Store - In App Purchase

Easily add in-app purchase to your game. SOOMLA Store lets you build anything from a simple “Remove Ads” button to elaborate virtual economies with coins, goods, upgrades and coin packs. **With this plugin you get:**

* A rich economy model
* Simple management of user balances
* Encrypted on-device storage
* One API for all platforms
* Supported billing: Apple App Store, Google Play & Amazon
* Supported plugins: [Simple IAP](https://www.assetstore.unity3d.com/en/#!/content/12343)

## [Website](http://soom.la) | [Docs](http://know.soom.la/unity/store/) | [Videos](http://know.soom.la/docs/university/videos/) | [Forum](http://answers.soom.la)

\*\* Thousands of games already use SOOMLA \*\*

**Instructional Videos**

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Getting Started - Android

Getting Started - iOS

Remove Ads Example - Android

Remove Ads Example- iOS

60 Second Checklist

Market Items 101

Not sure which IAP plugin to use? We’ve compared SOOMLA, Unibill, Prime31 & Codiwans in [this blog post](http://blog.soom.la/2014/05/unity-monetization-plugins-2014-update.html?utm_source=unity_asset_store).

Open Source project: <http://github.com/soomla/unity3d-store>

More docs and articles at: <http://know.soom.la>

Forums at: <http://answers.soom.la>

Profile - Facebook, Twitter, Google+ Social SDK

Socialize your games! Our Unity **Profile** plugin is the best tool to integrate Social networks into your game.

We support **Facebook**, **Twitter** and **Google+** ! All major social networks in one plugin with the same API!

\*\* Thousands of games already use SOOMLA \*\*

## [Website](http://soom.la) | [Docs](http://know.soom.la/unity/profile/) | [Videos](http://know.soom.la/docs/university/videos/) | [Forum](http://answers.soom.la)

With this plugin you can boost your game with:

* Social Login
* Like
* Rate App
* Invite Friends
* Share Status
* Upload Image
* Get Contacts
* Get Feed

### All with one unified API for all social networks.

In addition to easy integration with multiple social providers this library will provide you with encrypted on-device storage that will keep the user’s data after closing the game. SOOMLA for Unity is available for **iOS and Android**.

Make sure to go over the [integration instructions](http://github.com/soomla/unity3d-profile) and [how to integrate social providers](https://github.com/soomla/unity3d-profile#whats-next-selecting-social-providers)

Open Source project: <http://github.com/soomla/unity3d-profile>

More docs and articles at: <http://know.soom.la>

Forums at: <http://answers.soom.la>

LevelUp - Design Levels

Design and Control your games better! **SOOMLA LevelUp** is a free and open-source plugin that empowers you to build your game’s scheme of worlds and levels, while incorporating progression, difficulty curve and game state management.

Our free and open-source Unity LevelUp plugin is here to help you design your game and control its state. Leaderboards and other 3rd party integrations are coming really soon!

\*\* Thousands of games already use SOOMLA \*\*

## [Website](http://soom.la) | [Docs](http://know.soom.la/unity/levelup/) | [Videos](http://know.soom.la/docs/university/videos/) | [Forum](http://answers.soom.la)

LevelUp encourages better game design with a rich object domain of:

* Worlds
* Levels
* Scores
* Records
* Gates
* Missions
* Rewards

Use our simple events API to get notified when the player has passed a level, reached a high score, completed a mission, earned a reward, etc.

Also, an encrypted on-device storage will keep the user’s game state even after closing the game. SOOMLA for Unity is available for **iOS and Android**.

Make sure to go over the [integration instructions](http://github.com/soomla/unity3d-levelup) and [example game tutorial](http://know.soom.la/unity/levelup/levelup_gameexample/)

Open Source project: <http://github.com/soomla/unity3d-levelup>

More docs and articles at: <http://know.soom.la>

Forums at: <http://answers.soom.la>