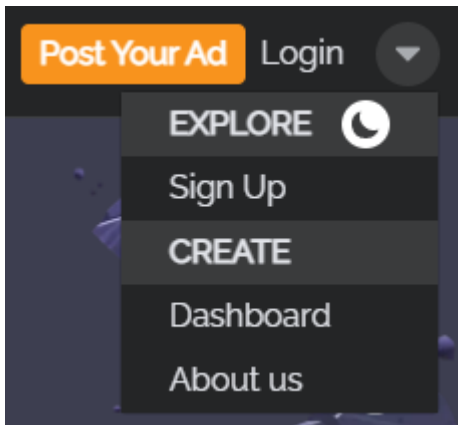


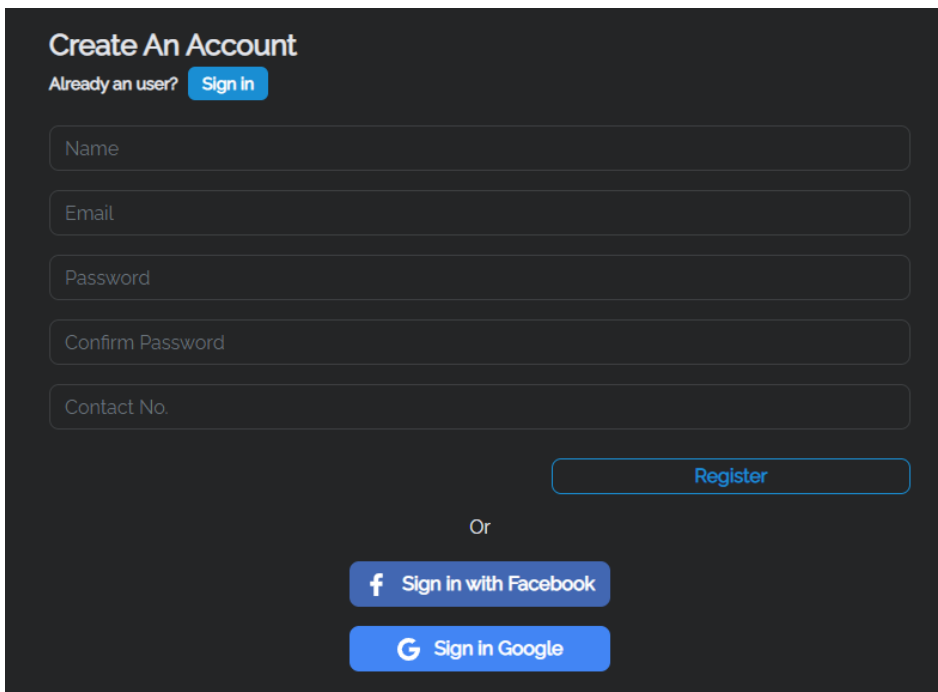
Quick and Easy Steps For Using the Boom Play Unity SDK

1. Register Your Boom Play Account

Go to Boom Play Platform And Click on Sign Up Button



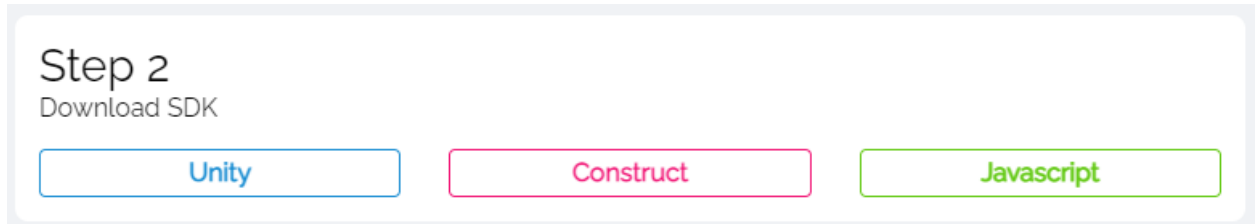
Fill up the User Registration Form or Sign Up using Facebook or Google Account

A screenshot of the Boom Play 'Create An Account' registration form. The form is dark-themed and includes the following elements: a title 'Create An Account', a link 'Already an user? Sign in', and five input fields for 'Name', 'Email', 'Password', 'Confirm Password', and 'Contact No.'. Below the input fields is a 'Register' button. Underneath the 'Register' button is the word 'Or', followed by two social login buttons: 'Sign in with Facebook' and 'Sign in Google'.

