Buildbox Guide

Gandhi Games

Thank you for your purchase. If you have any questions that are not covered in this or the official Buildbox guide, please email me at robert.wells@gandhigames.co.uk.

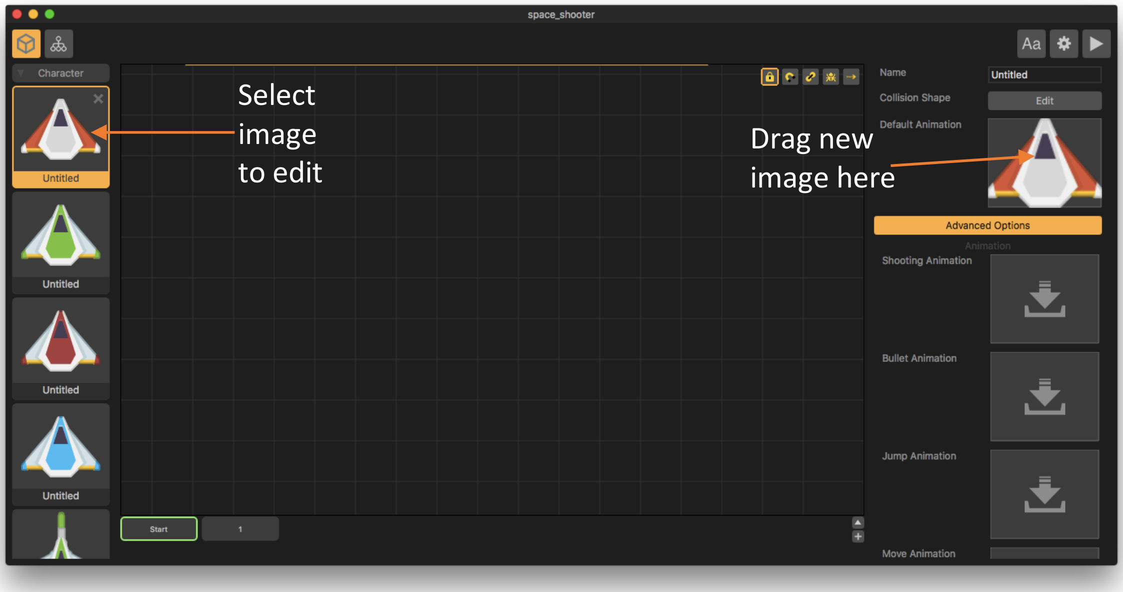
Contents

Buildbox

It is recommended you use Buildbox to edit the game template. If you do not own a license, you can obtain a 30 day free trial from: https://www.buildbox.com/. This should be more than enough time to edit and publish your new game!

How to Reskin

Reskinning is simple. Just drag your new images over the existing images and adjust the collision shapes accordingly.



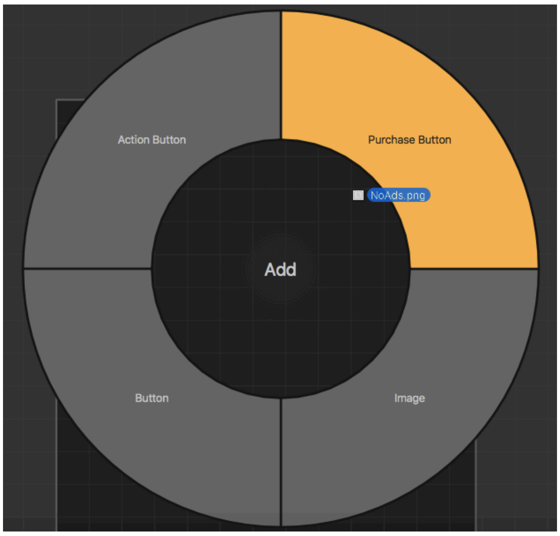
Select image to edit

Drag new image here

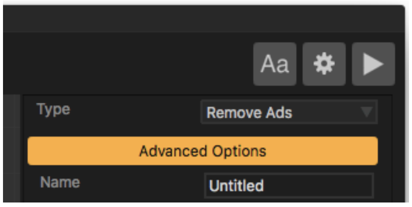
Add In-App Purchases

For complete instructions please see the included Buildbox official documentation.

