



PlayJoWee Publishing
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Technical requirements iOS build

* Use the following settings for the application

Game Title Market =
Game Title Icon =
Icon =
Package Name = <PackageName>
AdmobId = <AdMobId>

Resources:

www.playjowee.com/files/pjw-resources_ios.zip

This file:

www.playjowee.com/files/PJW_REQUIREMENTS_iOS.pdf

Loading Section

1. Show first screen with PlayJoWee logo (ng_logo.jpg) at game starts for 3 seconds.

Main Menu Section

Attention! Remove EXIT APP button!

2. Add Buttons

Examples:



2.1. fb – open url <http://www.facebook.com/Playjowee>

2.2. tw – open url <http://www.twitter.com/PlayJoWee>

2.3. adv_01 – adv_12 – random banner with links

If possible to create buttons with online picture use link, if not – use resources

Dynamic Resources

Pictures

adv_01 - http://playjowee.com/ios/adv_01.png

...

adv_12 - http://playjowee.com/ios/adv_12.png

Links

adv_01 - http://playjowee.com/ios/adv_01.html

...

adv_12 - http://playjowee.com/ios/adv_12.html

or

Pictures

adv_01 – adv_01.png

...

adv_12 – adv_12.png

Static Resources

adv_01 - http://playjowee.com/iosstatic/adv_01.html

...

adv_12 - http://playjowee.com/iosstatic/adv_12.html

2.4. moregames - <http://playjowee.com/ios/moregames.html>

2.5. pwj.png - <http://www.playjowee.com/ios.html>

2.6. Add rate me button - rateme.png or obv_rate.png – open url
<http://playjowee.com/iosrate/game-name.html>

* if space not allowed place rateme.png, use small version obv_rate.png

3. Admob Advertising

Use <AdmobId> from PlayJoWee.

3.1 If possible use small banner at top or bottom in main menu 320x50 – BANNER

3.2 If possible use small banner at top or bottom in gameplay screen 320x50 – BANNER

3.3 If possible use small banner at top or bottom in level completed and game over screens
320x50 – BANNER

3.4 If possible use small banner at top or bottom in pause screen 320x50 – BANNER

Example:



3.5 Use preloader screen for each level – 300x250 IAB_RECT banner. Show loading screen with banner and text below “Loading” (you can use loading.png or default game font) for 4 seconds, then replace LOADING text with button play.png

Example:



More information about banner sizes:

<https://developers.google.com/mobile-ads-sdk/docs/android/intermediate>

4. Globals

4.1 Use Icon, Application Title and Application Icon title from PlayJoWee

Unity

www.playjowee.com/files/admob-unity-plugin.zip

Use our version of AdMobPlugin.mm

Script: AdMobPluginDemoScript

```
AdMobPlugin.CreateBannerView("AdMobId", AdMobPlugin.AdSize.MediumRectangle,  
false);
```

Parameters:

"AdMobId - ""a152b87a2d85bc7" - AdMobId

AdMobPlugin.AdSize.MediumRectangle - здесь меняем MediumRectangle на то какой банер нужен,

Banner, MediumRectangle, IABBanner, Leaderboard, SmartBanner

false - button, true - top

Here is banner 300x250, if you want another size – edit size or edit script

```
[bannerView_ setFrame:CGRectMake((screenHeight - 300) / 2,screenWidth -  
250,bannerView_.bounds.size.width,bannerView_.bounds.size.height)];
```

Current size banner size - 300 и 250