Now you can play games submit new games and advertise on Boom Play

2. Download Boom Play Unity Package

To download the package click on the submit game button in the menu bar
And click on the Unity button in the step2 download SDK section.

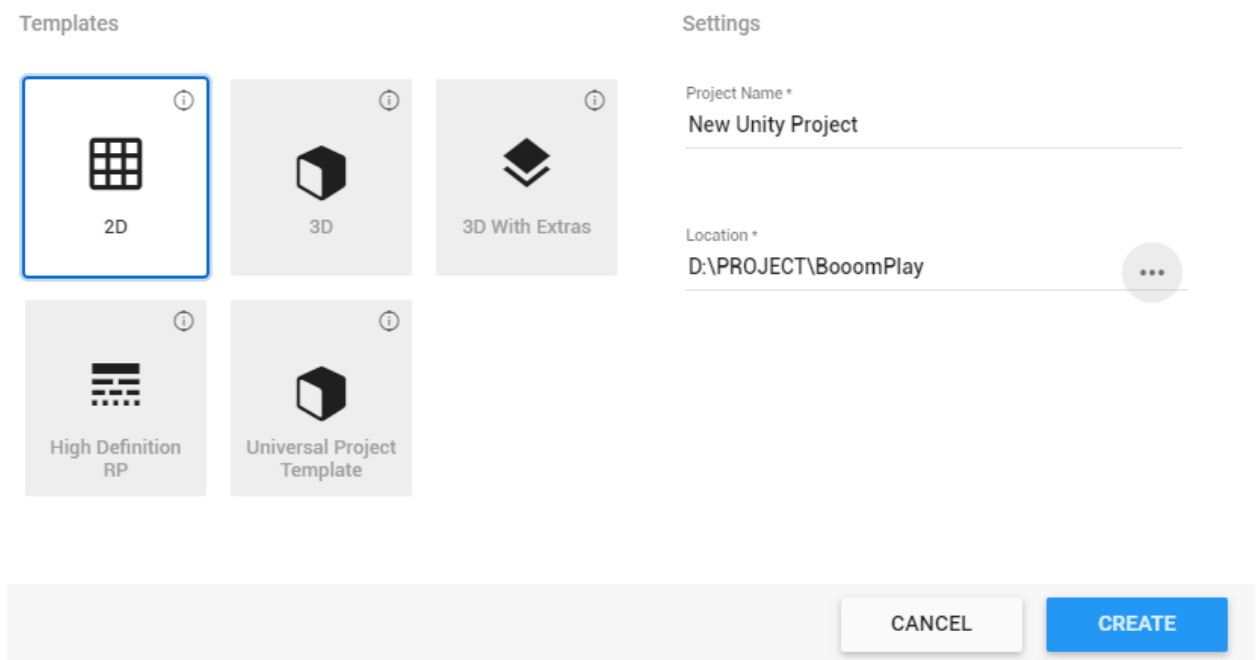


3. Select Latest Unity Application

You can use any unity version but better to use unity 2019 or above.

