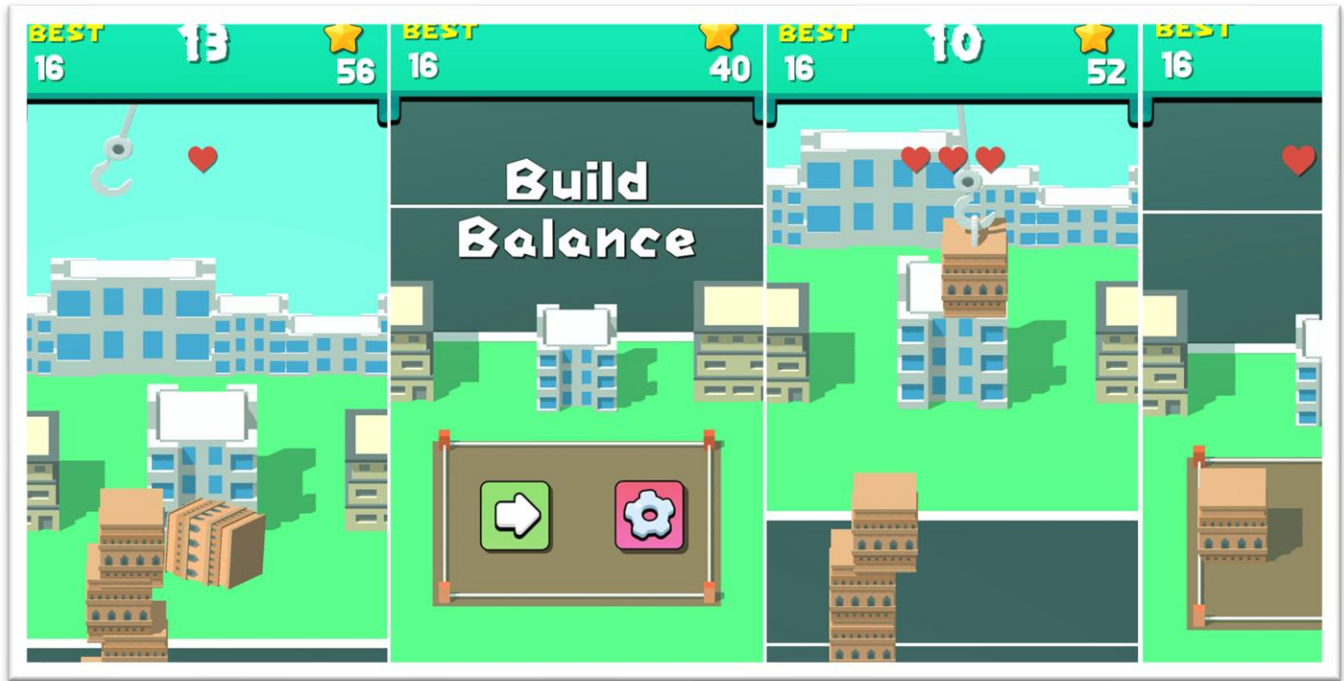


# Build Balance



## **Game desctiption**

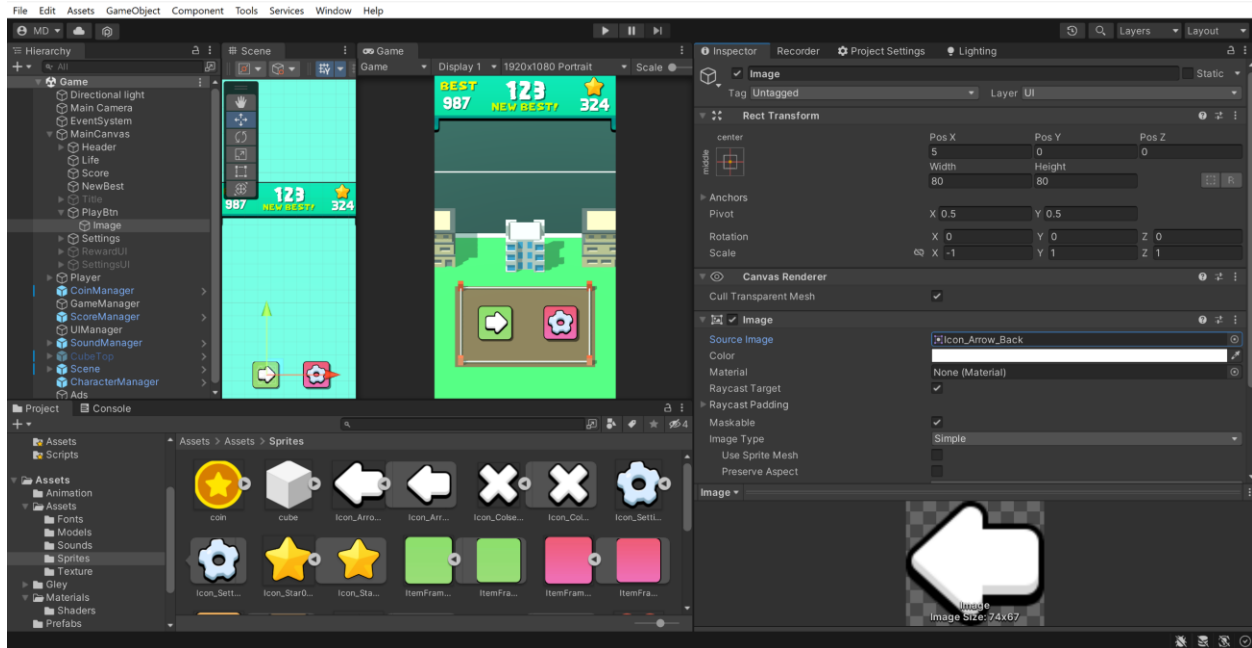
Build Balance is a complete Unity project Hyper casual game It's a 2D mobile game project that is ready to be launched in the Play Store for Android or App Store for IOS.

