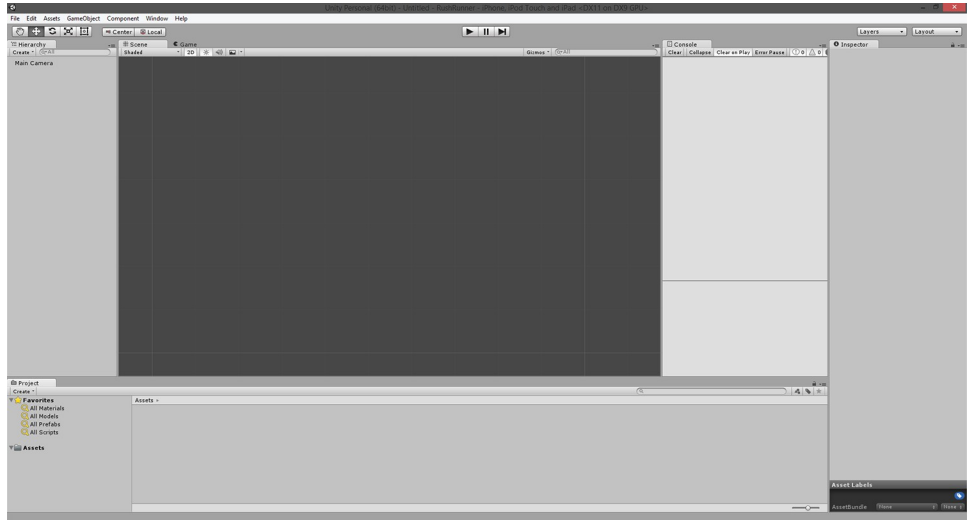


Chapter 1: Requirements and Preparation Work



IOS Native



App ID Description

Name:

You cannot use special characters such as @, &, *, ', "

App ID Prefix

Value: (Team ID) ▼

App ID Suffix

Explicit App ID

If you plan to incorporate app services such as Game Center, In-App Purchase, Data Protection, and iCloud, or want a provisioning profile unique to a single app, you must register an explicit App ID for your app.

To create an explicit App ID, enter a unique string in the Bundle ID field. This string should match the Bundle ID of your app.

Bundle ID:

We recommend using a reverse-domain name style string (i.e., com.domainname.appname). It cannot contain an asterisk (*).

Wildcard App ID

This allows you to use a single App ID to match multiple apps. To create a wildcard App ID, enter an asterisk (*) as the last digit in the Bundle ID field.

Bundle ID:

Example: com.domainname.*

Endless Rush Runner - Rights and Pricing

Select the availability date and price tier for your app.

Availability Date 03/Mar ▾ 5 ▾ 2015 ▾ ⓘ
Price Tier Choose ▾ ⓘ
[View Pricing Matrix ▶](#)
Price Tier Effective Date Choose ▾ Choose ▾ Choose ▾ ⓘ
Price Tier End Date Choose ▾ Choose ▾ Choose ▾ ⓘ

Price Tier Schedule		
Price Tier	Price Effective Date	Price End Date
Free	Existing	None

Discount for Educational Institutions ⓘ
 Custom B2B App ⓘ

Unless you select [specific territories](#), your app will be available for sale in all App Store Volume Purchase Program territories.

[Manage iCloud download settings for this app](#)

Endless Rush Runner — In-App Purchases

Endless Rush Runner

Apple ID: [REDACTED] Bundle ID: com.dotvawxgames.[REDACTED]

The first In-App Purchase for an app must be submitted for review at the same time that you submit an app version. You must do this on the Version Details page. Once your binary has been uploaded and your first In-App Purchase has been submitted for review, additional In-App Purchases can be submitted using the table below.

1 In-App Purchase Q Search				
Reference Name	Product ID	Type	Apple ID	Status
Remove_Ads	G_RemoveAds	Non-Consumable	[REDACTED]	Waiting for Screenshot

[View or generate a shared secret](#)

Leaderboards

Leaderboards allow users to view the top scores of all Game Center players of your app. Leaderboards that are live for any app version cannot be removed.

[Add Leaderboard](#) [Move All Leaderboards into Leaderboard Sets](#) [Delete Test Data:](#)

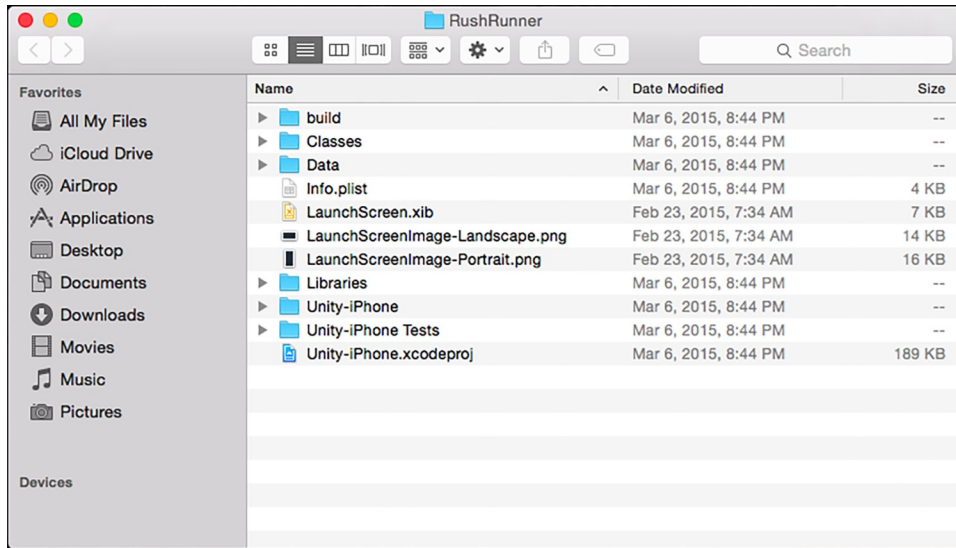
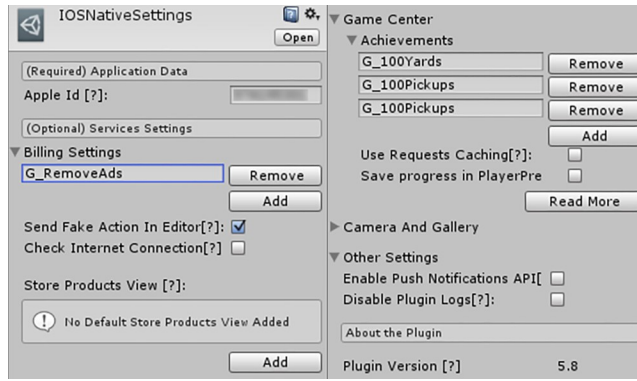
1 Leaderboard					Search
Reference Name	Leaderboard ID	Type	Default	Status	
Distance	G_Distance	Single	<input checked="" type="radio"/>	Delete	



An achievement is a distinction that a player earns for reaching a milestone, or performing an action, defined by you and programmed into your app. Once an achievement has gone live for any version of your app, it cannot be removed.

[Add Achievement](#)

3 Achievements					Search
Reference Name	Achievement ID	Points	Status		
100Yards	G_100Yards	10	Delete		
100Pickups	G_100Pickups	10	Delete		
10Rounds	G_10Rounds	10	Delete		