4. Import Unity Package to Your Project

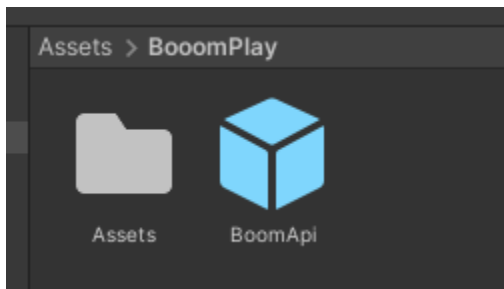
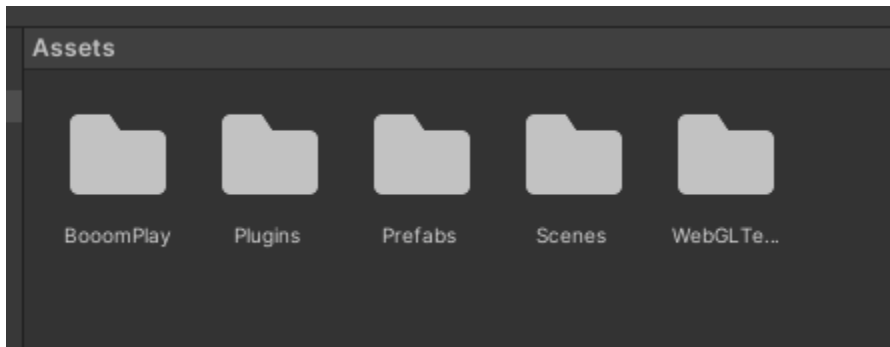
First You have to create a new Project if you all already done this part skip this step.
Now select your game project type 2D or 3D Template better to use a 2D template.
Edit your project name location and click on the create new project button.



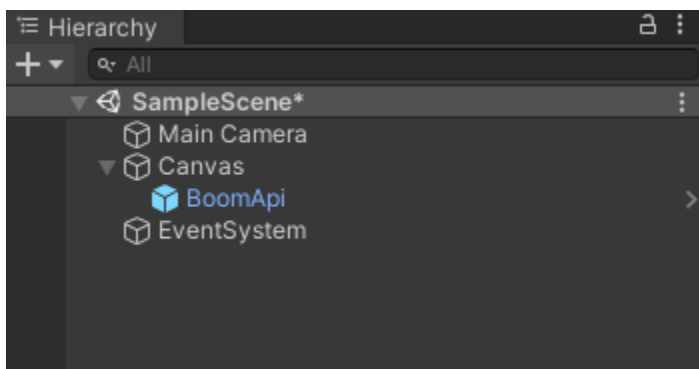
Drag and drop the Unity Package file to your project or Import the File to the Project. By right click on the project Assets folder and click on the Import package > Custom Package. Now the Package import window appears and clicks on the import button. Now all the files import into your project.

5. Set the Project Settings

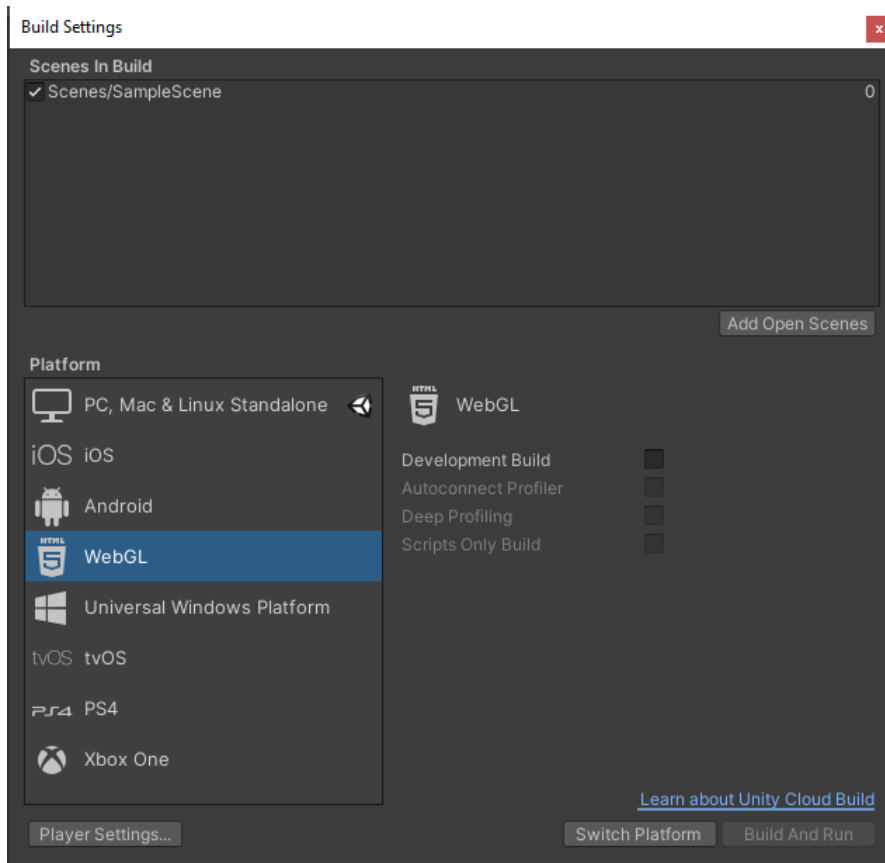
After importing the Unity package you can find a Boomplay folder inside the assets folder Double click on the Boomplay folder



