



## Thanks for your purchase.

First of all, you have to get [DOTWEEN](http://u3d.as/aZ1) from the Asset Store :

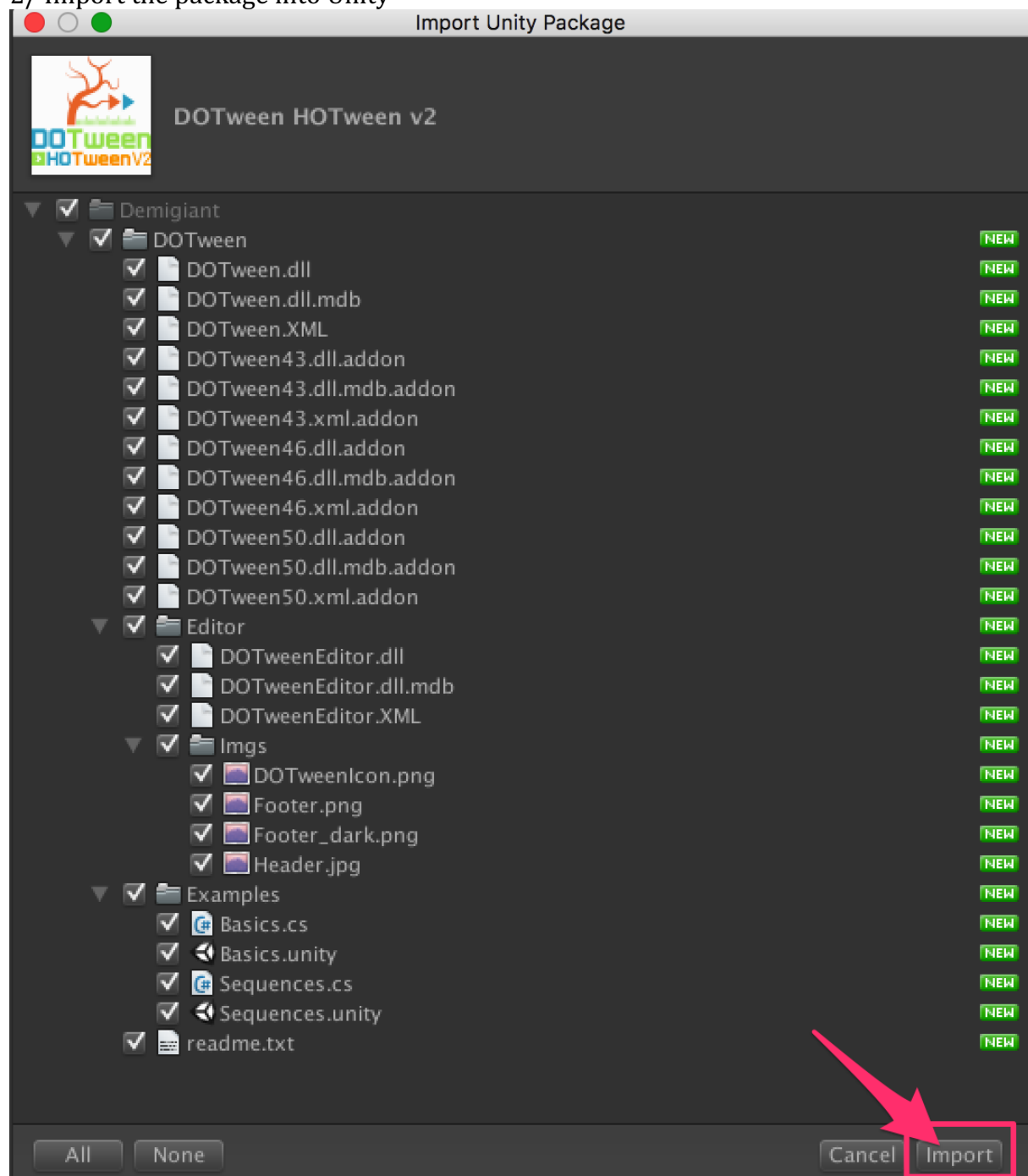
<http://u3d.as/aZ1>

(it's free)

