**Integration and Usage Guide:**

1) To add a mini-game to your project, copy to it: the root folder of the selected variation from *Assets/MiniGameCamera*, the *GameManager* script, and also create a folder called *Resources* in the root folder of your project.

2) To change the main texture of the mini-game, use the *ContentCreationTool* scene:

- Set the resolution to 512:512.

- Fill in the parameters (*BlurPower* - blur power (from 0 to 6, inclusive); *FileName*) of the *ContentCreationToolManager* script on the *ContentCreationToolManager* object.

- Run the simulation.

- If you are satisfied with the result, then click on the photo to save it.

3) The mini-game is a prefab, you can change this prefab and edit the rules of the mini-game by changing the parameters of the *MiniGameCameraManager* script that hangs on the *BlurPoint* object.