## **Game features :**

- Easy to reskin and change UI.
- Gley Integrated, Easy to add (Admob / FAN ...).
- Unity Ads integrated (Interstitial ads).
- Compatible with mobile and desktop.
- Difficulty increases as the levels progress.
- Easy to add new features to the game.

# How To Reskin

## Image UI (Image Canvas) :



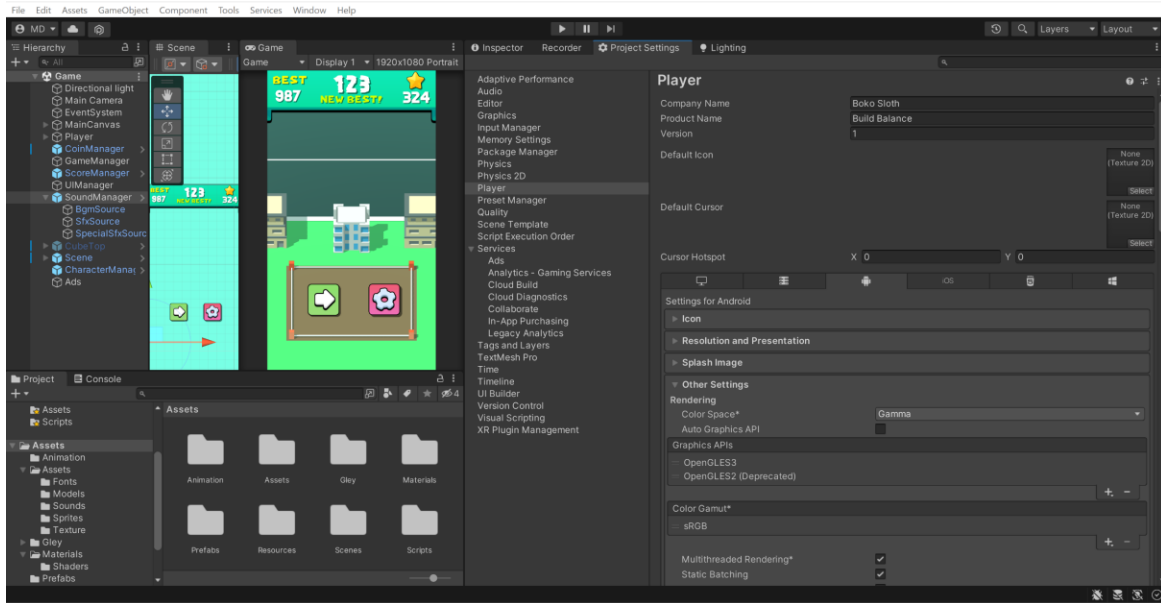
## Change Sounds :