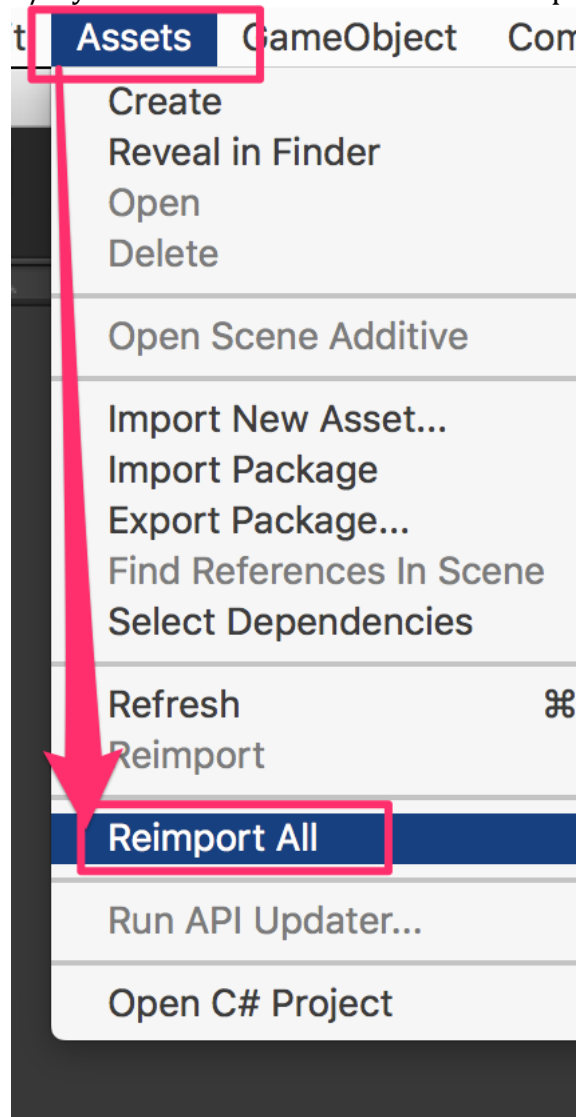
1/ Import Dotween from the asset store : <http://u3d.as/aZ1>

The screenshot shows the Unity Asset Store page for 'DOTween (HOTween v2)'. On the left, a sidebar contains metadata: Category (Scripting/Animation), Publisher (Demigiant), Rating (5 stars, 339 reviews), Your Rating (5 stars), and Price (Free). A red arrow points to the 'Import' button. Below this, it says 'Works also with Unity 4 and 5' and 'SEE FULL CHANGELOG HERE'. The main description states: 'DOTween is a fast, efficient, fully type-safe object-oriented animation engine, optimized for C#. It is also the evolution of HOTween, my previous Unity tween engine.' It also mentions 'NEW! DOTween Pro is out, with additional shortcuts for external plugins, a Visual Path Editor, and a Visual Animation Editor.' A 'FEATURES' list includes: 'Lightweight, highly optimized, performant, memory efficient' and 'New UI 4.6, Sprite, and Unity 5 shortcuts'. The main content area features a large image with the DOTween logo, a code snippet 'transform.DOMoveX(100, 1); HO', and a 'STAFF PICK' badge. Below the image, it says 'Tweener Animates values' and 'Sequence Animates other Tweeners and Sequences'. At the bottom, it shows 'Version: 1.1.135 (Dec 09, 2015) Size: 204.8 kB' and 'Originally released: 9 January 2015'. On the right, there is a sidebar with navigation links: Home, 3D Models, Animation, Application, Audio, Complete, Editor Extn, Particle Sy, Scripting, AI, Animati, Audio, Avatar S, Camera, Effects, GUI, Input - C, Integrati, Modelin, Network, Physics, Video, and a search filter.

