

## Documentation

This is a little guide to the hyper-casual games. I try created a manager set that can easily be used in other projects. Soon I'll bring more games.

### AdMobManager:

**Notes:** if you want to use the AdMob:

- add the plugin in you project.
- You can find here:  
<https://github.com/googleads/googleads-mobile-unity/releases/tag/v5.4.0>.
- after that, go to the Assets/Kit/Manager/Scripts/Manager/AdMobHandler.cs and uncomment the code.

### SoundManager:

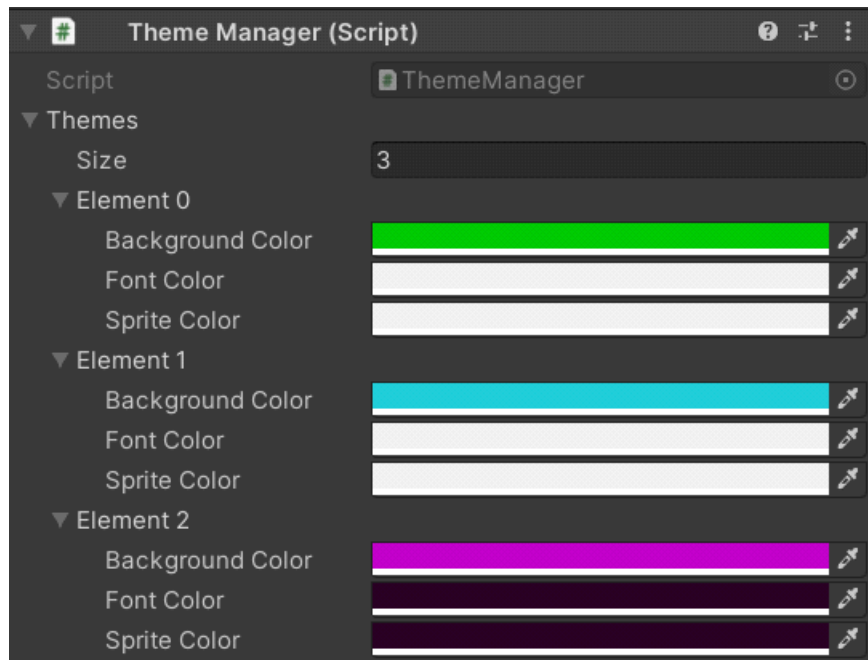
To add sounds go to Manager GameObject in scene thats contains "SoundManager" script, here contains an array called "Sound"

- 0 = the sound when scored a point.
- 1 = the sound of lose game.

### Theme Manager:

The ThemeManager can be found in "Manager" GameObject too. Hes contains a class "Themes" with all colors, if you need to add new themes change the array size for any amount you want and add the colors.

You can choose the color of background, font and images.



*observation: these are the unique things you need to set up.*