List of assets provided with this course:

1. Auto grid layout folder – holds the scripts to create a self – sizing grid layout in Unity. Downloaded from: <http://www.justapixel.co.uk/ugui-auto-scaling-grid-layout-code/>

The author says on his page:

“License

You can use this code in any project you wish, free of charge and without needing to reference us in any way.

Thanks – [Danny](http://www.twitter.com/DGoodayle) ”

1. WhiteRoundedRectangle.jpeg – I created it myself. You may use however you like in free and commercial projects without any need to attribute me.
2. SampleScreenshot.jpeg – it is a screenshot that I have taken from the game that I have created in advance while planning this course. I was trying to achieve similarity with the original 2048 game in terms of colors and screen layout. This image should be used only with this course as a sample to build the game strictly for educational purposes.
3. Clear Sans font is a Free-use Open Type Font, free for commercial and non-commercial use.

More information about Clear Sans font may be found here: <https://01.org/clear-sans/>

1. 2048 game was created by Gabriele Cirulli.

Links: <https://github.com/gabrielecirulli/2048> , <https://gabrielecirulli.github.io/2048/>

It is licensed under MIT license.

We do not use any parts of the code from this game directly in this course; we rather use the general idea of this game to demonstrate some concepts of working with Unity.