Assets/Music

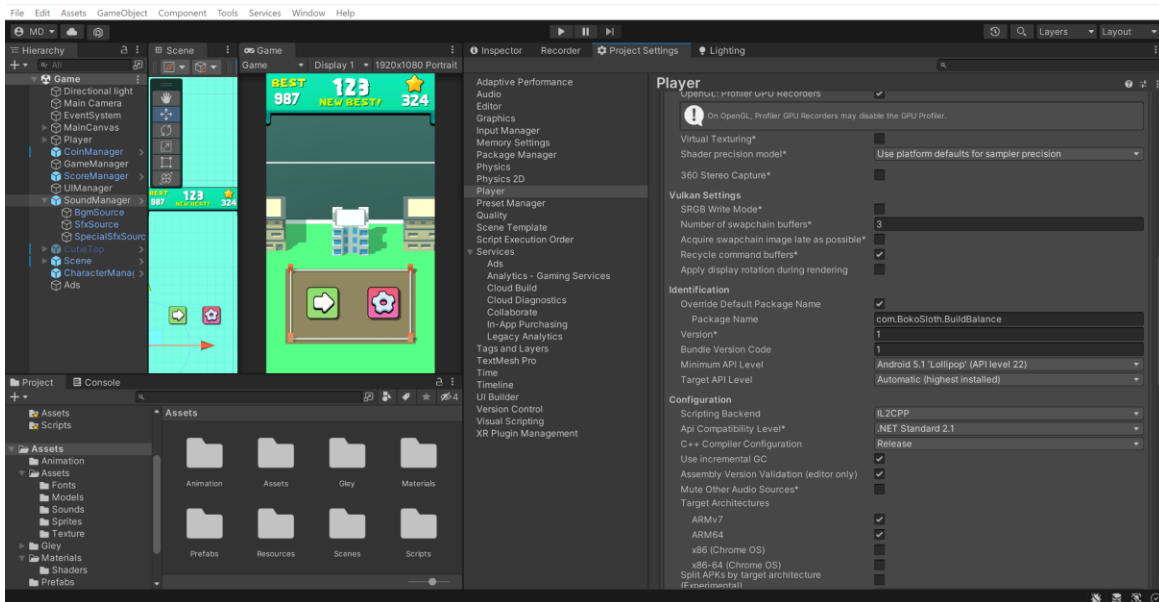
The screenshot displays the Unity 2020.3.10f1 development environment. The top menu bar includes File, Edit, Assets, GameEdit, Component, Tools, Services, View, and Help. The main interface is divided into several panels:

- Left Panel (Hierarchy):** Shows the scene hierarchy. The 'Game' object is selected, revealing its children: Directional Light, Main Camera, EventSystem, MainCanvas, Player, CoinManager, GameManager, ScoreManager, UIManager, SoundManager (highlighted), BgmSource, SfxSource, and SpecialSfxSource. Below this, the 'Project' panel shows the 'Assets' folder structure, with 'Assets > Sounds' selected. The 'Console' panel is also visible.
- Center Panel (Scene View):** Displays a 2D game scene. At the top, a score display shows '123' and '324' with 'NEW BEST!' and 'NEW BEST!' text. Below the score, a green platform with a brown border contains two buttons: a green arrow button and a pink flower button. The background features a green field, a blue sky, and some buildings.
- Right Panel (Inspector):** Shows the properties of the selected 'SoundManager' component. The 'Tag' is 'Untagged', and the 'Layer' is 'Default'. The 'Transform' section shows the position (X: 0, Y: 100, Z: 0), rotation (X: 0, Y: 0, Z: 0), and scale (X: 1, Y: 1, Z: 1). The 'SoundManager (Script)' section shows the 'Script' as 'SoundManager' and the 'Max number allowed of same sounds playing together' as 7. Below this, a list of sounds is shown: 'Cheer' (Clip), 'BgmSource' (BgmSource (Audio Source)), 'SfxSource' (SfxSource (Audio Source)), and 'SpecialSfxSource' (SpecialSfxSource (Audio Source)).

Each game must have a different Bundle id. So you must made the id to fit the id you request from apple or google play File->build setting, open the build setting panel. Find and click player setting button. On right inspector panel, touch other settings panels. Change bundle id in bundle identifier

