

Hi!

If you read this document so you bought my asset!

In this asset everything are simple. Code is easy and has summaries.

- 1) In the version of asset **5.0.0** and **earlier** we should install **Google Admob package** downloading the latest version of Admob plugin for Unity from here <https://github.com/googleads/googleads-mobile-unity/releases/tag/v8.5.3> and open asset in **Unity 2021** and upper (because of it is a requirement for Admob plugin) then we should complete import **GoogleMobileAds.unitypackage** to project. And finish steps from guide here:

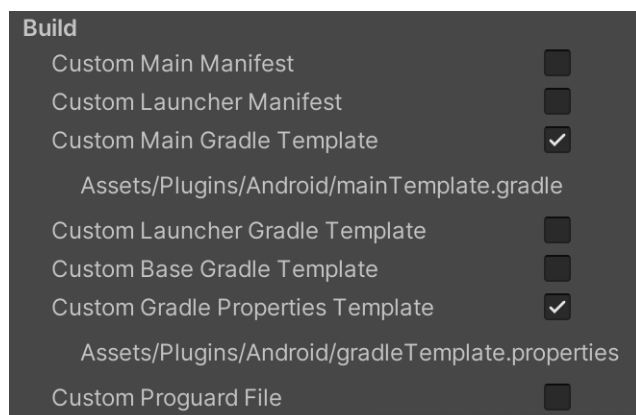
<https://developers.google.com/admob/unity/start>

- 2) Starting from version **5.1.0** I register dependencies to external packages into manifest:

- ***"com.google.ads.mobile"***
- ***"com.unity.nuget.newtonsoft-json"***
- ***"com.google.external-dependency-manager"***

So if you have already imported Json .Net or Google Mobile Ads package please **remove** it from your project.

- 3) Also we should upgrade Unity to **2022 LTS** to completely build project for mobile.
- 4) Go to Project Settings > Player > Android > Publishing Settings > Build and select:



5) In the Unity editor click **for Android**:

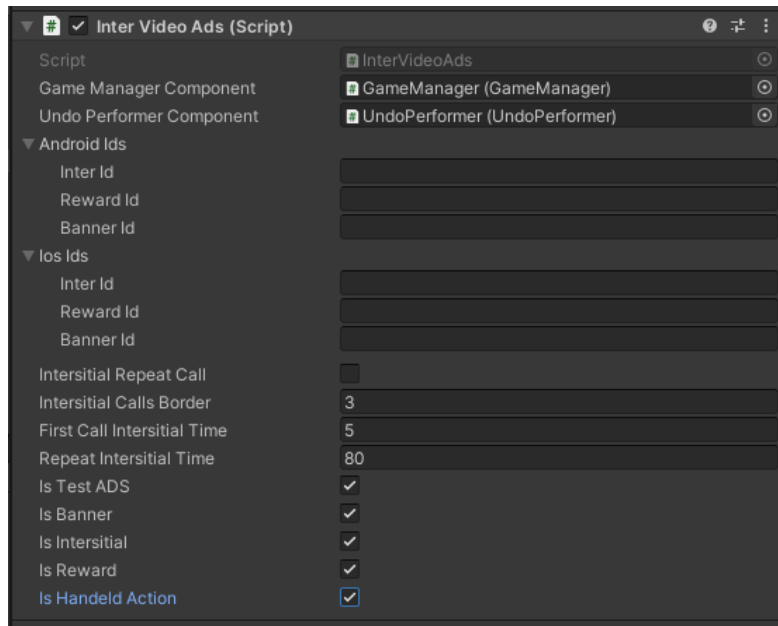
Menu→Assets→External Dependency Manager→Android Resolver→Force Resolve.

For iOS:

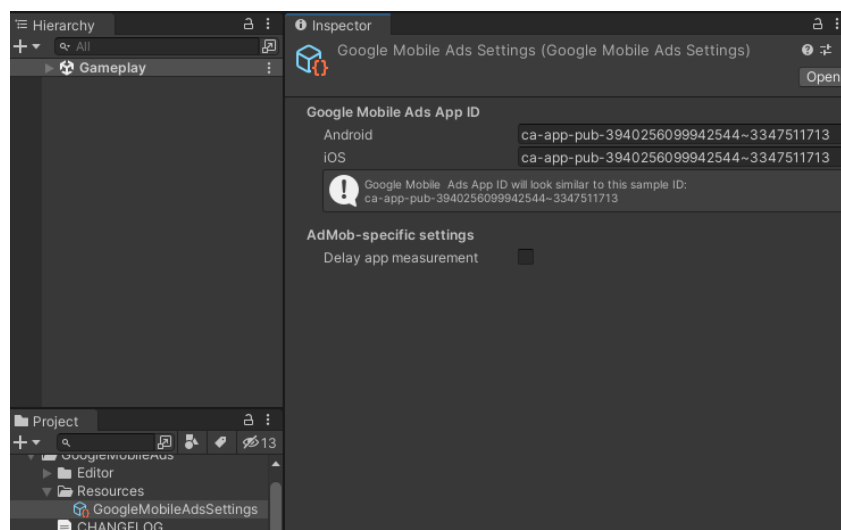
Menu→Assets→External Dependency Manager→ iOS Resolver → Install Cocoapods

6) Then to show advertisement in your build you need to change advertisement id.