Bundle Identifier

Version

Build

Team

Deployment Target

Devices

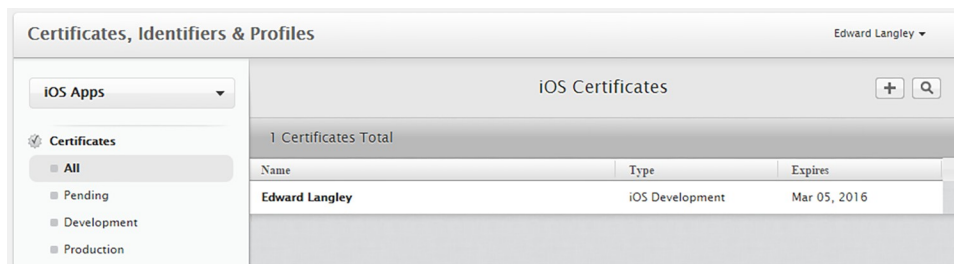
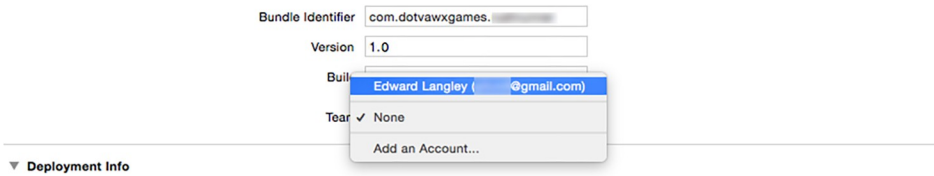
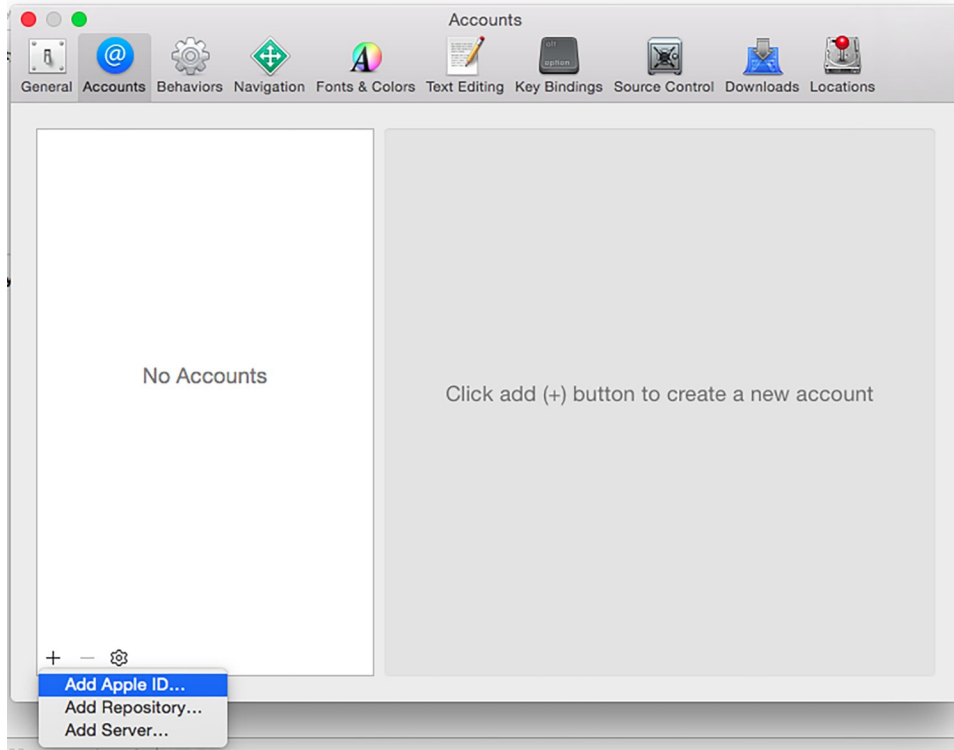
iPhone iPad

Main Interface

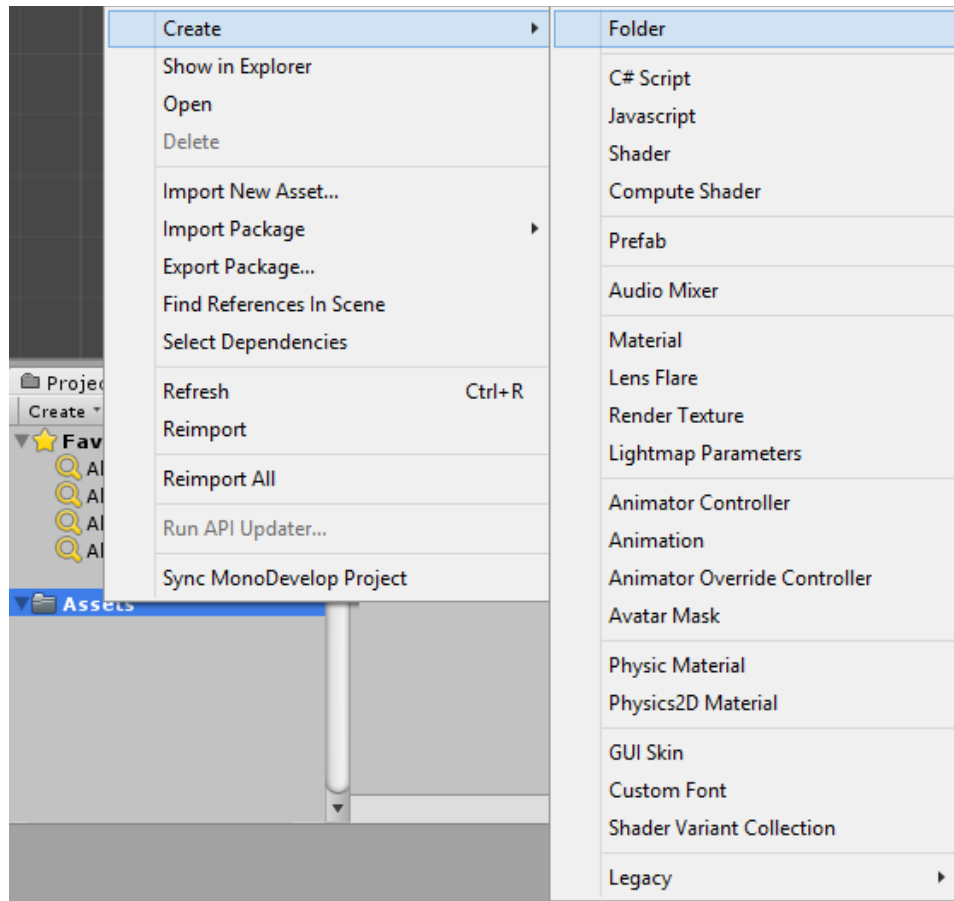
- Device Orientation
- Portrait
 - Upside Down
 - Landscape Left
 - Landscape Right

Status Bar Style

Hide status bar



Chapter 2: Player Input for Mobile Devices



Inspector

Input Static

Tag Untagged Layer Default

Transform

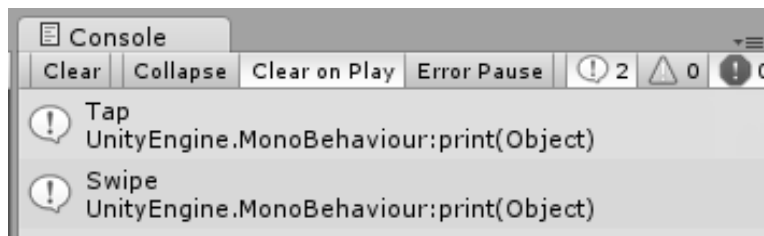
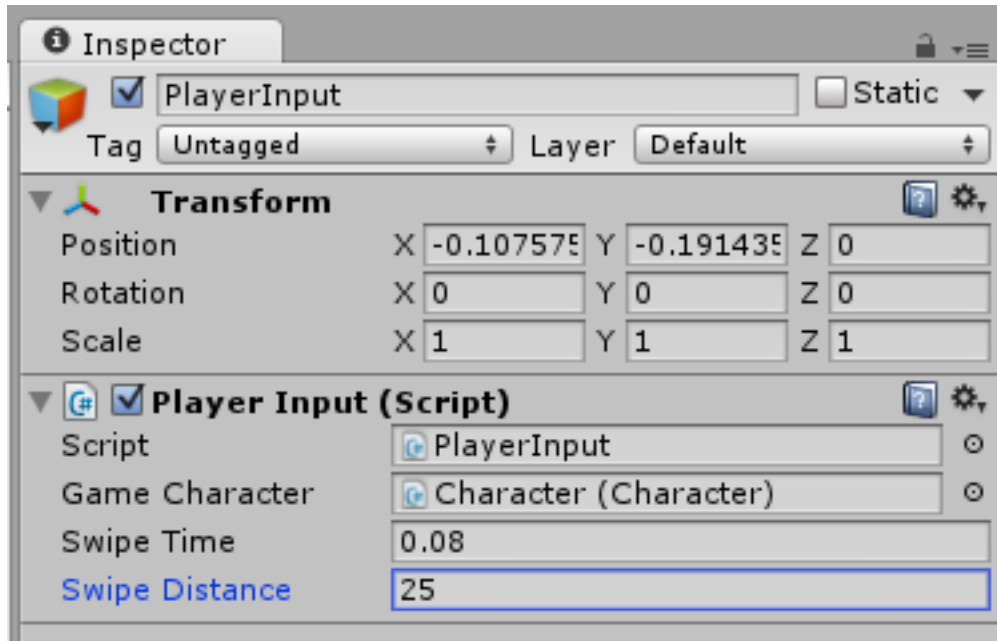
Position	X	548.454	Y	314.981	Z	0
Rotation	X	0	Y	0	Z	0
Scale	X	1	Y	1	Z	1