First you must add a purchase button (if not already included in project). Drag and drop the image to be used for the button into the relevant menu scene.



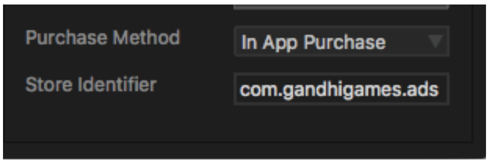
Change the button type to “Remove Ads”.



Type: Remove Ads

Name: Untitled

Lastly, you need to add your identifier (setup in the corresponding google/apple store), see official Buildbox guide for step-by-step instructions.

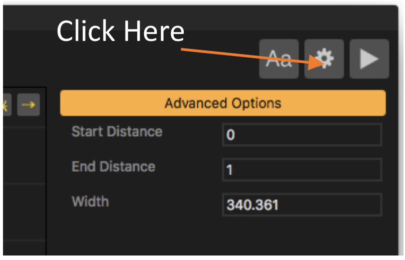


Purchase Method: In App Purchase

Store Identifier: com.gandhigames.ads

Change Game Icon

Click on the gear icon to open the project settings.

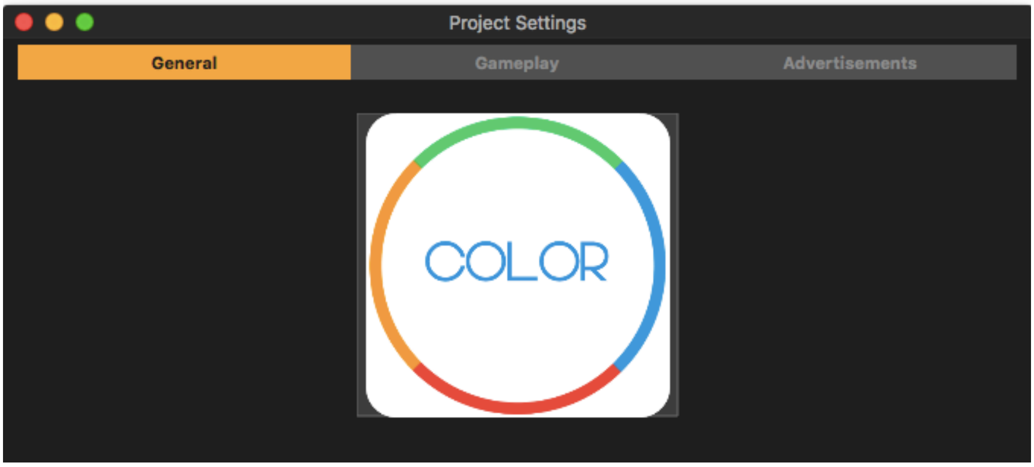


Start Distance: 0

End Distance: 1

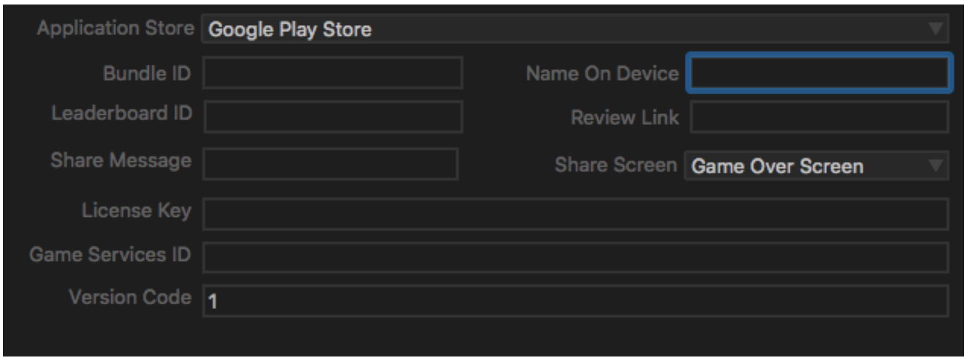
Width: 340.361

Drag and drop your icon over the existing icon. Please note that your icon must have dimensions of 512x512 or 1024x1024 and should be of type png.



