Made by Nirupam Dey. NOT A documentation but a installation/usage guide
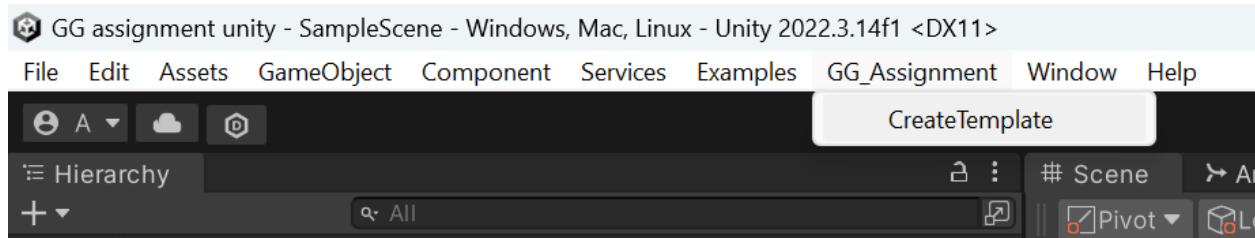
STEP 1. CREATING AND SAVING TEMPLATES.

STEP 1.1:
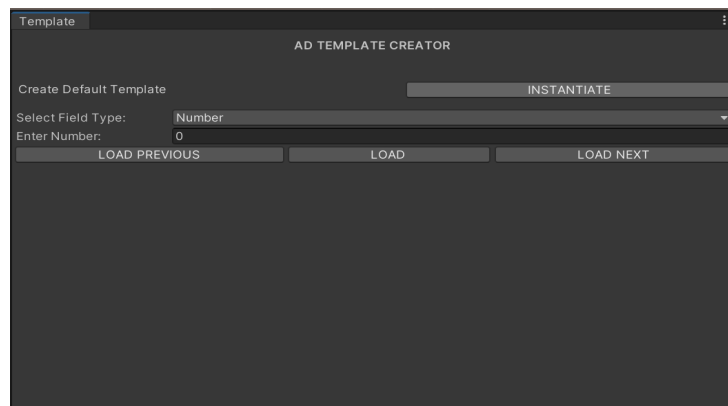Download the files from github and import/add the project in unity engine.
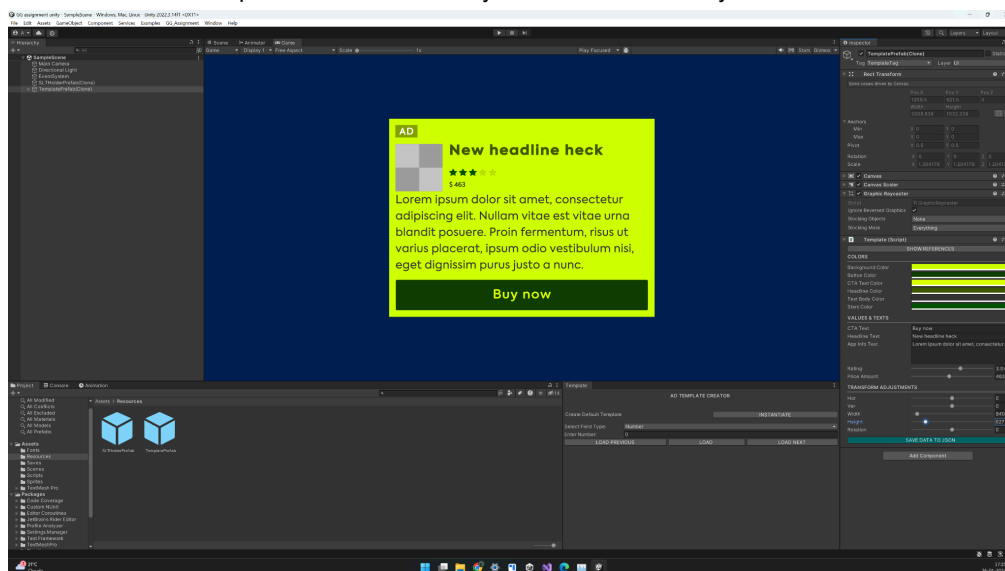
STEP 1.2:
Click on GG_Assignment and the Create Template

STEP 1.3: An editor window will pop -up. Click on INSTANTIATE to create a new template

STEP 1.4: You should see a Template which was already created and saved by me.

STEP 1.5: You will find the styling parameters and other inputs to modify the template in the custom inspector. After modifying click on SAVE DATA TO JSON to save the template.

Template (Script)

SHOW REFERENCES

COLORS

Background Color	
Button Color	
CTA Text Color	
Headline Color	
Text Body Color	
Stars Color	

VALUES & TEXTS

CTA Text	Buy now
Headline Text	New headline heck
App Info Text	Lorem ipsum dolor sit amet, consectetur adip

Rating		3.04
Price Amount		463

TRANSFORM ADJUSTMENTS

Hor		0
Ver		0
Width		840
Height		627
Rotation		0

SAVE DATA TO JSON

Assets > Saves

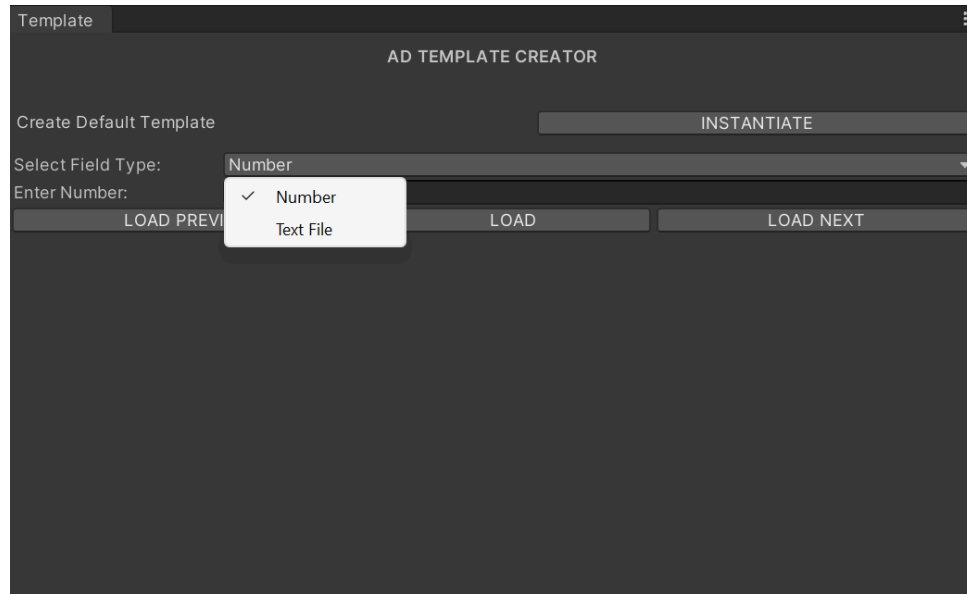largest_number6   save_1   save_2   save_3   save_4   save_5   save_6

Fig. 1.1

STEP 2. LOADING EXISTING TEMPLATES.

STEP 2.1: In the AD TEMPLATE CREATOR WINDOW you will find a drop down "Select FIeld Type". Select number and then the enter number from the files in Saves folder Fig. 1.1. Click on LOAD to load the file. Click LOAD PREVIOUS or LOAD NEXT to get the previous or next file respectively.

STEP 2.2: To load a random template, select Text file in "Select Field Type" then we have to import a JSON file in the Unity asset folder and drag the file into the input field of "Select A Text File" or select a file from the window as shown below.