Add Component

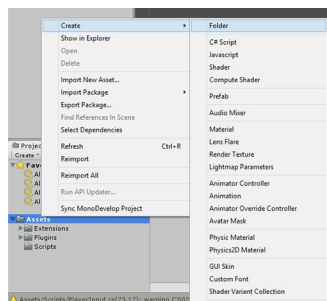
player

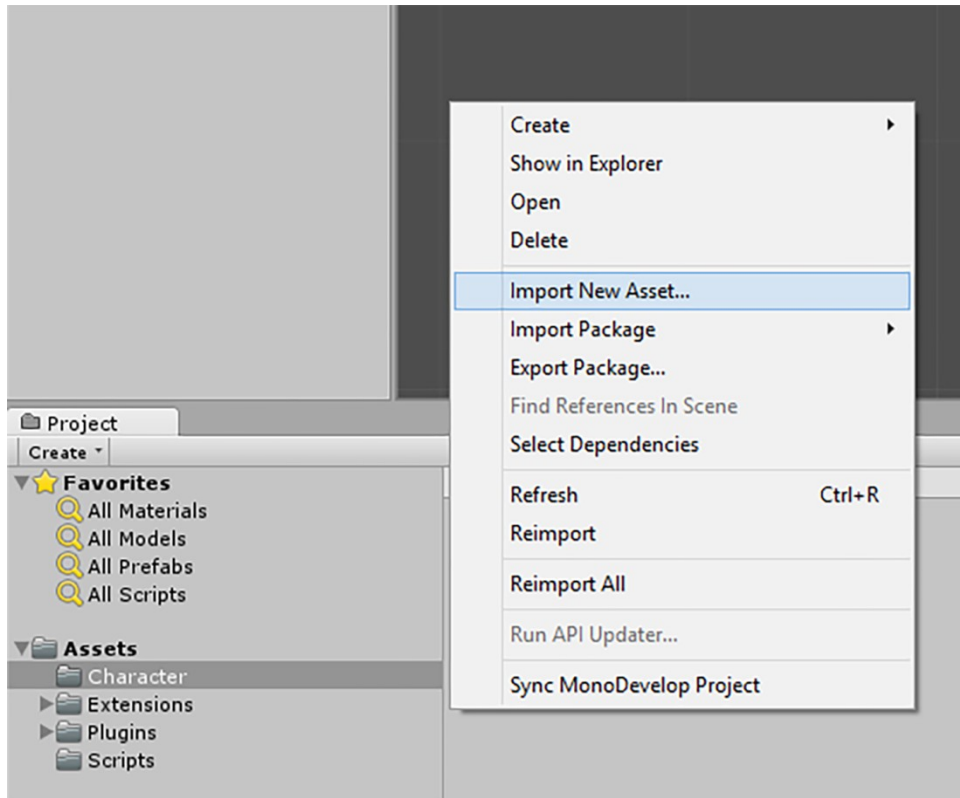
Search

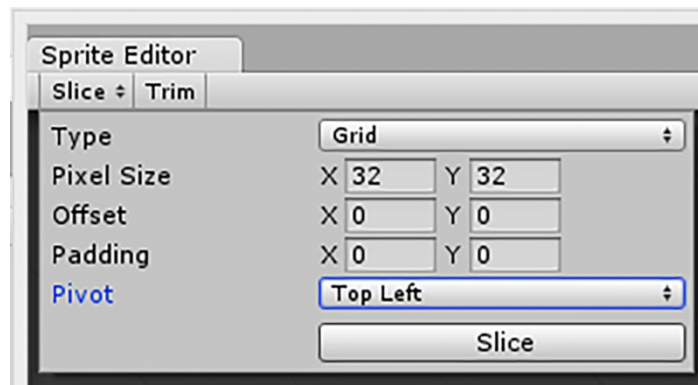
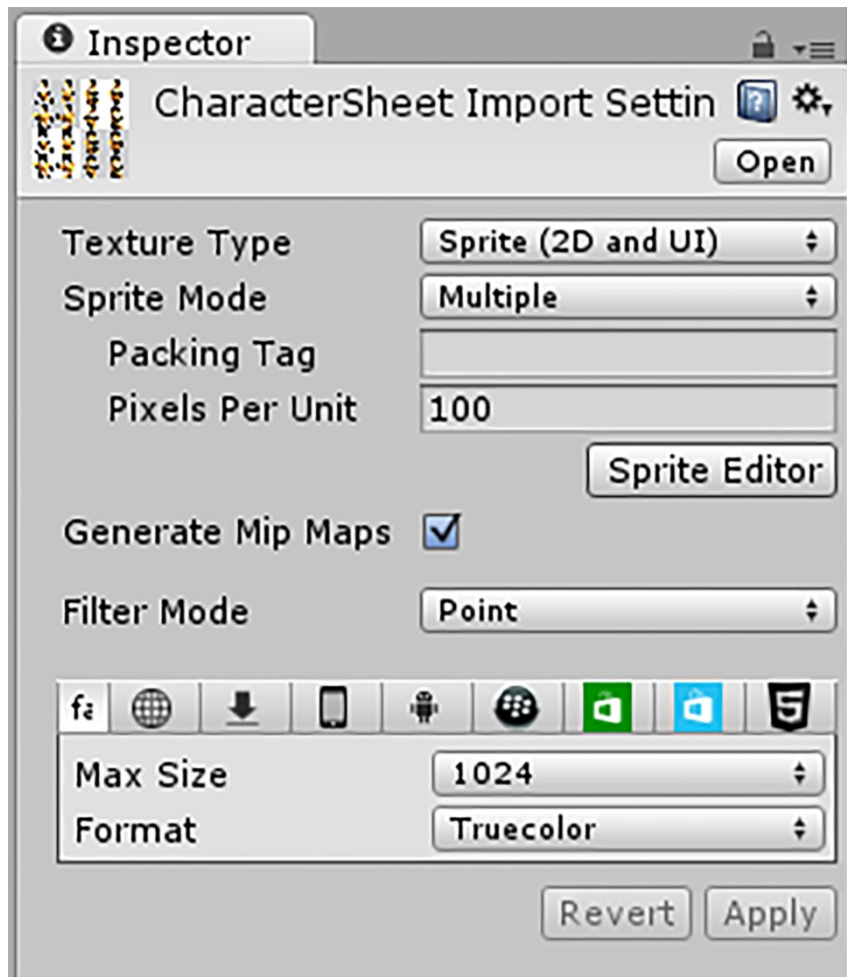
- Player Input
- Game Center Multiplayer
- Multiplayer Manager Example
- New Script