Add Google and Apple Credentials

The store specific credentials can be input on the project settings window (opened by clicking the gear icon in the top-right of the window). Select the application store and input your details. For more information on how to obtain the relevant details please see the official Buildbox documentation.



Application Store: Google Play Store

Bundle ID | Name On Device

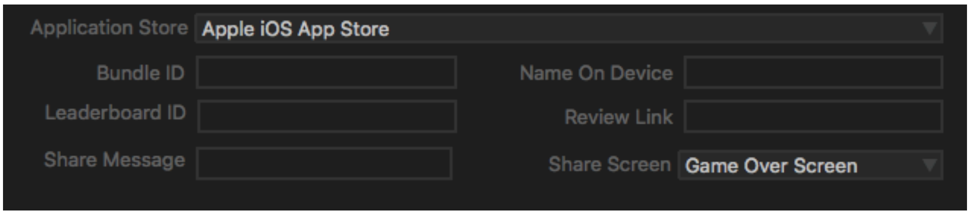
Leaderboard ID | Review Link

Share Message | Share Screen: Game Over Screen

License Key

Game Services ID

Version Code: 1



Application Store: Apple iOS App Store

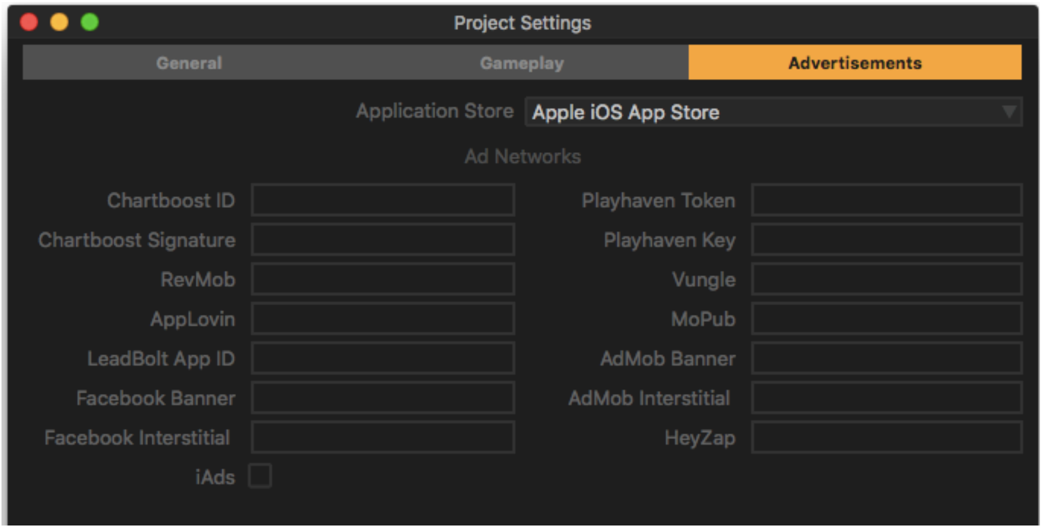
Bundle ID | Name On Device

Leaderboard ID | Review Link

Share Message | Share Screen: Game Over Screen

Implementing Ad Networks

Enter your ad network ids in the Advertisements tab under Project Settings. Enter the ids for each store separately. Full details on how to obtain advertisements ids are found on the corresponding ad network websites.