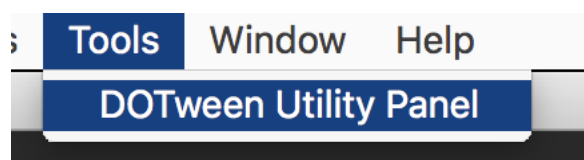
## 2/ Import the package into Unity



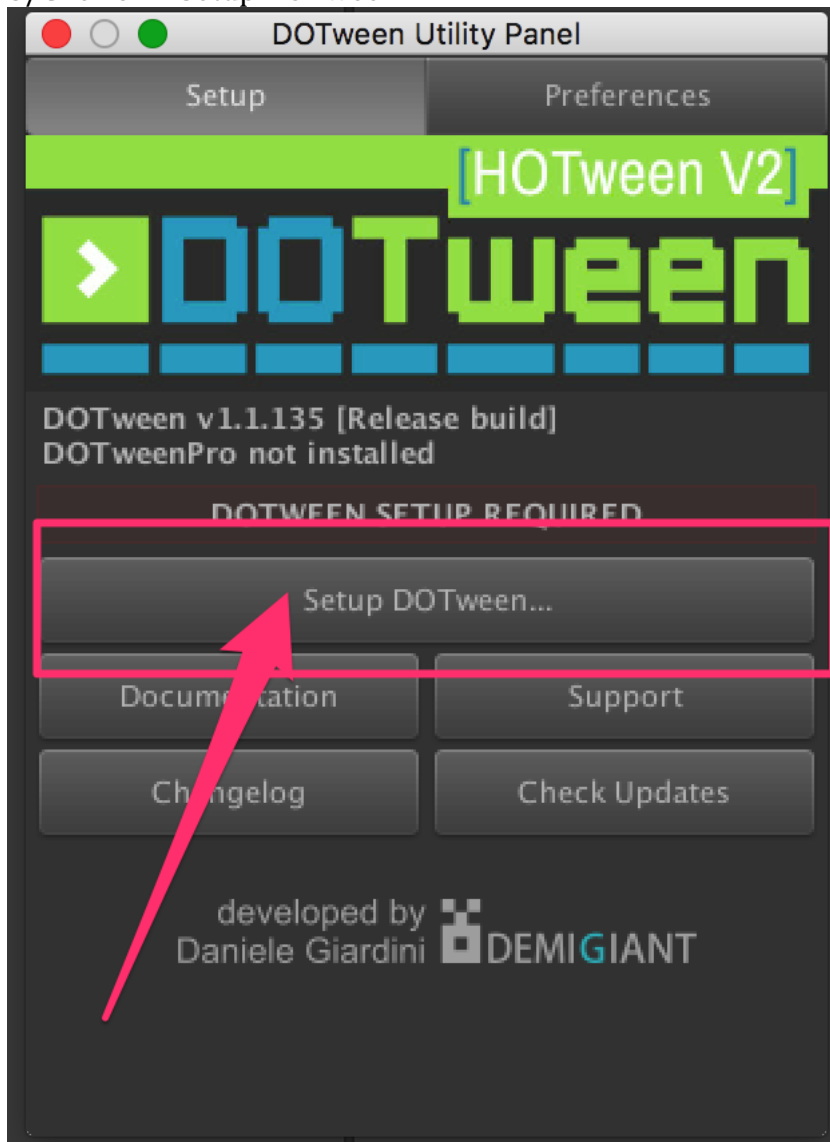
3/If you don't see the « Tools » in the top of the Unity Screen, please do this :



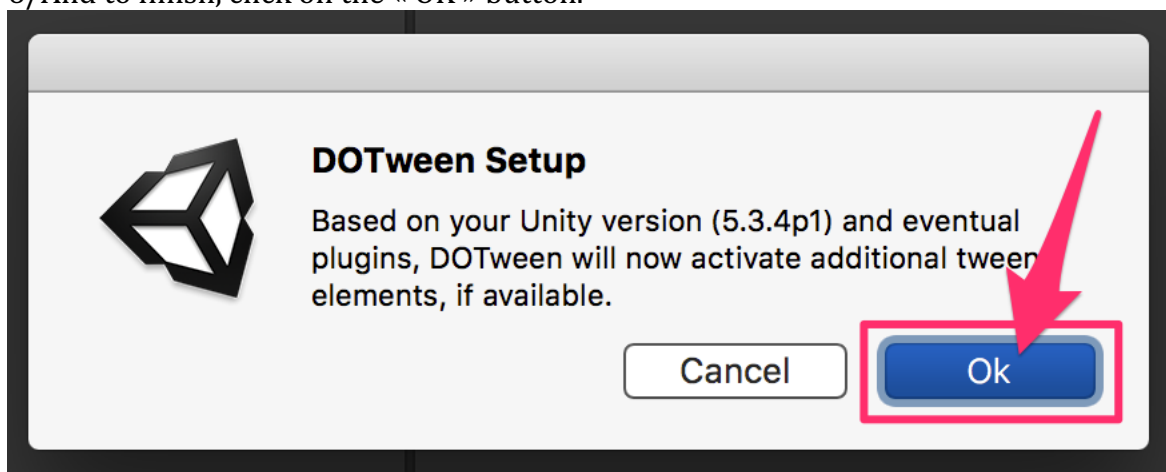
4/Now you have the « Tools ». Open it and click on « DOTween Utility Panel ».



