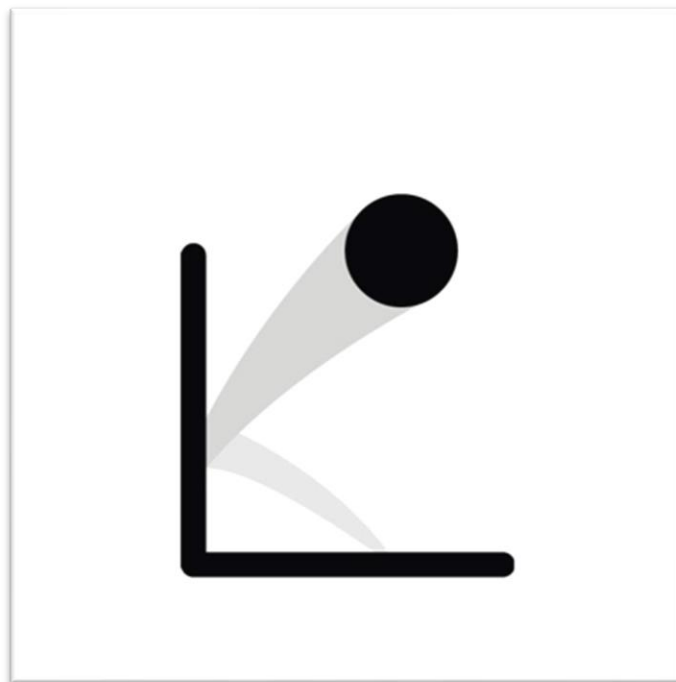
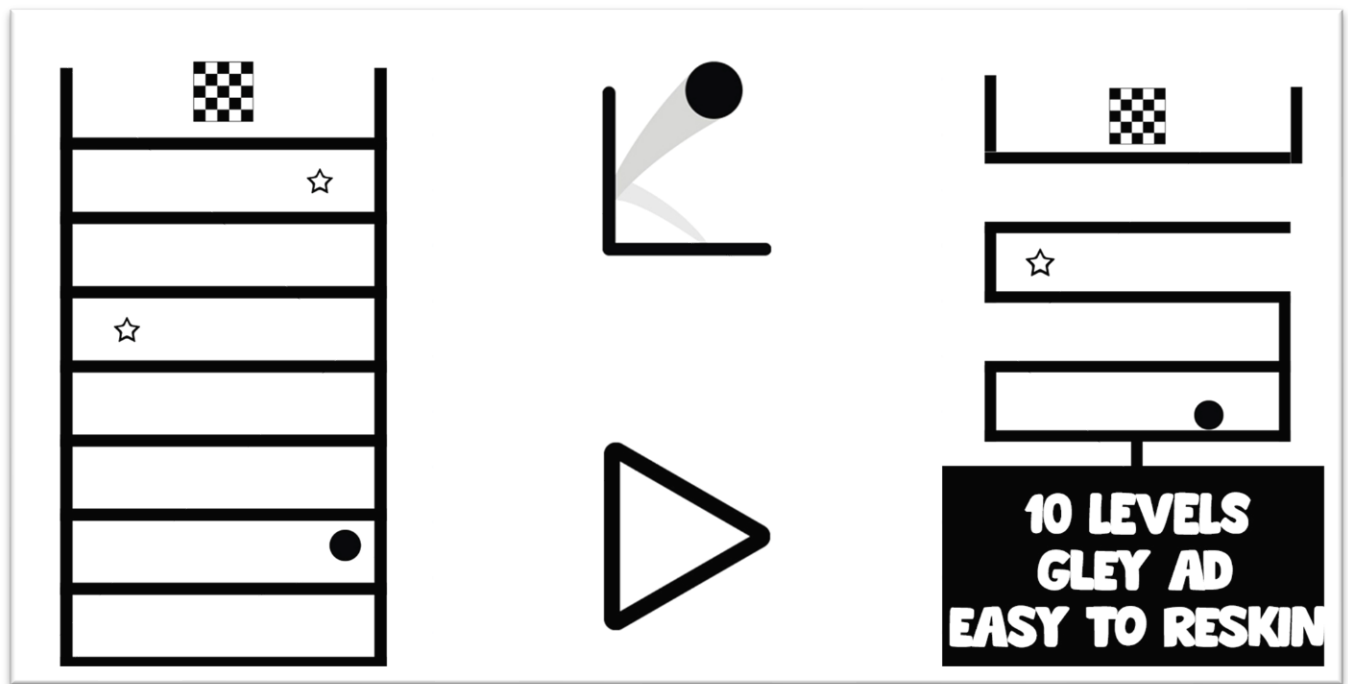