Project Settings

General | Gameplay | **Advertisements**

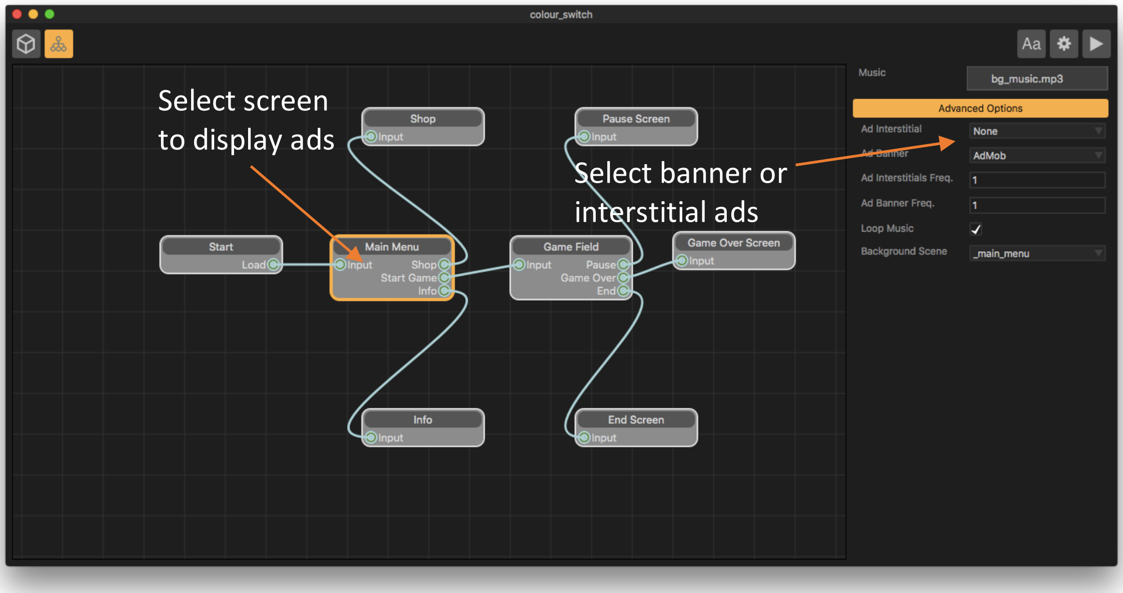
Application Store: Apple iOS App Store

Ad Networks

Chartboost ID:
Chartboost Signature:
RevMob:
AppLovin:
LeadBolt App ID:
Facebook Banner:
Facebook Interstitial:
iAds ☐

Playhaven Token:
Playhaven Key:
Vungle:
MoPub:
AdMob Banner:
AdMob Interstitial:
HeyZap:

To enable advertisements, open the menu editor and you can either enable Interstitial (full-screen) or ad banner (banner at bottom of screen) for each screen.



