

Thanks for purchasing my game!

ANDROID GAME

by <https://codecanyon.net/user/kartofun/>

contact me: kartofun.media@gmail.com

This game based on BuildBox game engine. Now they make changes and exported code have .pack extension. About .pack extension, I contact to BuildBox team and they say, there is no way to edit it now.

Now I work by next scheme

You needed to provide to me:

- 1) Game name
- 2) Bundle ID (com.example.gamename) (it can be anything you want)
- 3) License Key
- 4) Game Center ID
- 5) Leaderboard ID
- 6) Admob Bunner ID
- 7) Admob interstitial ID
- 8) Admob App ID

If you don't know where you can get any of this line, please see second page of this document.

So, I will prepare project for you with all your IDs.

You will needed to redesign game (if you want) or just export signed .apk and upload it.

Thanks!

Also, for checking your purchase, please also send to me your purchase code. You can find it in mail what you will receive after purchasing.

All your IDs send to: supp.kartofun.media@gmail.com

In mail subject please set game name (like in codecanyon.com)

I also can **upload game** and make all needed changes **for \$30**.

You will needed just send invite to my profile.

Where to get your IDs.

3) Where I can get my license key?

- Go to your google developer account (<https://play.google.com/apps/publish/>)
- Click in button “create application”
- In left menu find **Development tool** and in sub menu click on “**Services & APIs**” - In opened window find **Licensing & in-app billing** and in gray text area you can find a lots of symbols.
- Copy that, and past in your mail.

4) Where I can get my Game services ID?

- Go to your google developer account (<https://play.google.com/apps/publish/>)
- In left menu click on “**Game services**”
- Click in button “**add new game**”
- After you create it, in left menu go to “**Overview**” section.
- In top of the page, under you game name, you can **find 12 numbers**
- Copy that, and past in your mail.

5) Where I can get my Game services ID?

- Go to your google developer account (<https://play.google.com/apps/publish/>)
- In left menu click on “**Game services**”
- Click in button “add new game”. If you already done it, skip this step.
- After you create it, in left menu go to “**Leaderboards**” section.
- Click to the button “add new Leaderboards” and fill all needed fields. - Click save (or save as draft)
 - In next page you can find your 18 symbols ID in table.
 - Copy that, and past in your mail.

6) Where I can get my Admob banner ID

- Go to your admob account (<https://apps.admob.com/>)
- In left side go to apps and create new app
- Choose that your game don't published at Play Store (answer No)
- Set your game name and Android platform
- Than click on create Ad Unit
- Create for point 6) Banner and for point 7) interstitial
- Your ads ID should be like ca-app-pub-6029956675361121/2565330698

Setting up In-app purchases

1. This game have 3 in-app purchases.

- 1) Buy 100 coins (\$0.99)
- 2) Buy 300 coins (\$1.99)
- 3) Remove ads (default \$0.99, but you can set it like you want)

2. For all of this IAP I'll setting up next IAP ID:

Your Bundle ID + purchase detail

- 1) Buy 100 coins will be: com.example.gamename.inapp100
- 2) Buy 300 coins will be: com.example.gamename.inapp300
- 3) Remove ads will be: com.example.gamename.noads

3. How to setup it in my account?

- Go to your google developer account (<https://play.google.com/apps/publish/>)

- Choose your game
- Go to In-app product page (under Store Presence page)

!Note you should upload .apk first for access to this page. Just upload ,apk from project what I'll send to you.

After that, you will have access to create IAP unit. Go to next step:

- Click on create managed product button
- In product ID past your ID from point 2 of this chapter. (You will need to create 3 IAP One fore each ID from second point)
- Set your Name and description.
- Status - Active
- In price section click Add a price
- Set Default price (default price in point 1 of this chapter) And also click on check box "Country"
- Click save.

After setting up all 3 IAP you can upload exactly the same .apk from project what I'll send to you.

But google will say to you, that .apk version must be different.

Open project and find file **AndroidManifest.xml** under **/app/src/main** folder

In this file go to **4 row** and change **versionCode** to **"2"**

Click **file -> Save All**

After it export signet .apk

Thats it. Upload new version of your game to google play, and have a good downloads.

If you really appreciate my tutorial and my game, please give my game 5 stars rating in codecanyon.

Go to <https://codecanyon.net/downloads>

Find my game, and set 5 stars

It will help me a lot. Thanks.

How to generate signed APK

1. Open your Android Studio.
2. Go to File - Open Project. And find your project in downloaded folder and click open.
3. If it will ask you to upgrade your gradle, **skip it** for now. We don't need to update it now.
4. Then if studio will ask you to download something, do it.
5. Go to the Build, Generate Signed APK. (Build Bundles and APK in newer version. If you use newer version it can also has one additional window, where you will need to choose between two option - Bindle and APK. Just select APK and go to next step.)
6. Then you will need to create New key, go to **Create new Key**
7. Fill all needed fields and click OK.
8. And in next screen select V1 and folder where you gonna to export your apk.
9. Done

How to authorize play services and leaderboard

1. Fill all needed fields
2. **Attach** your play services to game (will appear after you upload first apk (no need to publish this apk, just upload). You just need to **choose YOUR GAME from dropdown list with find icon**.
3. in top right corner in drop down menu choose **publish**.
4. If all was filled right it will allow to process to second step (verification). Here you will need to place your SHA1 code. (Where to get it instruction below)
5. Place it in second step, and click authorize.
6. And thats it, after that all play services will work fine.

Where to get your SHA1 code

1. Go to All application, select **your game**
2. in left menu find "**App signing**"
3. And in this window you will find your "**SHA-1 certificate fingerprint**" under "**Upload certificate**" section
4. Make sure you copy it exactly from **UPLOAD CERTIFICATE** section with is located below other App signing certificate.
5. **Copy your SHA1** code and **paste it in play services** publishing menu.
6. Done. Now leaderboard should work fine.

If you have any question about supporting, please mail to:

supp.kartofun.media@gmail.com

If you want redesign, improvement or realize your game idea or ask
me about other my games , please mail to:

kartofun.media@gmail.com