Jump Quest



Game desctiption

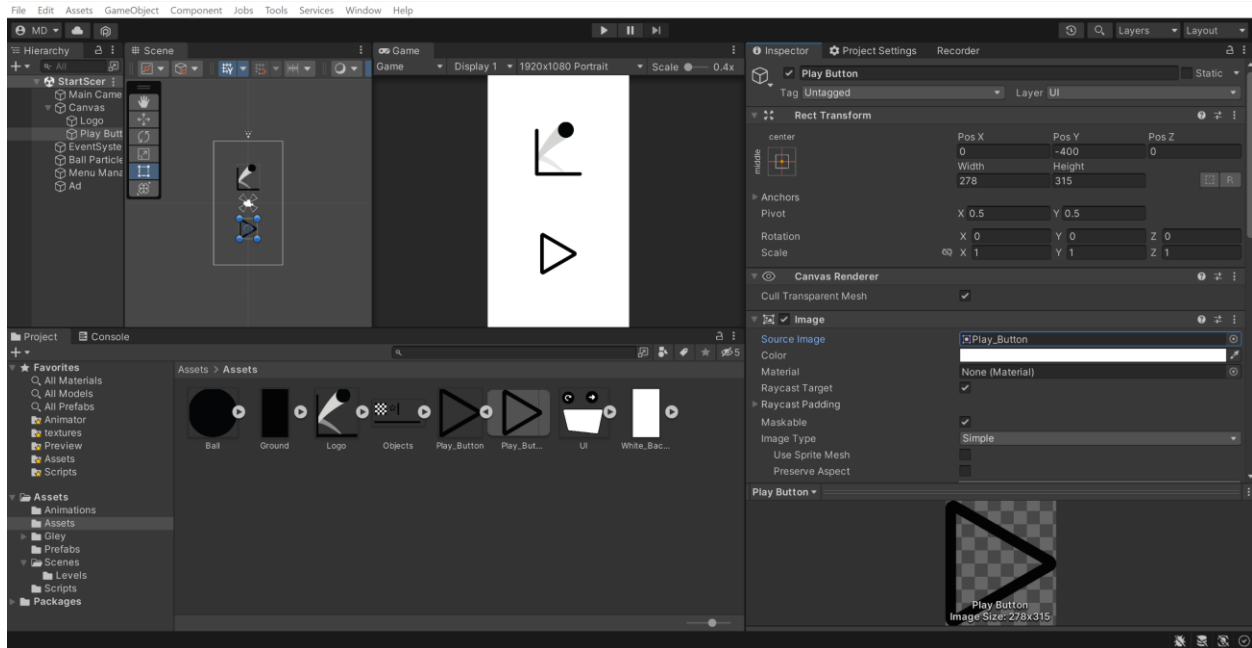
Jump Quest is a complete Unity project Hyper casual game It's a 2D mobile game project that is ready to be launched in the Play Store for Android or App Store for IOS.

Game features :

- Easy to reskin and change UI.
- Gley Integrated, Easy to add (Admob / FAN ...).
- Unity Ads integrated (Interstitial ads).
- 10 levels and easy to add new levels
- 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) :

