# Polygon Planet

Support Website: [https://polygonplanet.com/contact](https://polygonplanet.com/contact)

Support Email: support@polygonplanet.com

Version: 1.05.00

## Thank you for purchasing Stock Simulator!

Thank you for purchasing the asset. If you like it please consider leaving a review on the unity asset store.

## Feedback and Feature Requests

Freel Free to give us feedback or request features as we will use it to shape the development of future updates.

## Documentation

This document will help you set up and customize the project to be your own. If the documentation is not specific enough or your not sure what something means contact us using the support methods above.

# Table of Contents

# Game Requirements

## Overview

In order for the game to work the way it was intended there are a list of requirements before it will work.

## Resolution

Stock Simulator is built for portrait resolutions. Please change your game view and builds settings to a landscape resolution or aspect ratio.
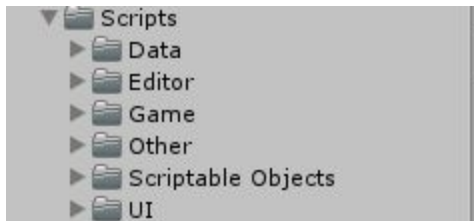
## Advertisements

Before advertisements can work you need to enable them under the "Services" tab.

If you don't want advertisements just leave the advertisements service disabled.

# Scripts

## Overview

Below is a list of scripts with a brief description of what they do.



## Data

- **Stock Manager:** Handles stock data.
- **Save Load Manager:** Handles Saving and Loading the game.

## Editor

Everything in the editor folder is used for changing the inspector for specific scripts.

## Game

- **Game Manager:** Handles the core gameplay state.

## Other

- **AD Manager:** Handles playing advertisements.
- **Audio Manager:** Handles sounds and music.
- **Res Fix:** Fixes resolution for standalone builds.
- **Stock Randomizer:** Randomizes Stock Price Data.

## Scriptable Objects

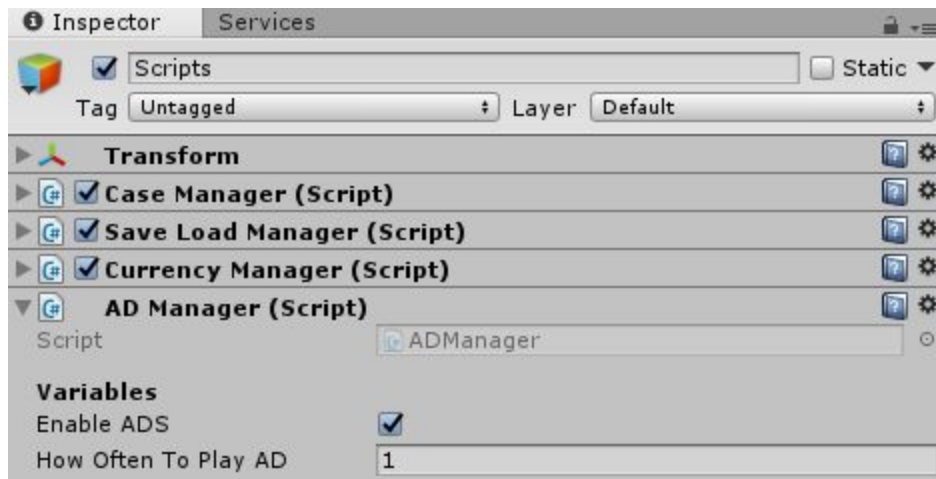- **Stock Object:** Used for creating stocks.

## UI

- **Stock Info UI:** Handles stock info UI.

  ### Objects

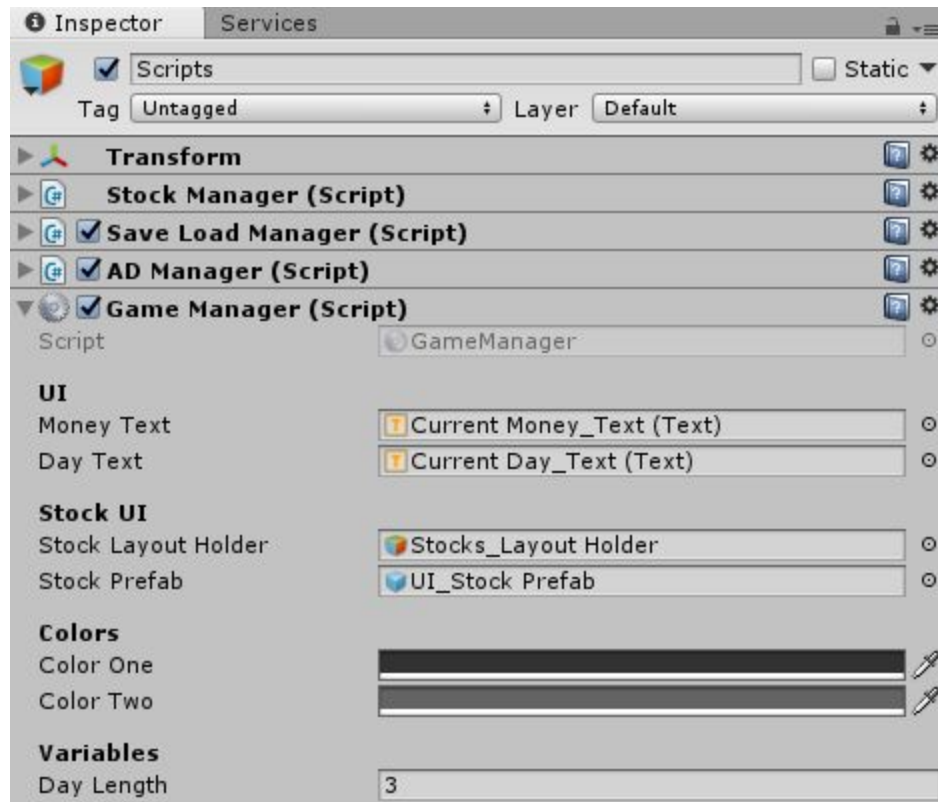  - **This Stock UI:** Handles stock info UI.

