## Follow these Steps:

# Imp: There is a demoscene (path: !Junaid/Scenes) for test ads implementation & better understanding.

# Imp: In case the project have firebase, first complete firebase implementation than proceed with ads to avoid external dependency manager version handler conflict.

# For in Game/Original Ads:

# Enable Ads from Services & make sure test ads is unchecked (We are handling it from AdsManager Script)

# Restart Unity Editor

# Drag AdsManager prefab (Path: !Junaid/Prefabs) unto Hierarchy in MainMenu scene & select banner position from the dropdown in inspector.

# Uncheck unityTestMode Boolean from AdsManager inspector & fill in required Admob & unity id’s for your project.

# Go to Assets/GoogleMobileAds/Setting & make sure both AdsManager & Admob are checked, also fill in the game appid(admob) for android.

# From windows/package manager download & import the External Dependency Manager.

# Resolve android dependencies from Assets/External Dependency Manager/Android Resolver/Force Resolve.

# For Test Ads:

# Enable Ads from Services & make sure test ads is unchecked (We are handling it from AdsManager Script)

# Restart Unity Editor

# Drag AdsManager prefab (Path: !Junaid/Prefabs) unto Hierarchy in MainMenu scene & select banner position from the dropdown in inspector.

# Go to Assets/GoogleMobileAds/Setting & enable ADSManager only(in most cases it will be enabled by default)

# From windows/package manager download & import the External Dependency Manager.

# Resolve android dependencies from Assets/External Dependency Manager/Android Resolver/Force Resolve.

# ADS Calling:

For banner ad call:   
AdsManager.Instance.ShowRectBanner();

# For hiding banner:

AdsManager.Instance.HideRectBanner();

# For interstitial ad call:

AdsManager.Instance.showUnityAdmobInter();

# For rewarded ad call:

AdsManager.Instance.ShowunityadmobRewardVideo();

# To give reward: Check:

if (PlayerPrefs.GetInt("GiveReward", 0) == 1)

{

//Add reward here

PlayerPrefs.SetInt("GiveReward", 0);

}