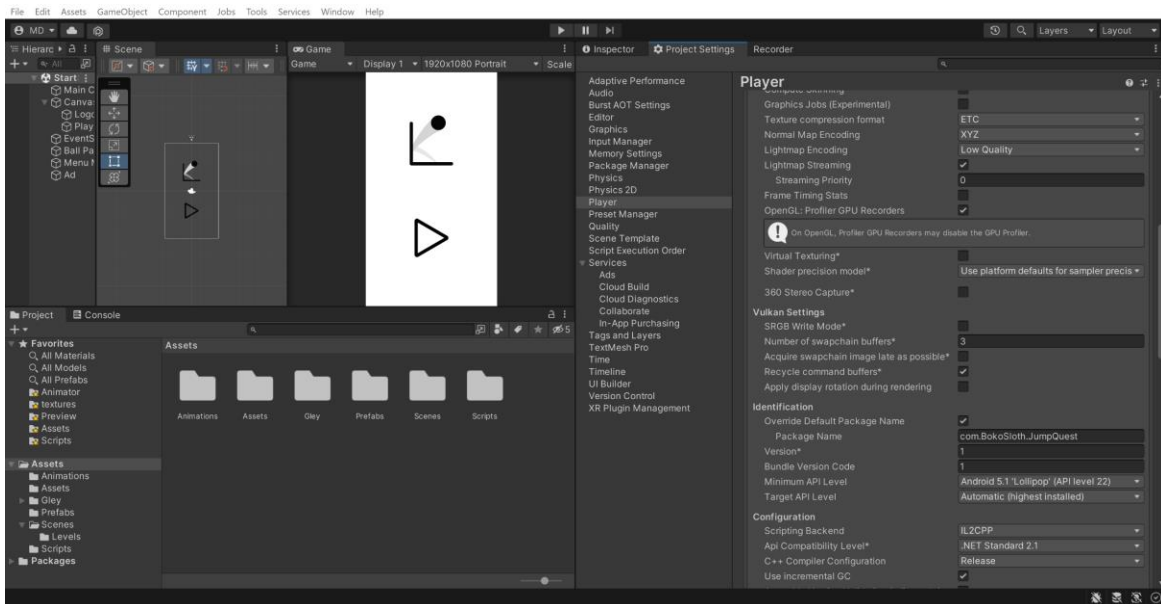
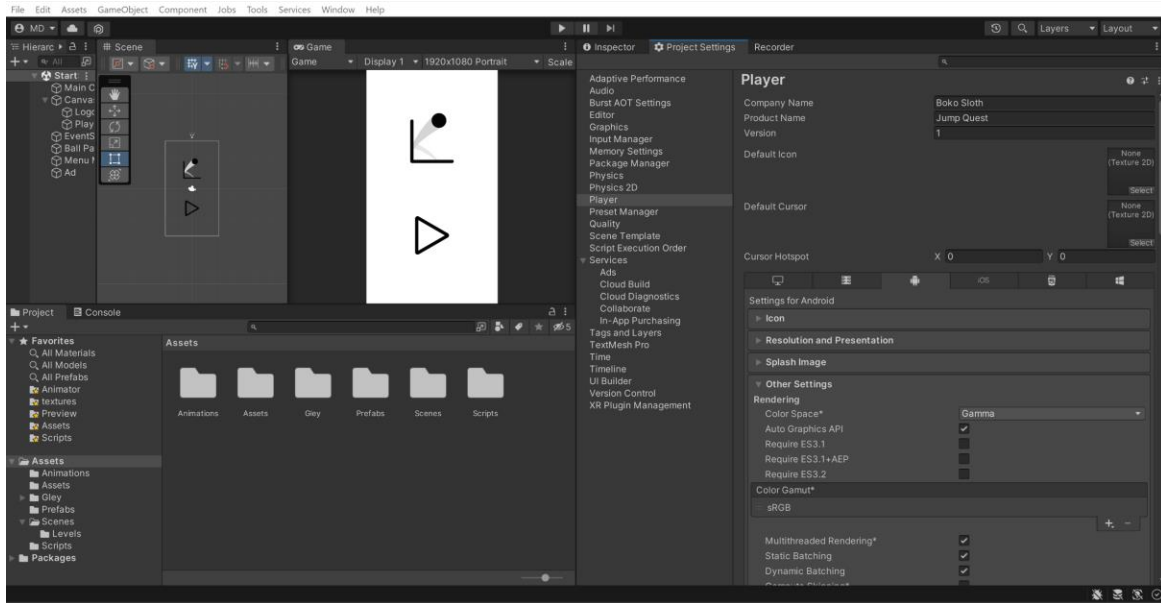


Basic Game Settings

Setup your own bundle ID (Package Name)