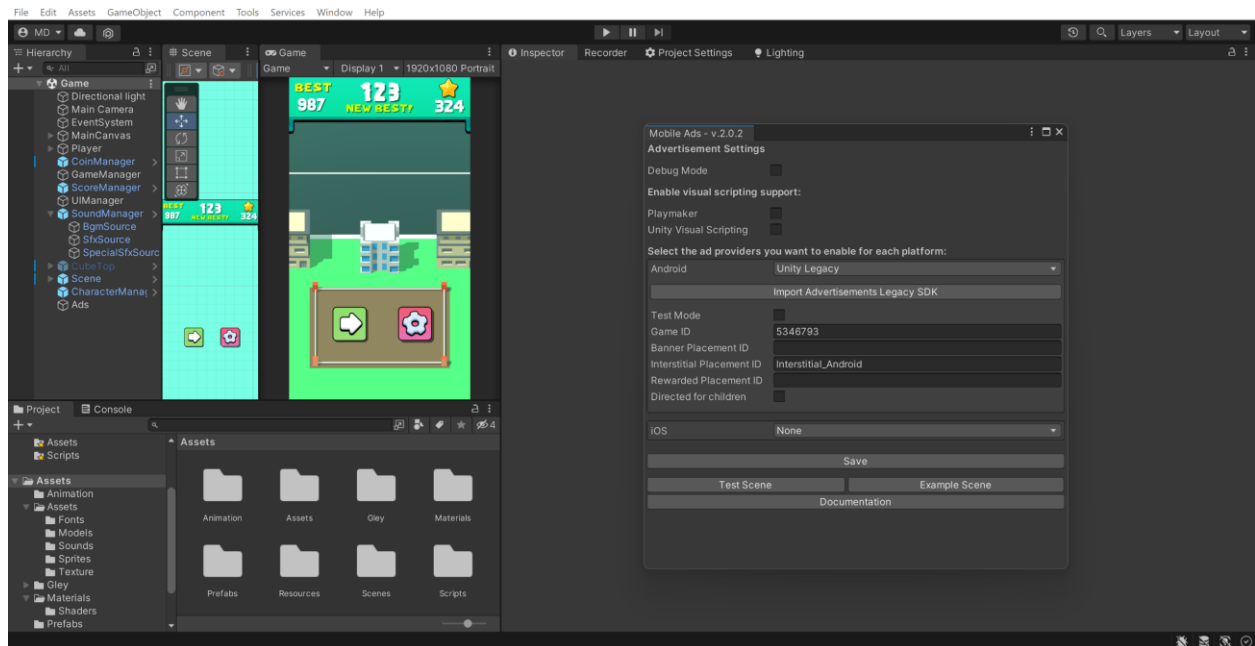


section.



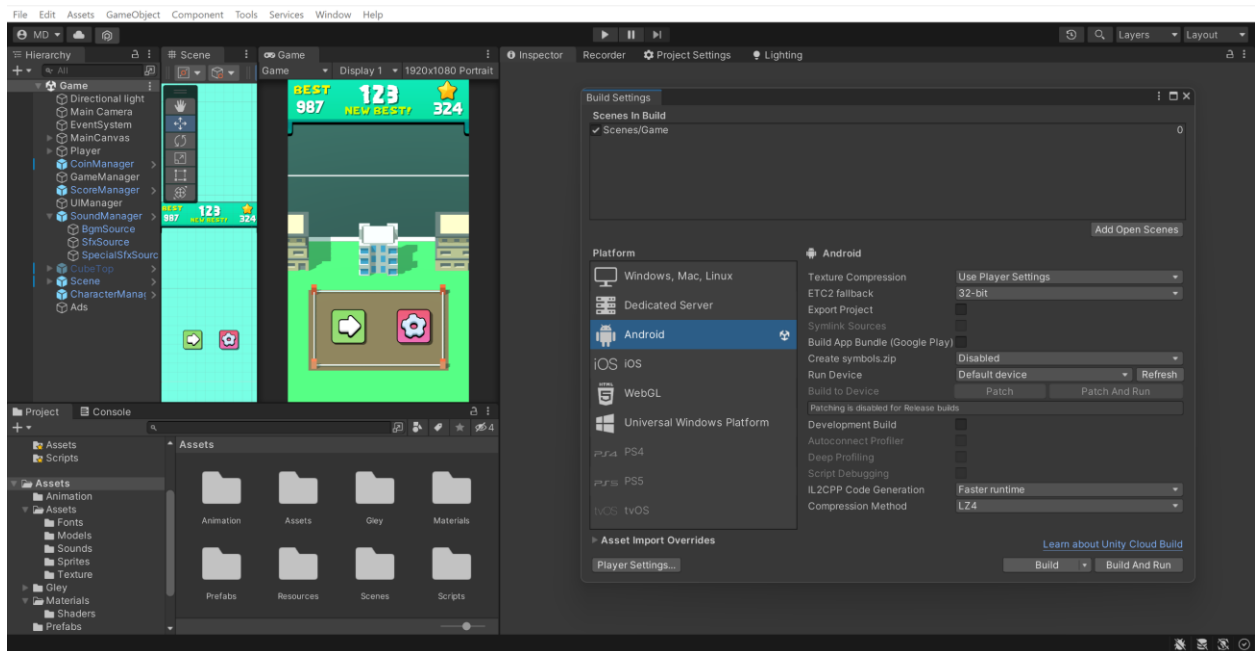
# Ads Manager

To change admob, Unity ID. Find Gley Mobile Ads set up Ads Goto Window > Gley > Mobile ads and paste your unity or admob ids Change the Game id to your game id take it from unity ads After Adding the id and the Placement ID Click the Save Button and before that add SDK For the Ads Network



# Project Setting And Build Settings

- In the Window section above choose Project and Hierarchy and drag it to your desire position
- In the project window find a folder named Scenes and double the scene inside this folder.
- To change the game name open project settings tab and change to 1: product name 2: Company name 3: drag and drop your game icon 4: Package name and make a custom keystore file be (it will be needed before publishing game to google play)



**Thanks again for purchasing this template. If you have any questions to ask or need any help, contact me. I'll be happy to help you.**



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