# BrainSoftware – SDK
# (Software Development Kit)

- HTML 5

Updated
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**I. Checklist**

Before we start with how, let's quickly recap what we expect when implementing our SDK:

1. Implement commercial breaks positions in the game: `commercialBreak();`
2. Implement rewarded breaks position in the game (optional): `commercialBreak(true);`

Common mistakes:

- Remember to block gameplay and gameplay audio during a commercial break or rewarded break;

**II. Basic implementation**

1. **Include our Javascript SDK**

Add the following HTML within the <head> tags of your game HTML and sets some variables:

```
<script src="https://revenue.games/sdk/brain-sdk.js"></script>
```

2. **Initialize the SDK**

Initialize the SDK at the start of your game with the following Javascript:

```
var BrainSDKID = XX // Please request this ID from your BrainSoftware contact
var BrainSDKGameID = XX // Please request this ID from your BrainSoftware contact
var BrainSDKThumb = "https://revenue.games/img/logo-revenue-games.png" // Game thumbnail link - large
var BrainSDKTitle = "My Game Title" // Game title
var BrainSDKContainer = "game" // Container id where the game will run
var BrainSDKDebug = false // Boolean - activate it only in development mode.
```

**Debug mode**

We initialize the SDK with `debug` set to `true`, this is necessary for ads to be shown in a local environment, and will make sure debug logs are sent to the console. This parameter should be omitted or set to `false` for production builds.

```
initBrainSDK.then(
    () => {
        // successfully initialized
        console.log("BrainSDK initialized");
        // continue to game
        // startGame();
    }
).catch(
    () => {
        // initialized but the user has an adblock
        console.log("Adblock enabled");
        // feel free to kindly ask the user to disable AdBlock, like forcing weird usernames or showing a sad face; be
        creative!
        // continue to the game
        // startGame();
    }
);
```

3. **Triggering your first commercial break**

In order to display advertisements in your game, you need to tell us what the right moments are to display ads. Good moments are natural breaks in your game (e.g. entering a menu, a user clicking restart level, etc.).

```
commercialBreak(); // This function makes the ad request. There is a delay set between requests (100 seconds) so that
these ads are not requested too often. Under these conditions, you can set as many places for the ad request as they
will not be requested in less than 100 seconds.
```

### 4. Triggering your first rewarded break

Rewarded breaks allow for a user to choose to watch a rewarded video ad in exchange for a certain benefit in the game (e.g. more coins, etc.).

```
commercialBreak(true); // When the parameter is TRUE, there is no delay between the ad requests.
```

## III. Next Steps

### 1. Integrating the functions

We require you to implement the following functions:

**Game Pause**

This function is called just before the ad request is made. In this function you have to block gameplay and gameplay audio/music.

```
var pauseGame = function () {
    console.log("Mute and Pause the GamePlay!");
    //muteMusic();
    //pauseGamePlay();
}
```

**Continue Game**

This function is called exactly after commercial break completed. It receives a Boolean parameter that is used exclusively for rewards. If TRUE, means that the user can receive the reward, else he cannot receive the reward because he skipped the advertisement or something else happened.

```
var continueGame = function (e) {
    console.log("UnMute and Resume the GamePlay!");
    //unMuteMusic();
    //resumeGameplay();
    if(e) {
      //give it the reward
    }
}
```

**IV. That's it**

Congrats! You've now successfully implemented the BrainSDK. Please send the following to contact@brainsoftware.org or to your BrainSoftware contact:

- Final game build (Production Build)
- Image assets:
- Thumbnail (800x600, JPG-file)
- Wide thumbnail (800x450, JPG-file)
- Small thumbnail (200x150, JPG -file)
- Main background of the game (PNG-file)