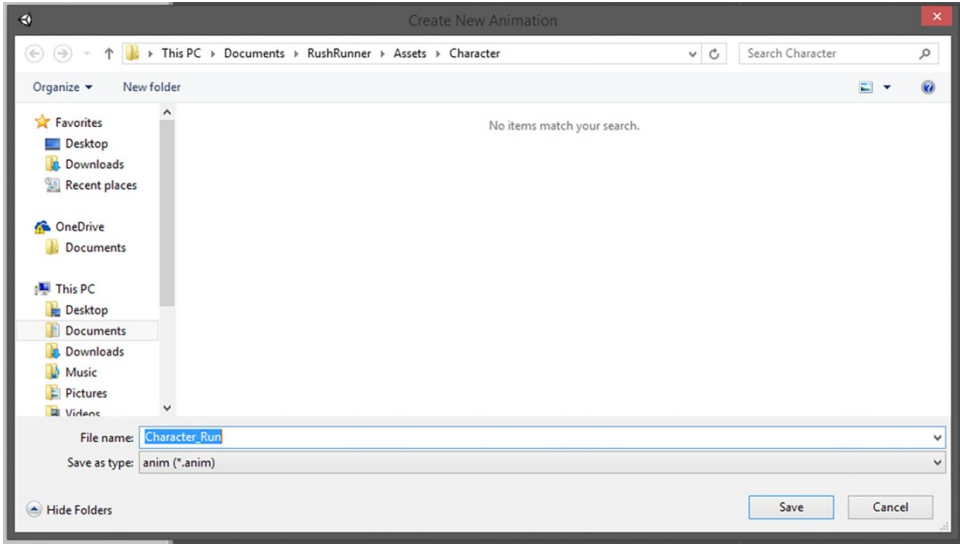


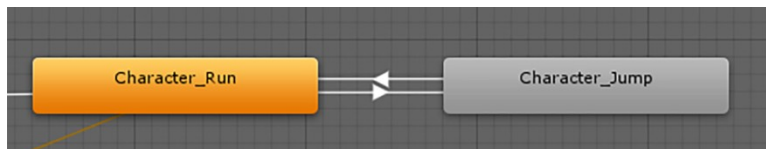
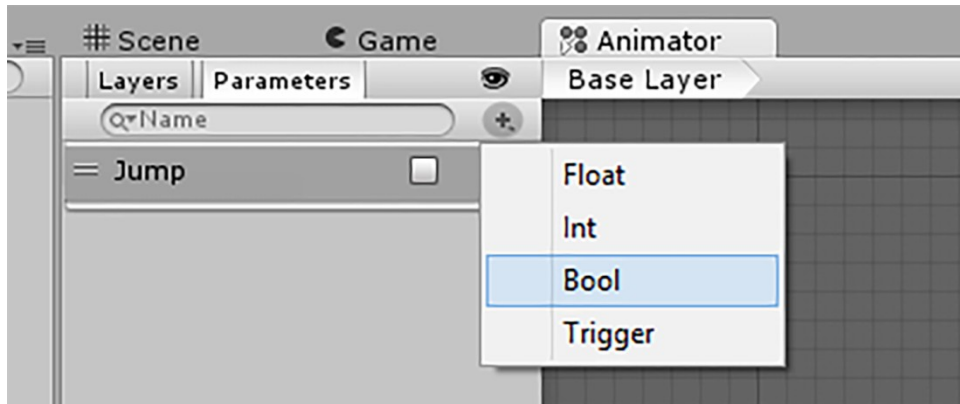
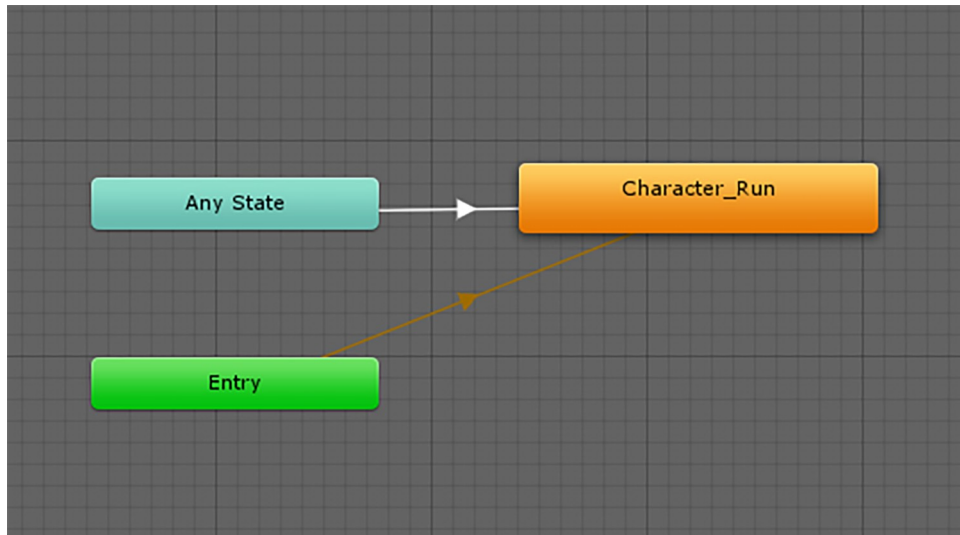
Chapter 3: Player Character, Obstacles, and Pickups

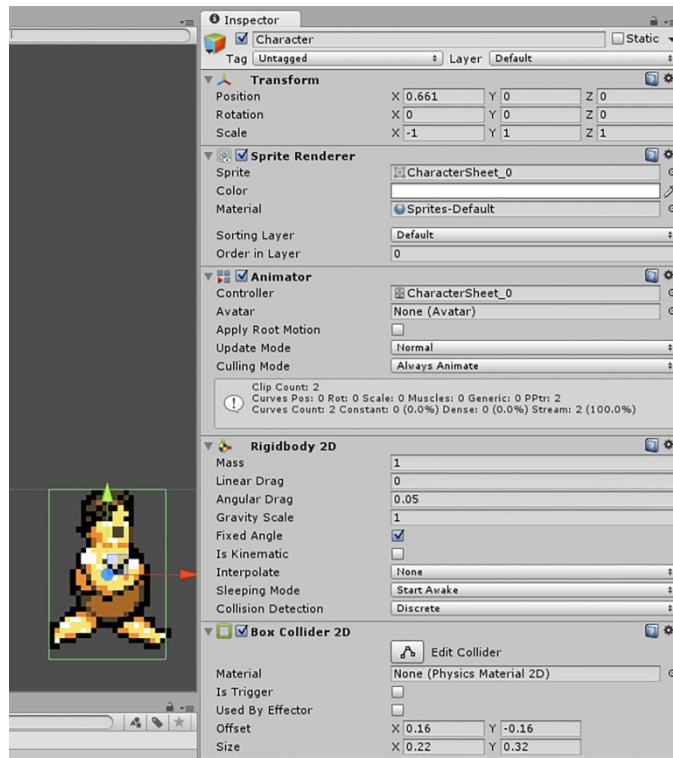
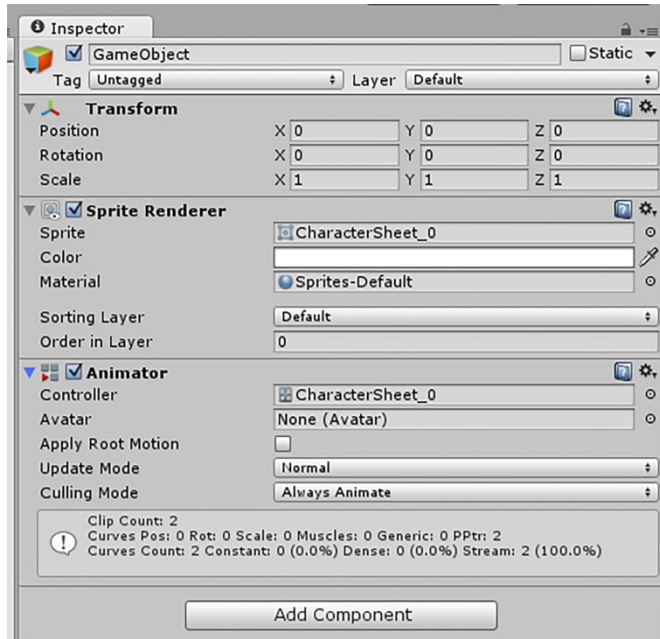


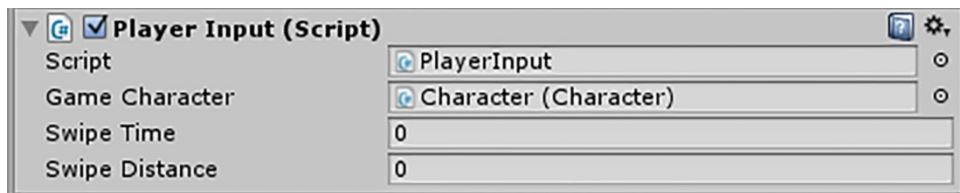
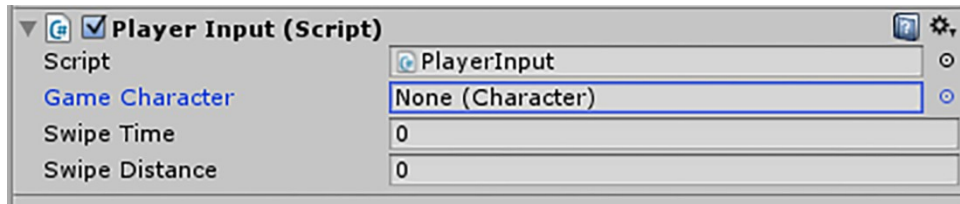


