🛠️ Asset Installation Instructions

1. **Import the asset normally** into your Unity project.

   Import the asset from the `Asset Store.`

2. **Important:** In some cases, Unity **may not automatically overwrite** the following files:

   - `Assets/UnityMultiplayerARPG/Core/Editor/GameDatabaseManagerEditor.cs`

   - `Assets/UnityMultiplayerARPG/Core/Editor/GameDataListSection.cs`

3. **If you encounter any errors related to the Game Database Editor**, follow the steps below:

   ### 🔁 Manual File Replacement

   - Navigate to:
     `Assets/UnityMultiplayerARPG/Core/Editor/`

   - Manually replace the two files listed above with the versions provided in this asset.

   - When prompted by Unity, confirm that you want to overwrite the existing files.

🧪 Support and Feedback

For bugs or suggestions, please contact:
📧 `juniormagalhaescontato@gmail.com`