Select screen to display ads

Select banner or interstitial ads

Music: bg_music.mp3

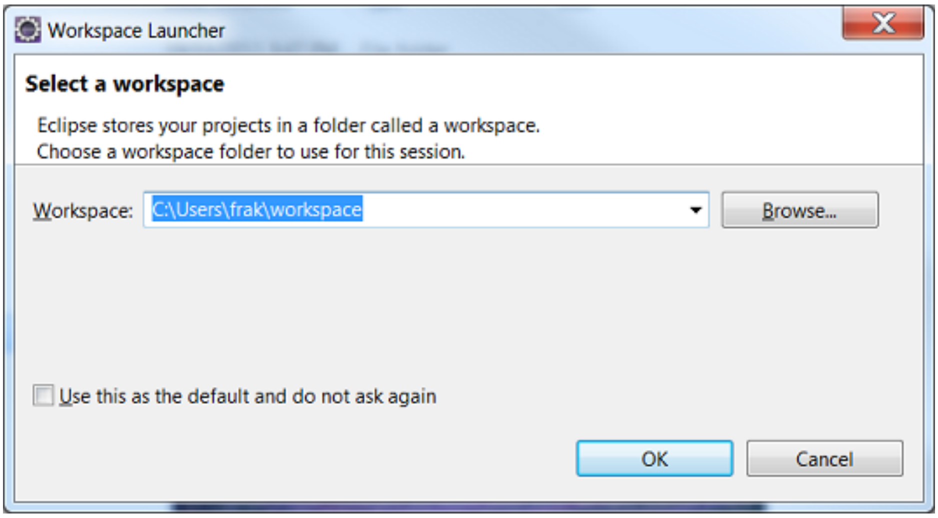
Advanced Options

Ad Interstitial: None
Ad Banner: AdMob
Ad Interstitials Freq.: 1
Ad Banner Freq.: 1
Loop Music: ✓
Background Scene: _main_menu

Android Import and Build

Full instructions at: https://www.buildbox.com/publish-android-build-for-google-play/

1. Open Eclipse. On start, you will be asked to select a ‘workspace’. Accept the default and continue.



Workspace Launcher

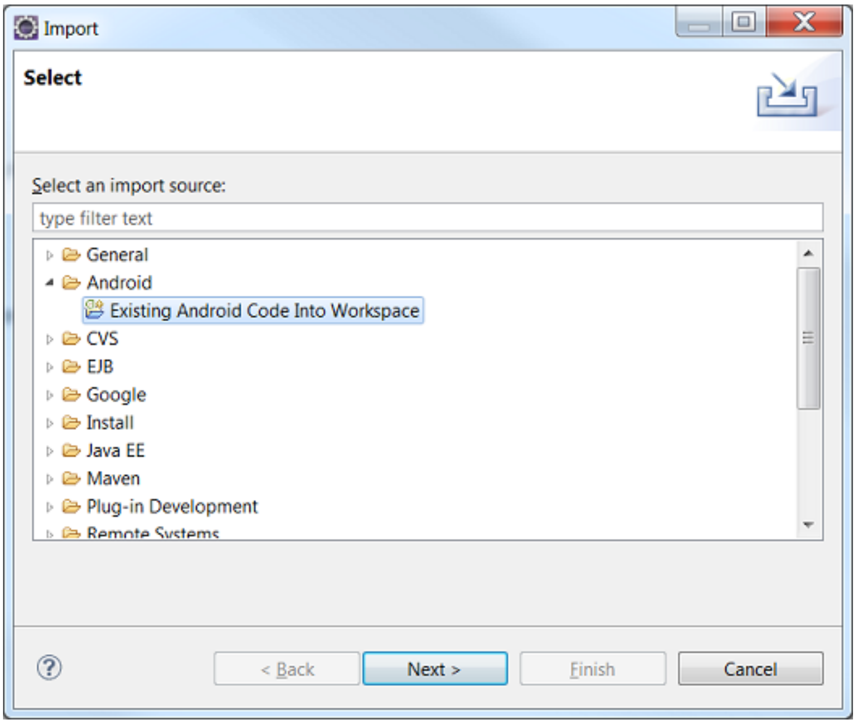
Select a workspace

Eclipse stores your projects in a folder called a workspace.
Choose a workspace folder to use for this session.