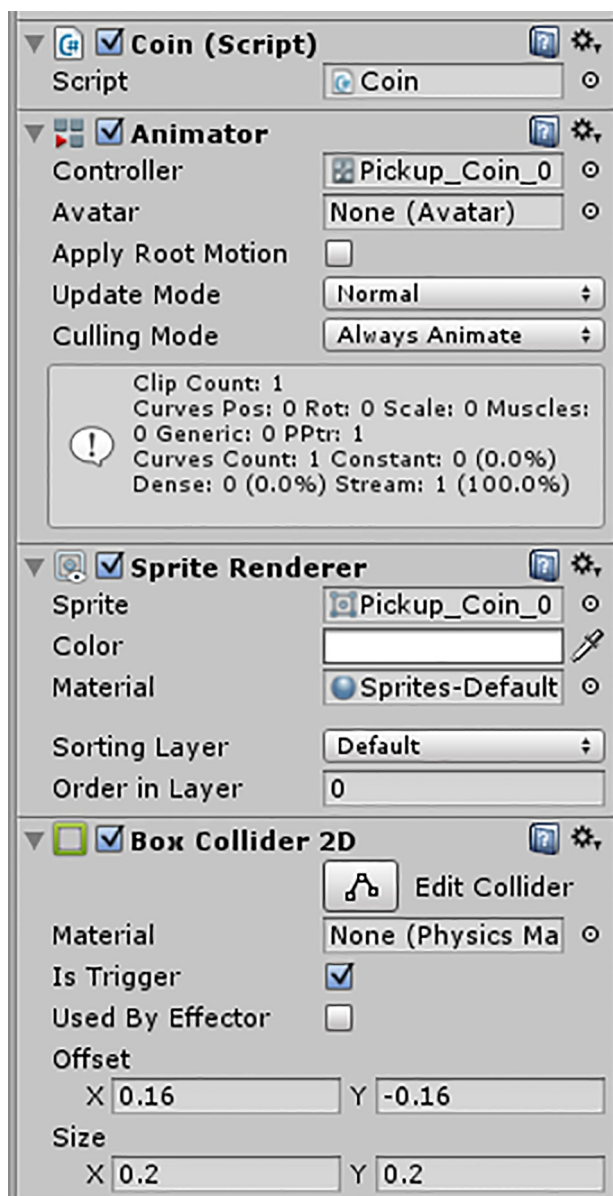




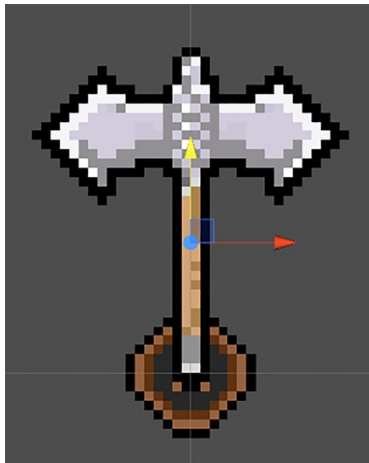




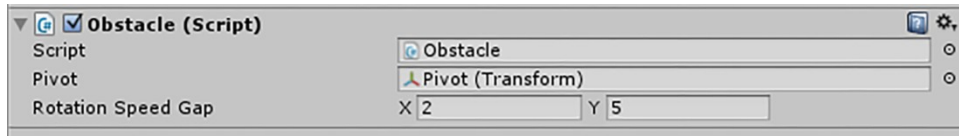
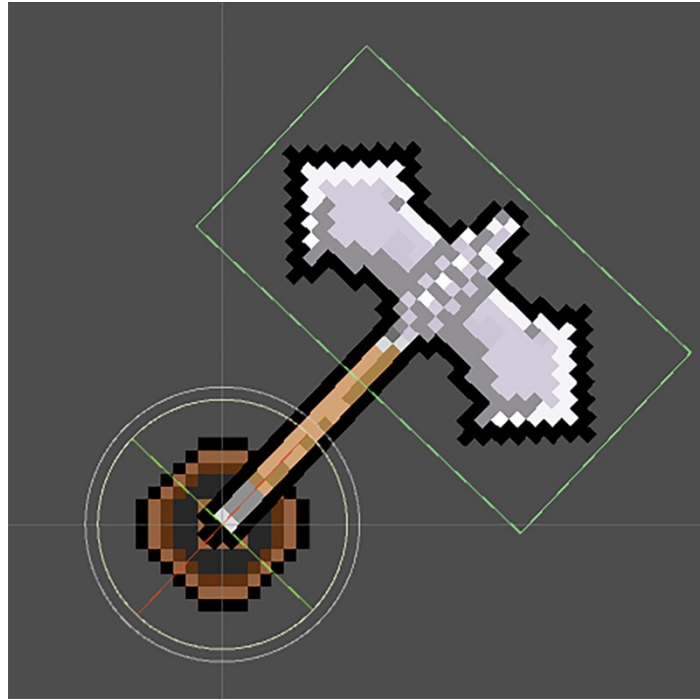




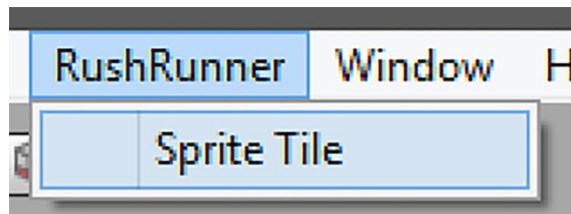
! Character (UnityEngine.GameObject)
UnityEngine.MonoBehaviour:print(Object)



- ▼ Axe
 - Obstacle_Axe_Base
 - ▼ Pivot
 - Obstacle_Axe



Chapter 4: Editor Tool, Prefabs, and Game Level



Sprite Tiler



Tile Level Object Name

Tiled Object

X: 1



Y: 1



Sprite Ground File

None (Sprite)

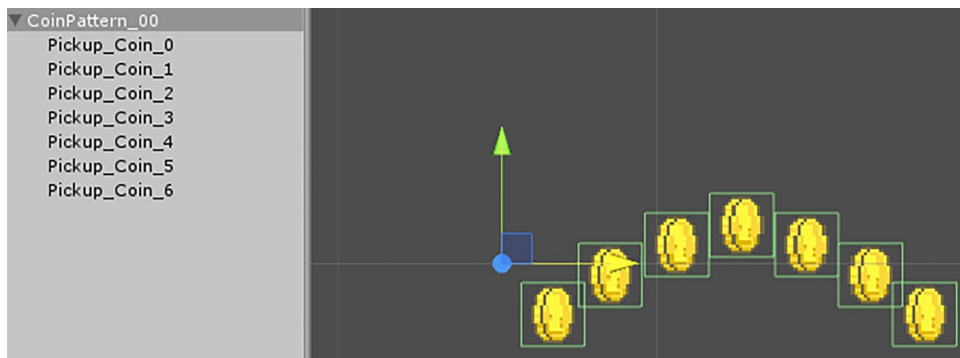
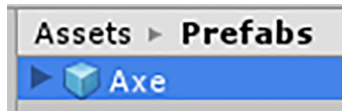
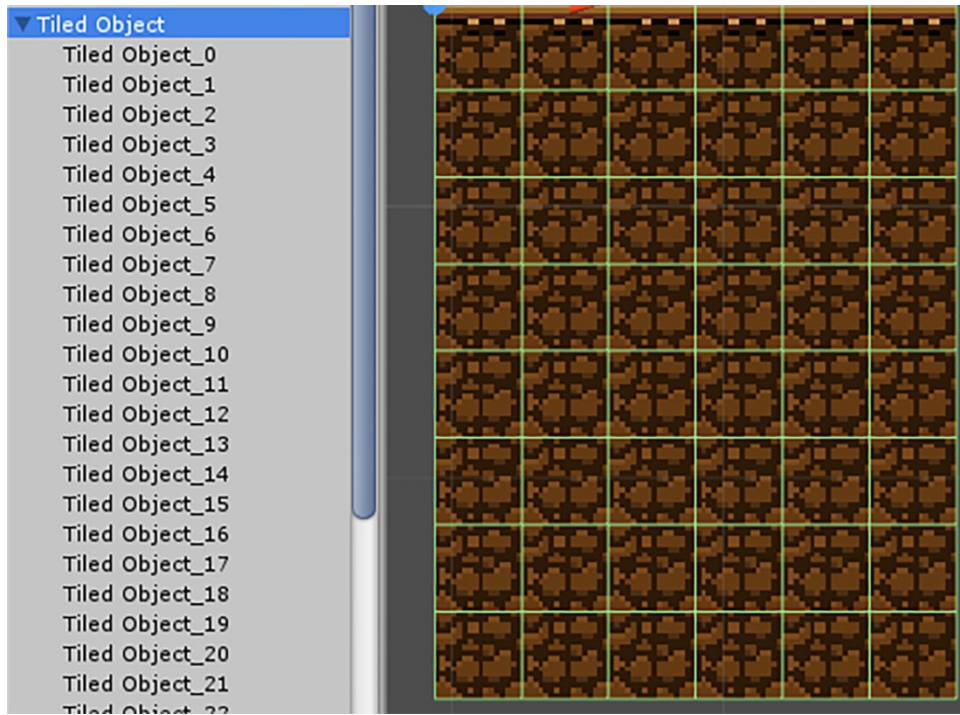


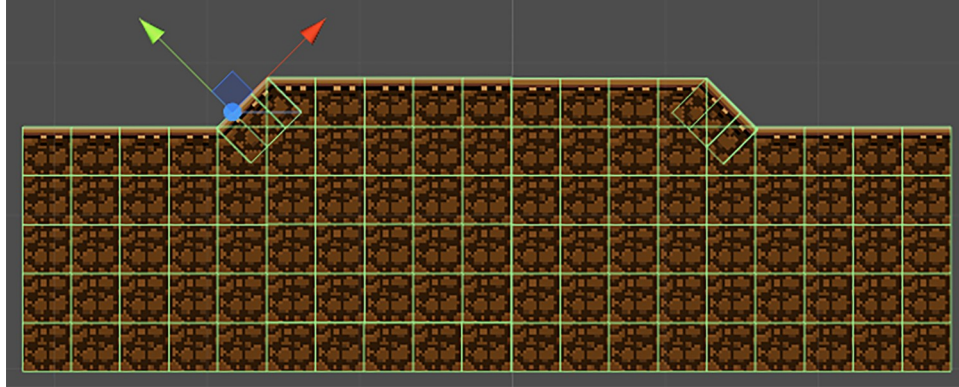
Sprite Dirt File









None (Sprite)