5/Click on « Setup DOTween ».



6/And to finish, click on the « OK » button.





0

score

Shapeltem  
ShapeType = nobonus

Shapeltem  
ShapeType = nobonus

Shapeltem  
ShapeType = nobonus

Shapeltem  
ShapeType = PLAYER

Shapeltem  
ShapeType = bonus\_tortule

Shapeltem  
ShapeType = nobonus

Shapeltem  
ShapeType = bonus\_tortule

Shapeltem  
ShapeType = nobonus

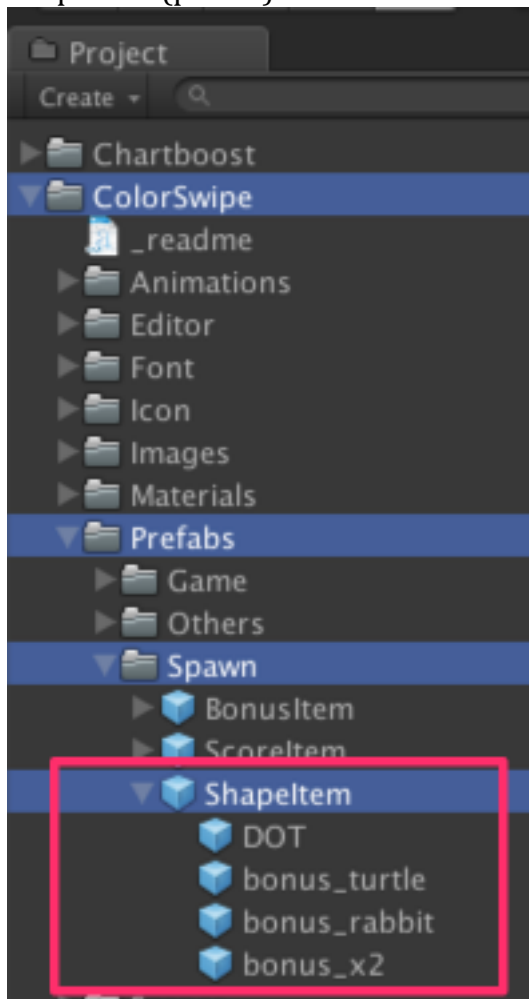
Shapeltem  
ShapeType = nobonus

Shapeltem  
ShapeType = bonus\_rabbit

All the classes are fully documented. You can find all the class descriptions here :

<https://dl.dropboxusercontent.com/u/8289407/Color%20Swipe%20Asset%20Store/Documentation/html/annotated.html>

ShapeItem (prefab) :



The shapeltem are the objects who moved during the game.  
There are spawned by the SpawnManager.

The centered ShapeItem is the « player » : his type is : ShapeType.player.  
It's the shape the player move with swipe.

The other ShapeItem can be :

- type = ShapeType.nobonus (just the shape itself)
- type = ShapeType.bonus\_turtle (with the turtle image. If the player gets it, the speed decreases a little bit)
- type = ShapeType.bonus\_rabbit (with the rabbit image. If the player gets it, the speed increases a little bit)
- type = ShapeType.multi2 (with a « x2 » text . If the player gets it, all the point are multiply by 2 during a short period)

To implements ads, please refer to the documentation :  
« \_Ads\_Integration\_Documentation.PDF ».

For more information about the code, please refer to :  
<https://dl.dropboxusercontent.com/u/8289407/Color%20Swipe%20Asset%20Store/Documentation/html/index.html>

Video tutorial available on my Youtube channel :  
[https://www.youtube.com/channel/UC5cMgK5r\\_rzTiarF-So3Rtg](https://www.youtube.com/channel/UC5cMgK5r_rzTiarF-So3Rtg)

## ADS :

Everything is done for you : « Very Simple Ad » is already implemented.  
Get it here : <http://u3d.as/oWD>

Thanks !

Our other assets : <http://u3d.as/9cs>  
Contact : [contact@app-advisory.com](mailto:contact@app-advisory.com)