Workspace: C:\Users\frak\workspace

□ Use this as the default and do not ask again

2. Click File → Import
3. Select Android → Existing Android Code… then click Next



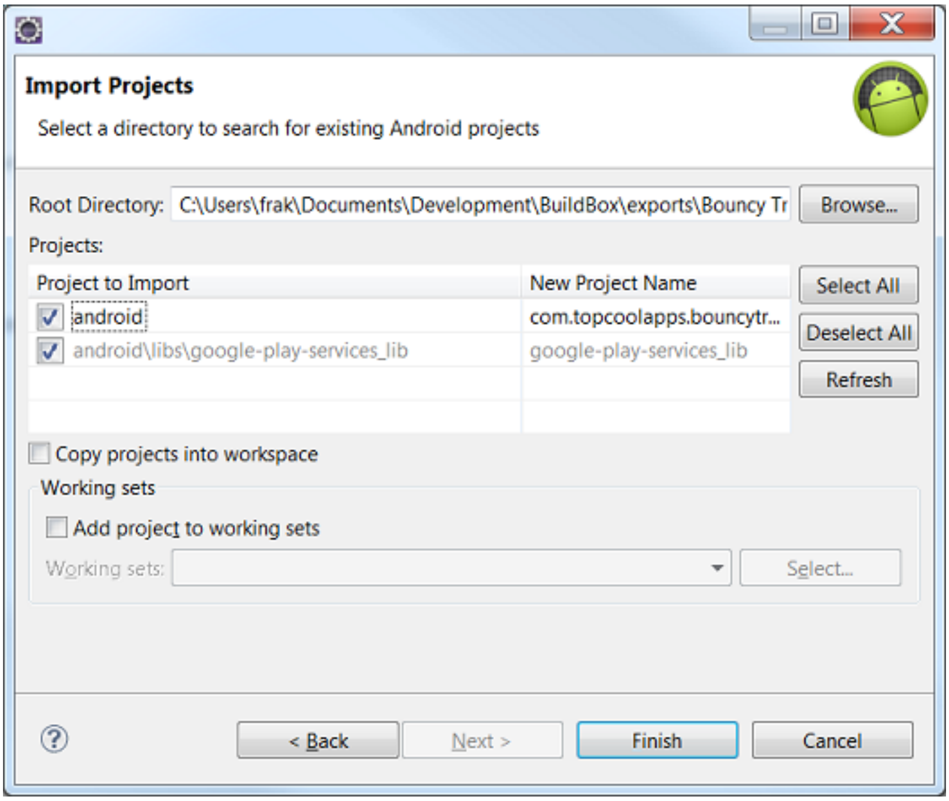
Import

Select

Select an import source:

type filter text

4. Browse to the android directory of your project, tick the projects, and click [Finish]



Import Projects

Select a directory to search for existing Android projects

Root Directory: C:\Users\frak\Documents\Development\BuildBox\exports\Bouncy Tr

Projects:

Project to Import	New Project Name
☑ android	com.topcoolapps.bouncytr...
☑ android\libs\google-play-services_lib	google-play-services_lib

□ Copy projects into workspace

Working sets

□ Add project to working sets

Working sets:

Note: If you need to reload an updated version of your project you will need to delete the previous version from Eclipse then simply import the updated version.

Testing on Device

1. Import your project into Eclipse
2. Select imported project in Eclipse left sidebar
3. Right-click and select Run → Run
4. Select Android Application and click OK
5. Select your device and click OK
6. The game should start on your device

Build APK

1. Right click your imported project from the sidebar
2. Select Android Tools → Export Signed Application Package
3. Click [Next]

If you have a keystore already:

1. Select Use Existing Keystore
2. Enter Password for the keystore and click [Next]
3. Select Alias, Enter Password (or create new key) then click [Next]

If you don't have a keystore already:

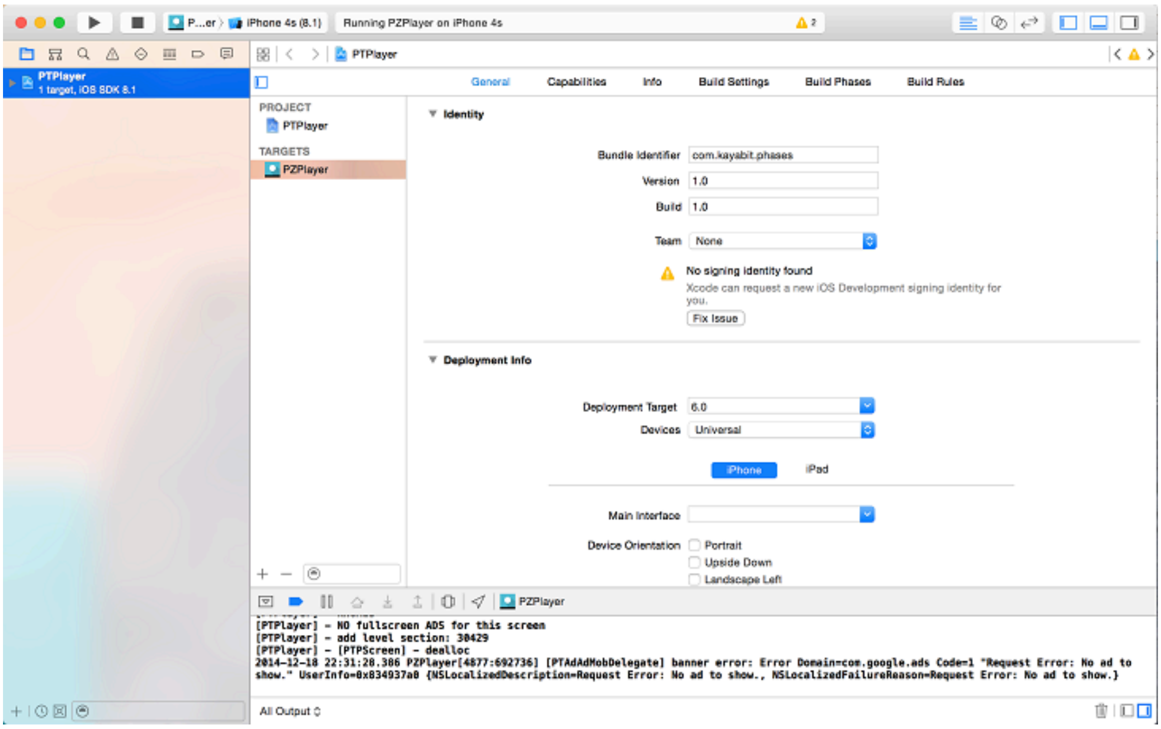
1. Select Create new keystore
2. Browse to Location and enter new Filename
3. Enter Password and click [Next]
4. Enter Alias name, Password and 30 for years
5. Enter the rest of your info (at least one field) then click [Next]
6. Click [Finish]

Note: You must use this keystore and alias for every version of your game. You must remember the passwords. If you lose the keystore or forget the passwords, you will not be able to update your game. You cannot recover a lost keystore. You can also have multiple aliases in a single keystore.

iOS Export

Full instructions at: https://www.buildbox.com/guides/publish-apple-build/

1. Open Xcode. Open the project in Xcode. You may notice that the project name is PTPlayer. This name has not real effect on the game you upload to the app store. You will see something similar to the following:



Identity

Bundle Identifier: com.kayabit.phases
Version: 1.0
Build: 1.0
Team: None

No signing identity found
Xcode can request a new iOS Development signing identity for you.
Fix Issue

Deployment Info

Deployment Target: 6.0
Devices: Universal
iPhone   iPad
Main Interface:
Device Orientation: □ Portrait □ Upside Down □ Landscape Left

```
[PTPlayer] - NO fullscreen ADS for this screen
[PTPlayer] - add level section: 30429
[PTPlayer] - [PTPScreen] - dealloc
2014-12-18 22:31:28.386 PZPlayer[4877:692736] [PTAdAdMobDelegate] banner error: Error Domain=com.google.ads Code=1 "Request Error: No ad to
show." UserInfo=0x834937a0 {NSLocalizedDescription=Request Error: No ad to show., NSLocalizedFailureReason=Request Error: No ad to show.}
```

2. In the middle of screen, you will see the field Team. Select the account you will be using to upload the game, or Add New if this is your first time. You will get a popup where you can enter in a username and password.
3. Directly under this you will probably see a yellow icon – as shown – and a message telling you the signing identity is missing. Press the [Fix Issue] button, and – provided you have created your app ID and distribution profile, this warning will go away.