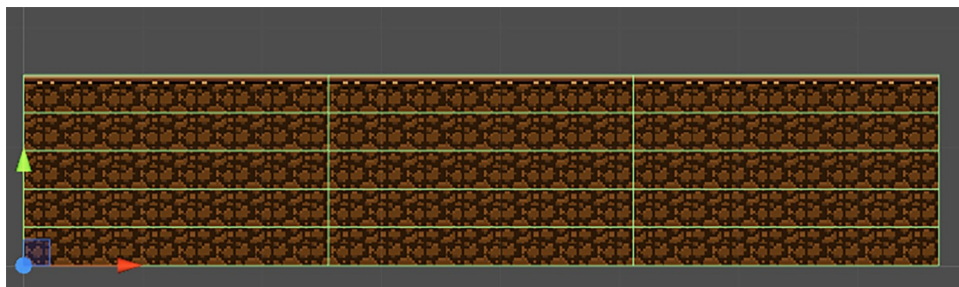


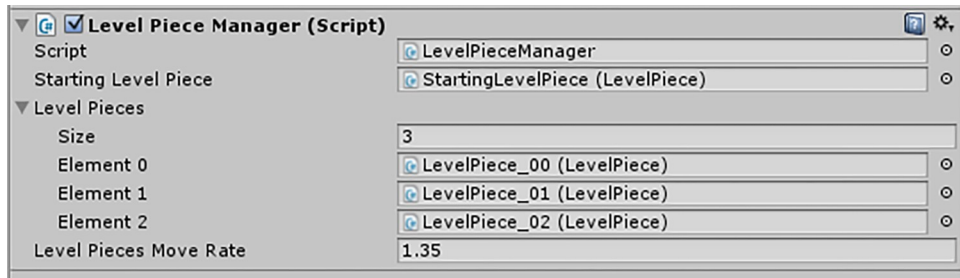
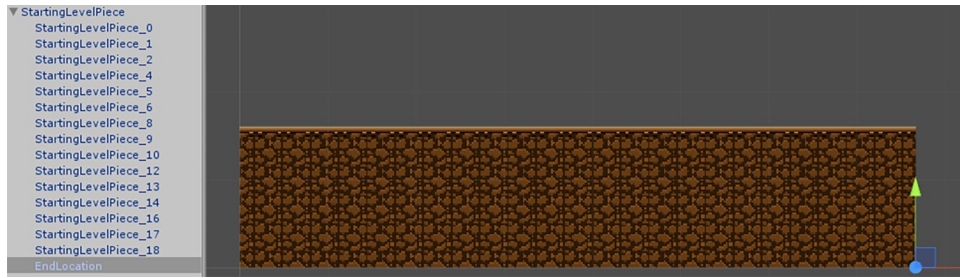
Create Tiled

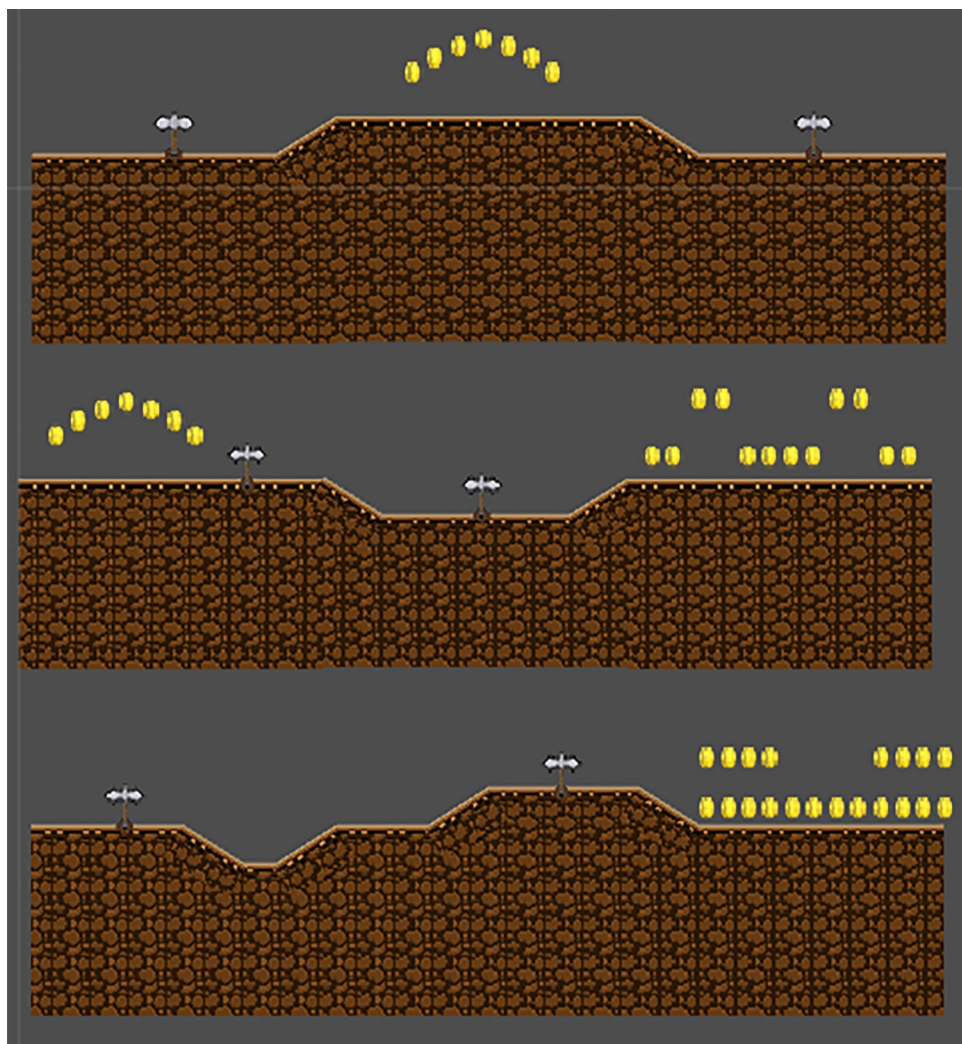


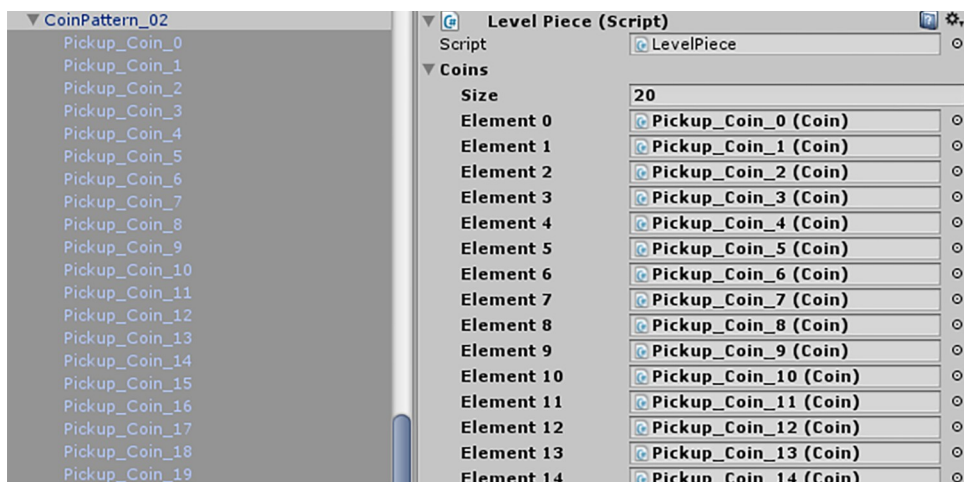
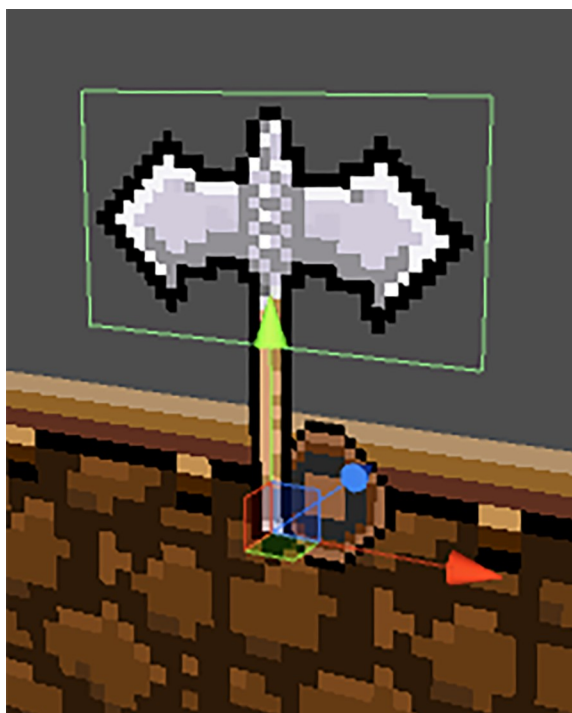


- ▶  Axe
- ▶  CoinPattern_00
- ▶  CoinPattern_01
- ▶  CoinPattern_02
- ▶  LevelPiece_00
- ▶  LevelPiece_01
- ▶  LevelPiece_02
- ▶  StartingLevelPiece