# Advertisements



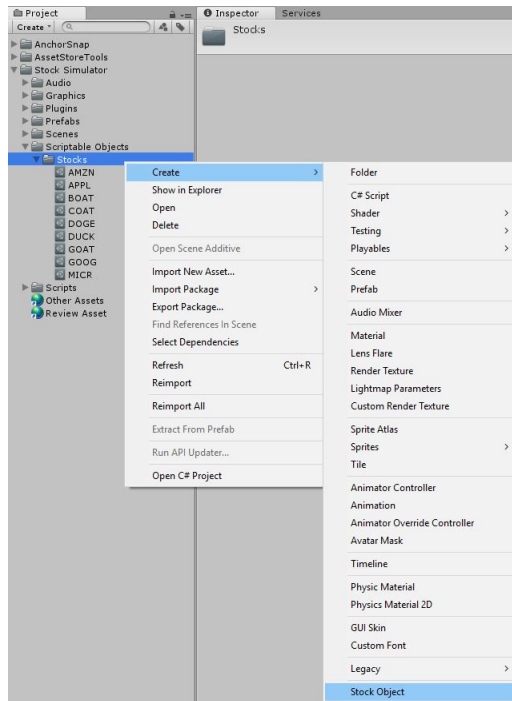**Enable ADS:** Enables advertisements for the game.

**How Often To Play AD:** How often an advertisement should play in seconds.
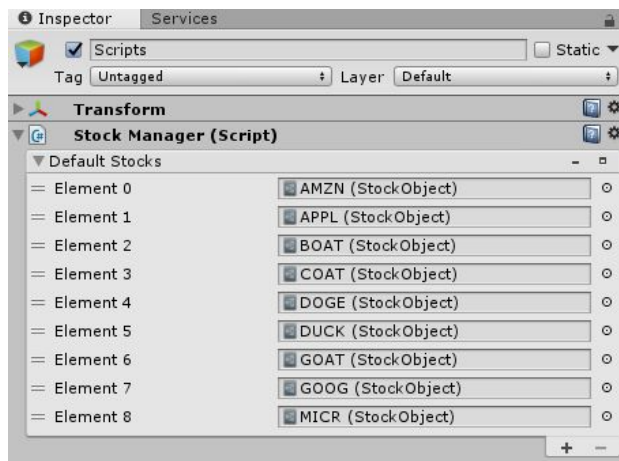
# Game Manager



Day Length: How long a day lasts in seconds.

# Creating a Stock


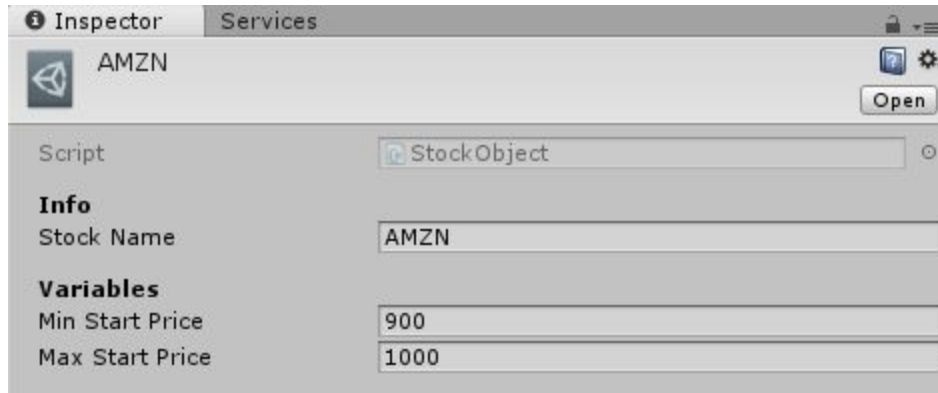
Right Click -> Create -> Stock Object



After you create a stock you need to add it to the game.

1.  Find the scripts object in the hierarchy.
2.  In the inspector look for a script called "Stock Manager".

3. Hit the plus button.
4. Drag and drop your new stock object.

# Editing a Stock



## Stock

- **Stock Name:** The name of the stock.
- **Min Start Price:** The minimum starting price for the stock.
- **Max Start Price:** The maximum starting price for the stock.