4. These fields are worth noting in particular:
    - Version: should match the version you specify in iTunes Connect (and comes from a Buildbox setting).
    - Build: you can treat this as a the same as the version, above.
    - Deployment Target: This determines what iOS version is needed to download your game. Leave it as set by Buildbox.

Test on Simulator

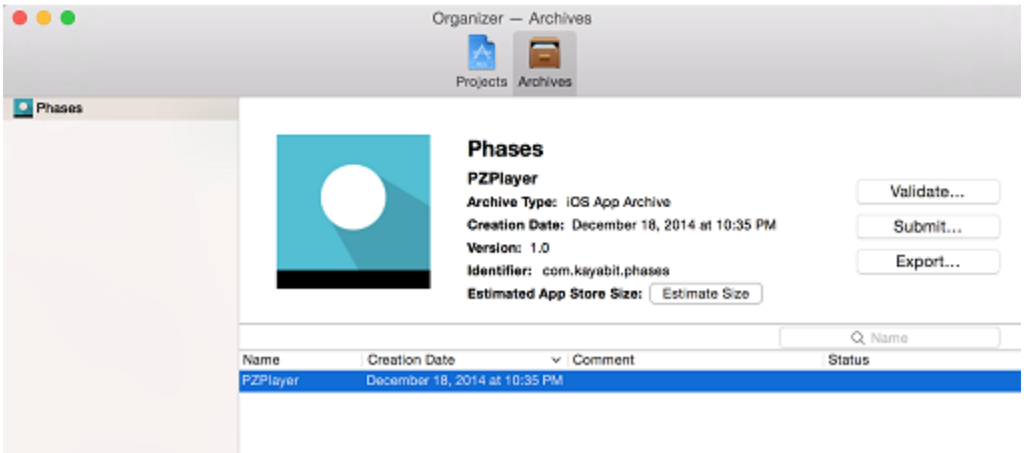
1. Click on the button at the top of the screen – just to the right of PZPlayer. From the menu that appears, select the simulator of your choice (there will a list of phones and iPads along with the version of the iOS SDK you can test against).
2. Press the play symbol and wait for the simulator to start. Press the screen by using the mouse. You can take screenshots and do other things while the simulator is running by having a quick look at the menu bar.

Test on Device

1. Plug in your device to test on, and wait for a few seconds.
2. Ensure you have a testing provisioning profile setup (a generic profile is recommended).
3. Click on the button at the top of the screen – just to the right of PZPlayer. From the menu that appears, select the device you have plugged in. (If you don't see your device, and only see the generic-sounding "iOS Device" check your USB connection as the device is not being seen by Xcode. This can also be caused by not having your device attached to your development account.)
4. Press the play symbol and wait for the game to start. Play the game as you normally would on a device (device network communication will happen via the mobile/cell phone network or WIFI and not USB) and note that log messages from the device will appear in Xcode.

Build for Apple Store

1. Click on the button at the top of the screen – just to the right of PZPlayer. From the menu that appears, select iOS Device (or the name device you have plugged in).
2. Click the Product menu, select Archive. This will build your game, and put it in Xcode's Organiser, with the just-built game selected:



Phases

PZPlayer

Archive Type: iOS App Archive

Creation Date: December 18, 2014 at 10:35 PM

Version: 1.0

Identifier: com.kayabit.phases

Estimated App Store Size:

Name	Creation Date	Comment	Status
PZPlayer	December 18, 2014 at 10:35 PM		

3. At this state you can press [Estimate Size] button to check how big Xcode thinks your final game will be, however this is only an estimate.
4. Provided that the game has been setup in iTunes Connect, you can now upload and validate the game. To Validate, press [Validate] and follow the prompts.
5. To submit the game, press [Submit] and follow the easy to follow prompts. Note that submitting will also do a validate, so the previous step is not strictly required.