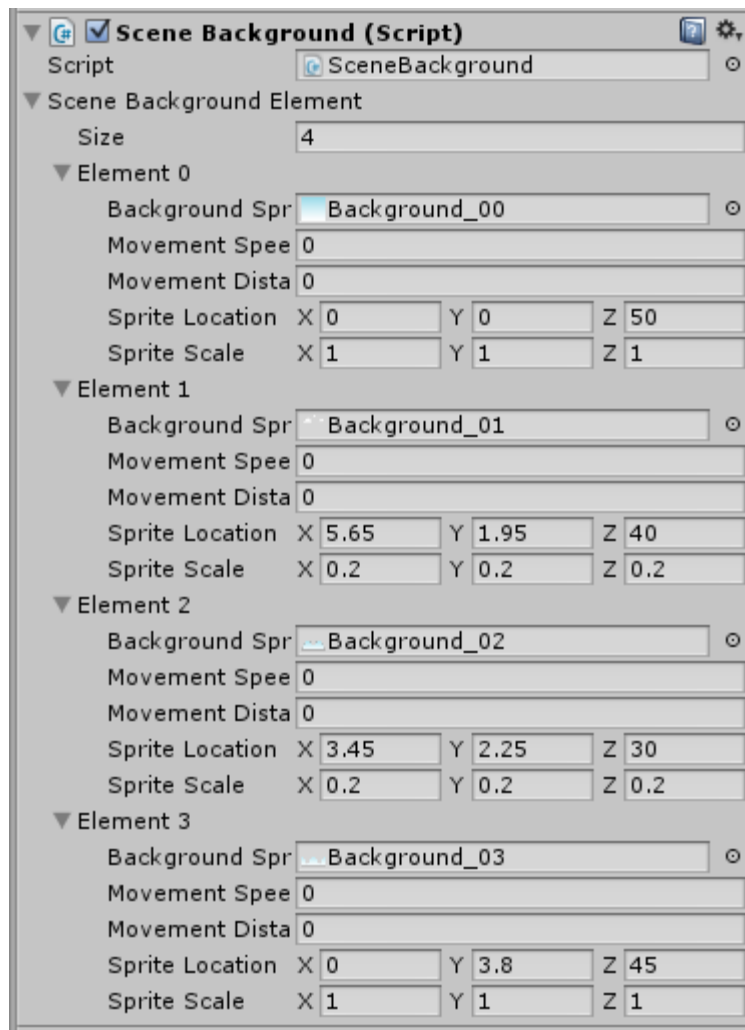
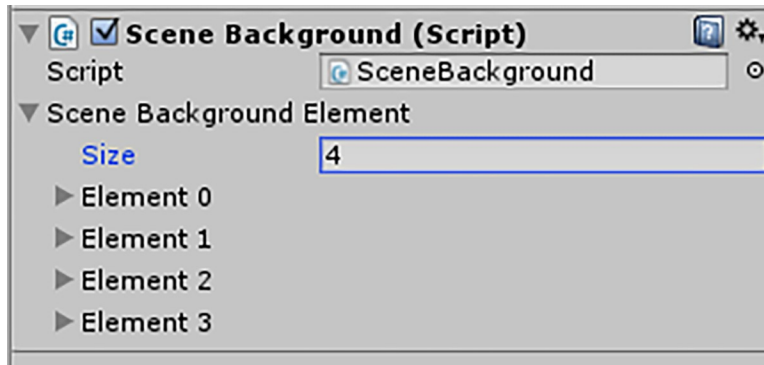


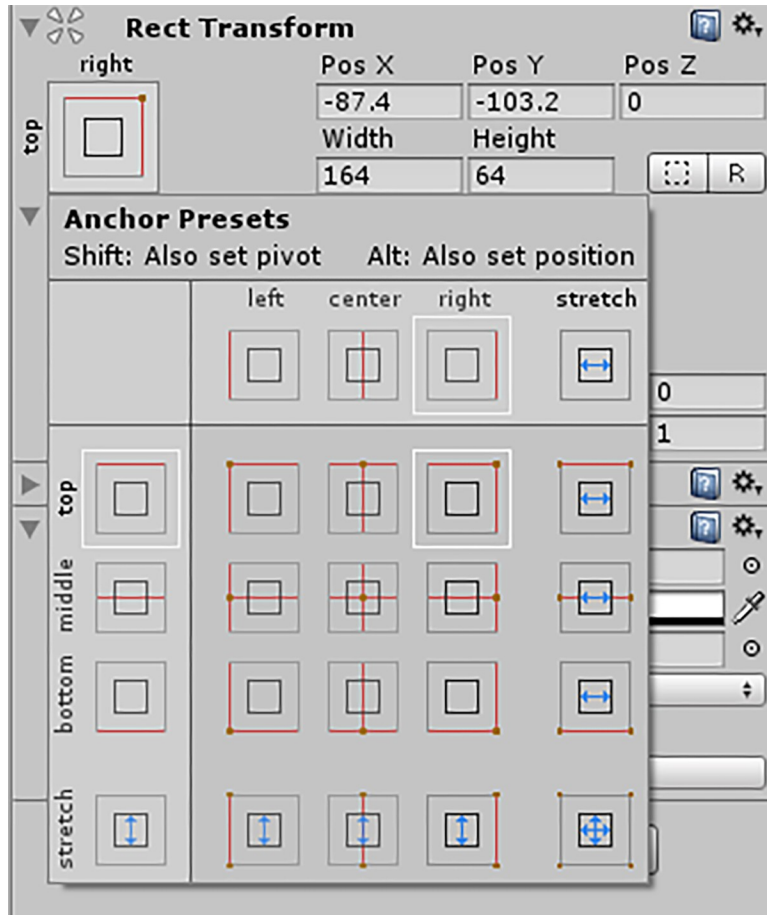


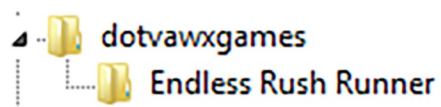
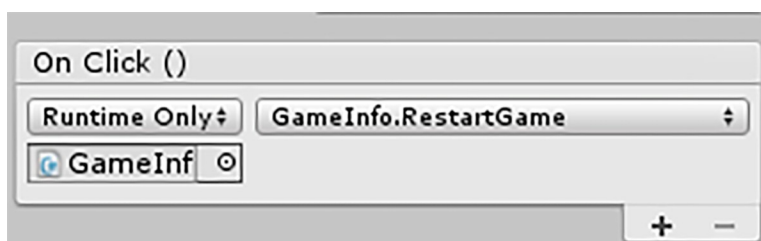
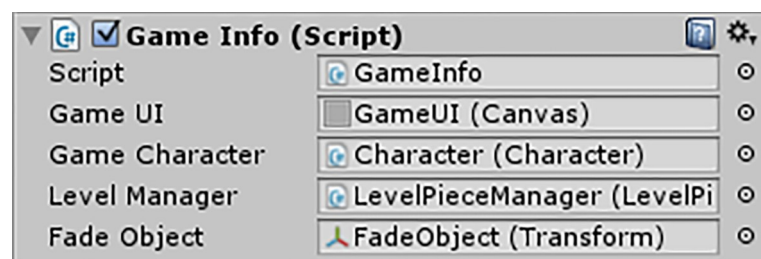
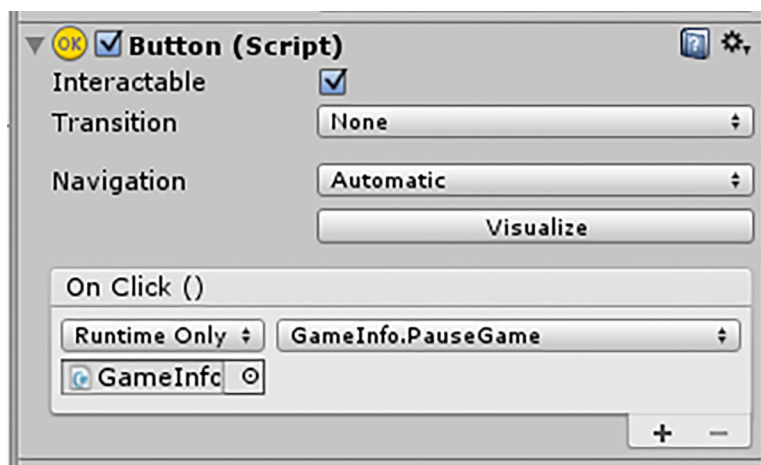