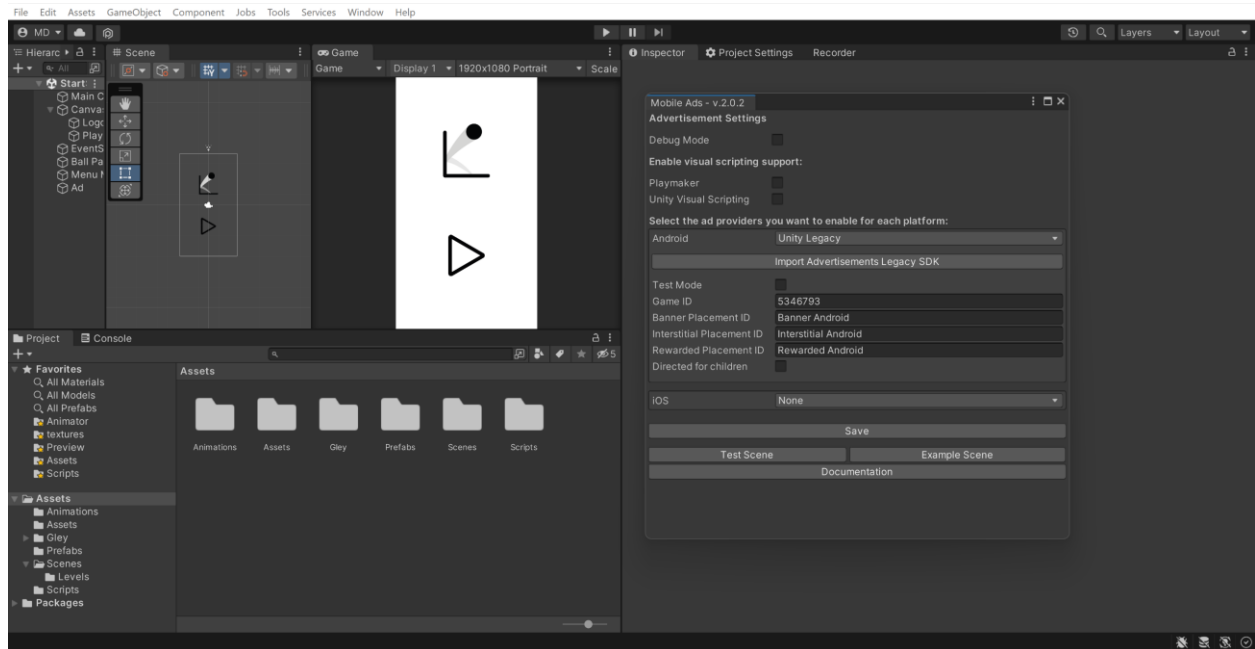
Each game must have a different Bundle id. So you must make the id to fit the id you request from apple or google play File->build setting, open the build setting panel. Find and click player setting button. On right inspector

panel, touch other settings panels. Change bundle id in bundle identifier section.



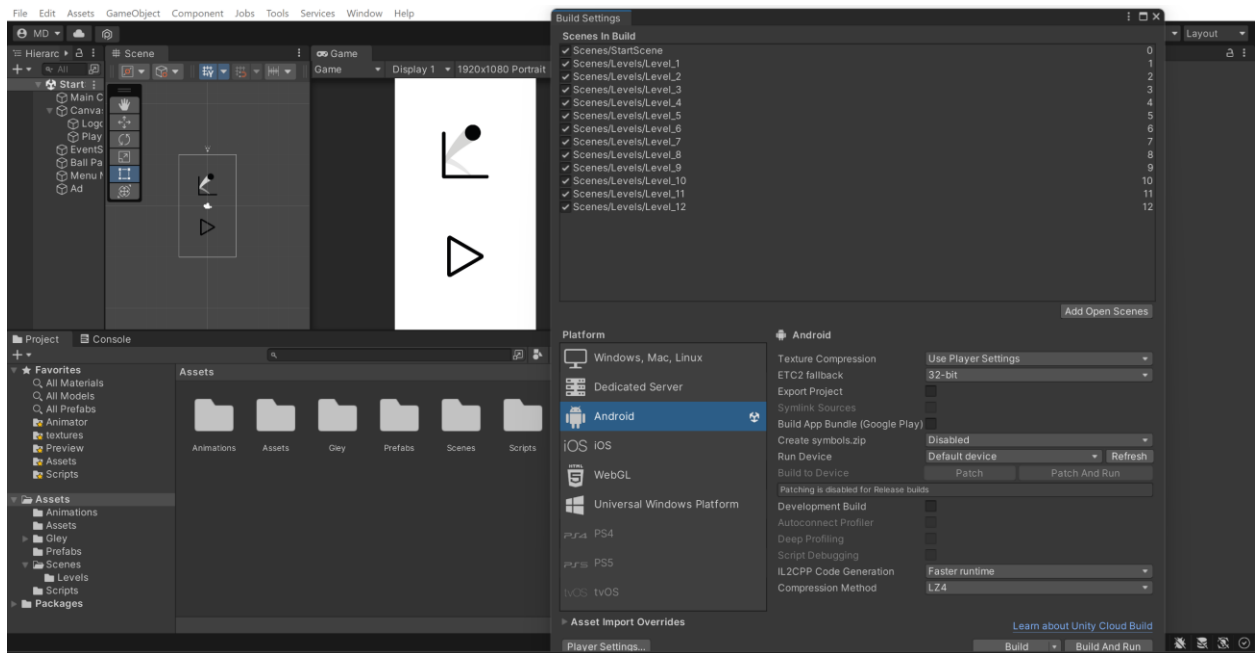
Ads Manager

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.

Don't forget review us!