Drag and drop the Boomplay api prefab into the project canvas if you don't have a canvas in you project right click on the project hierarchy window and click on UI > Canvas.



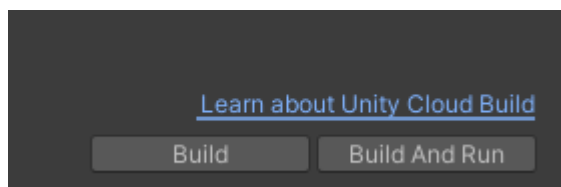
Now you have to go to the project Build settings window
And add your scene into the build scenes list by clicking the add open scenes button.
Now select the platform to webgl and click on the switch platform button it will convert
your project into a webgl project and now click on the player settings button.



* make sure boom api prefab need to display as the first screen of your game

6. Build Your Project

After finish your game you can goto File > Build Settings click on the build button on the bottom left corner.



* make sure your must name the build folder as "Build".

7. Copy Your Game Content in to Boom Project

After building your project you can find two folders click on the Build folder inside the Build folder you can find 5 files select flowing files and copy them.
(Build.data.unityweb),(Build.wasm.code.unityweb),(Build.wasm.framework.unityweb)

Name	Date modified	Type	Size
Build	3/29/2020 12:21 PM	File folder	
TemplateData	3/29/2020 12:22 PM	File folder	
index.html	3/13/2020 11:51 AM	Chrome HTML Do...	4 KB

Now go to the downloaded zip file form the Boom Play inside this zip file you can find a folder called “Booomplay_Template” open this folder then go to the Build folder and replace the files with your copied build files. Now your game is ready to upload.

Name	Date modified	Type	Size
Build.data.unityweb	1/7/2021 8:15 PM	UNITYWEB File	7,738 KB
Build.json	1/7/2021 8:15 PM	JSON File	1 KB
Build.wasm.code.unityweb	1/7/2021 8:16 PM	UNITYWEB File	3,159 KB
Build.wasm.framework.unityweb	1/7/2021 8:16 PM	UNITYWEB File	72 KB
UnityLoader.js	3/29/2020 12:30 PM	JavaScript File	415 KB

* make sure your game does not exceed 15 mb file size.

8. Prepare Graphic Package for Your Game

You must follow the guideline for you game banners and art works you can download a sample art pack and guidelines in the game submit page.

Step 3

Art Pack Guide

Booomplay Art Guide

[Download](#)

9. Submit Your Game

Fill up all the information requested in the submission form and click on the submit button. After your submission all the game go through a approval process in that time you You can test your game and fix any bugs request from the boom play after approval Your game will be available in the game list in the Boom play.

10. Test Your Game with Boom Play

You can test your game with the platform using your dashboard. Go to the Boom Play dashboard and click on the developer tab inside the developer section you can find all the games you submit into the platform. You can select any game and click on the test game button it will redirect to your game