Chapter 5: Scene Background, the Game User Interface, and the Save Profile

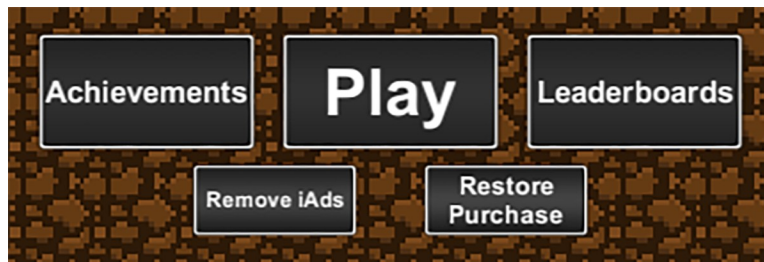


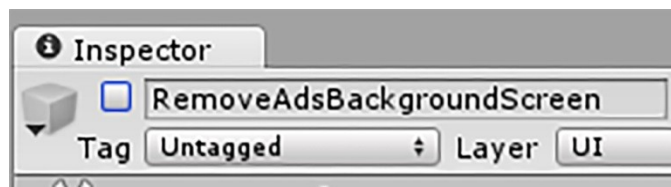


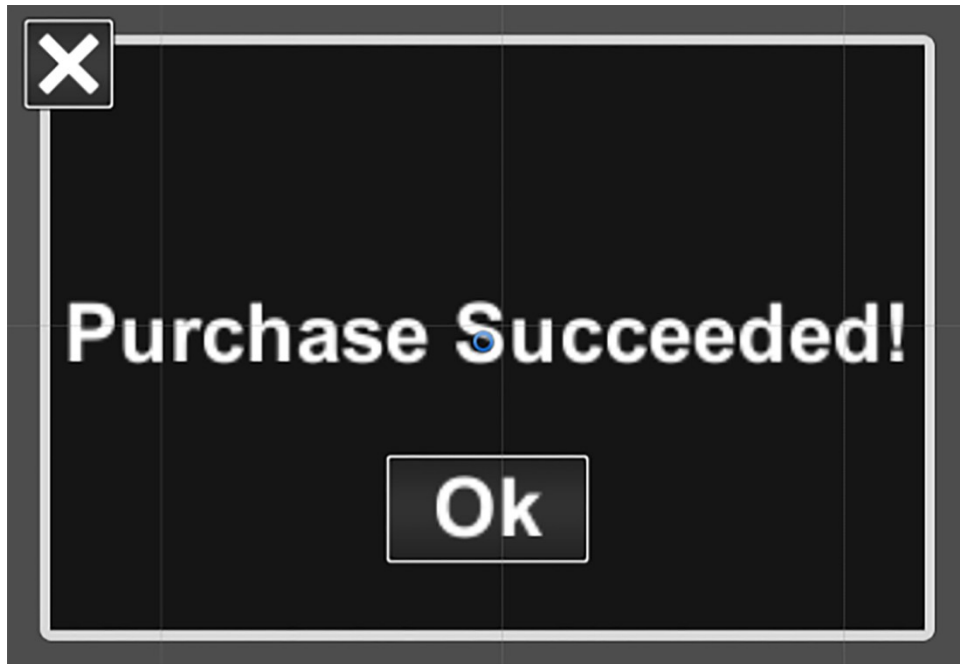


Chapter 6: Main Menu, iAds, Leaderboards, Store Purchases, and Achievements

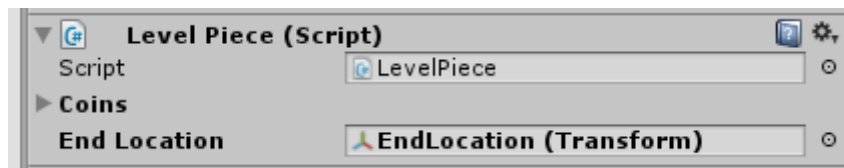
- ▼ PlayButton
PlayText
- ▼ LeaderboardButton
LeaderboardText
- ▼ AchievementsButton
AchievementText
- ▼ RemoveAdsButton
RemoveAdsText
- ▼ RestorePurchaseButton
RestorePurchaseText

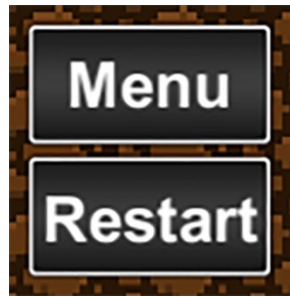




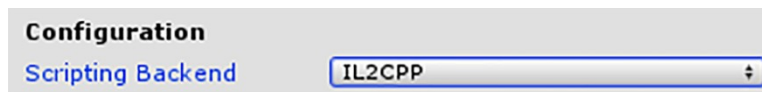


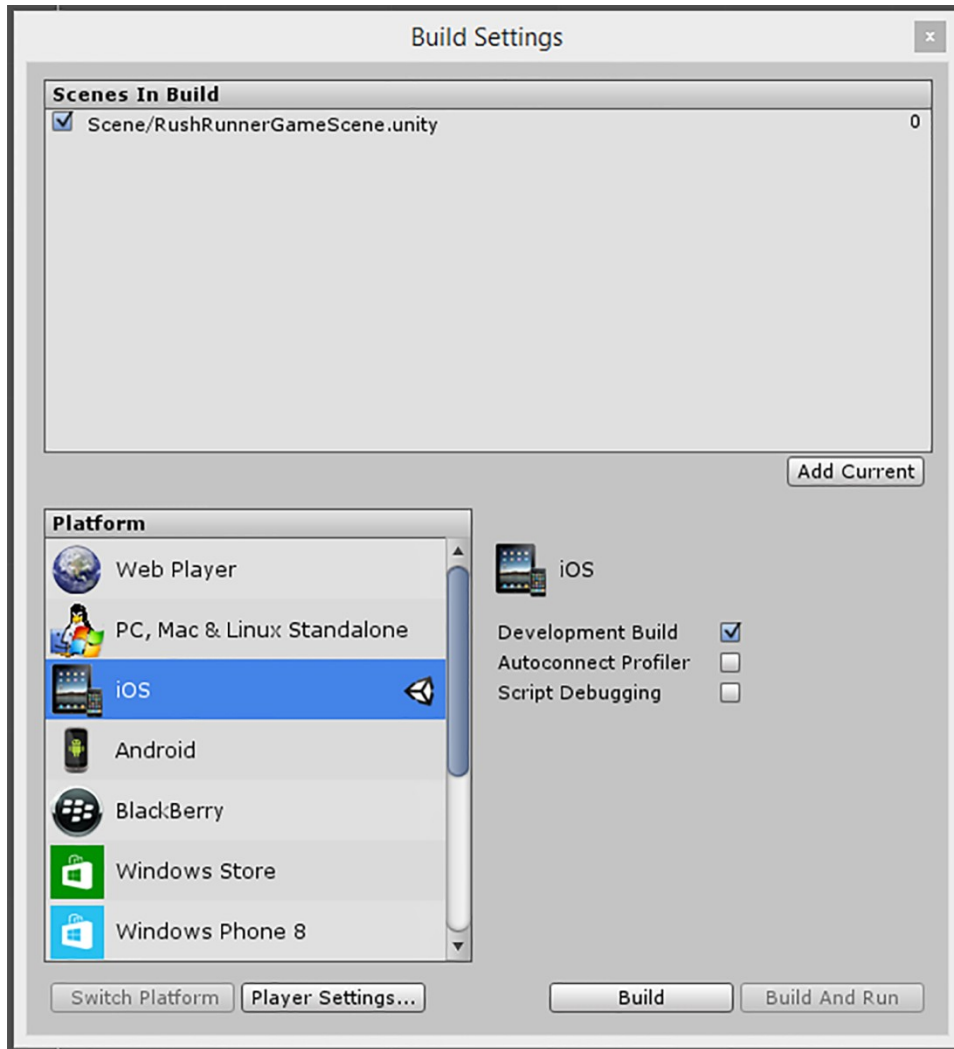
- ▼ PurchaseSucceededBackgroundScreen
 - PurchaseSucceededScreen
 - PurchaseSucceededText
- ▼ PurchaseSucceededAccept
 - PurchaseSucceededAcceptText
 - PurchaseSucceededClose
- ▼ PurchaseFailedBackgroundScreen
 - PurchaseFailedScreen
 - PurchaseFailedText
- ▼ PurchaseFailedAccept
 - PurchaseFailedAcceptText
 - PurchaseFailedClose





Chapter 7: Game Builds and Submission to Apple





 Unity-iPhone.xcodeproj

Bundle Identifier
Version
Build
Team

Deployment Target
Devices

iPhone iPad

Main Interface

Device Orientation Portrait
 Upside Down
 Landscape Left
 Landscape Right

Status Bar Style
 Hide status bar

- Game Center ON

Steps: Add the "Game Center" entitlement to your App ID
 Link GameKit.framework
 Add the "GameKit" key to your info plist file
- Passbook OFF
- Apple Pay OFF
- In-App Purchase ON

Steps: Link StoreKit.framework
 Add the "In-App Purchase" entitlement to your App ID

Unity-iPhone.xcodeproj
⚠️ Validate Project Settings
Update to recommended settings

Build Settings


Target 'Unity-iPhone' - Automatically Select Architectures
Target 'Unity-iPhone' overrides the Architectures setting. This will remove the setting and allow Xcode to automatically select Architectures based on hardware available for the active platform and deployment target.


Target 'Unity-iPhone Tests' - Automatically Select Architectures
Target 'Unity-iPhone Tests' overrides the Architectures setting. This will remove the setting and allow Xcode to automatically select Architectures based on hardware available for the active platform and deployment target.

Project 'Unity-iPhone' - Automatically Select Architectures
Project 'Unity-iPhone' overrides the Architectures setting. This will remove the setting and allow Xcode to automatically select Architectures based on hardware available for the active platform and deployment target.

Project 'Unity-iPhone' - Enable Build Active Architecture Only When Debugging
This will enable Build Active Architecture Only for the Debug configuration and improve build times by skipping unused architectures.


Send Unity-iPhone to Apple:

 **Unity-iPhone.ipa**
Signing Identity: iPhone Distribution: [REDACTED]

Binary and Entitlements	Provisioning Profile
 rushrunner.app (5 Entitlements)	XC: com.dotvawx...

Include app symbols for your application to receive symbolicated crash logs from Apple. [Learn More](#)

Add Build

Build	Upload Date
<input checked="" type="radio"/>  1.0 (0.1)	July 06, 2015 2:46 AM

[Cancel](#) [Done](#)