Open **InterVideoAds.cs** script in the scene, (It was added to object **AdsManager**) and change it there.



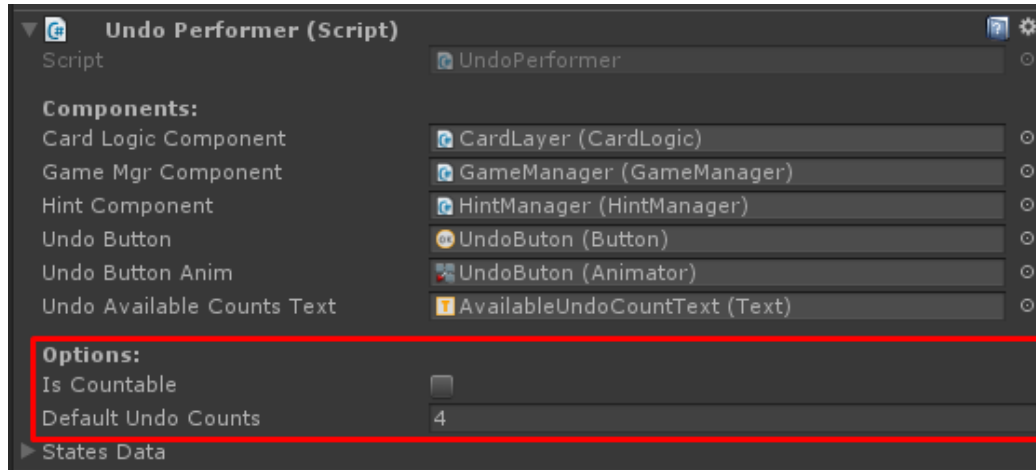
And *GoogleMobileAdsSettings.asset*



7) For activating test ADS you should set **IsTestADS** variable to **TRUE** before play (like on screen). For deactivating test ADS you should set **IsTestADS** variable to **FALSE** before play.

Undo

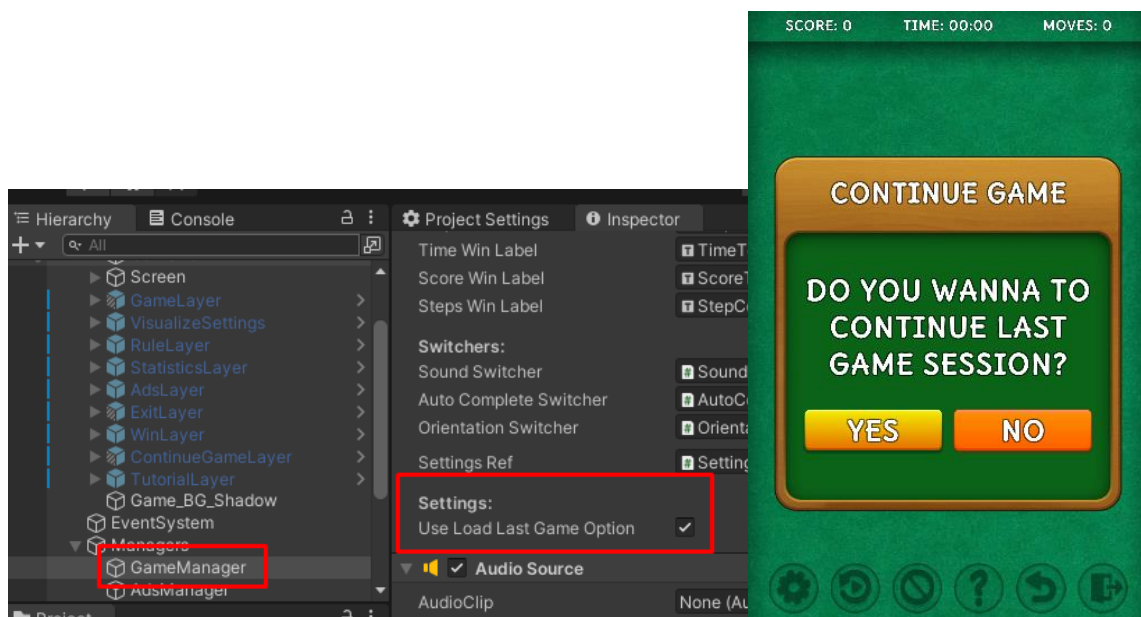
Undo logic has option for counting available uses. When counter equals 0 for getting additional uses user should watch Rewarded video. More information in videos at asset page.



Last game option

You can enable/disable it at **GameManager** component.

Principle of work: User open new game session. When user close application the system save last game state(decks, cards, score, time, steps). When user open game again the system show popup:



Hand orientation mode

Include two modes: **Left-handed** and **Right-handed**

You can enable/disable this feature in VisualizeSettings window.

Auto Complete

Include mode: **FullGameSession**

FullGameSession mode appear auto complete button every time when user has available move during the game session

You can enable/disable this feature in VisualizeSettings window.



Suits count mode



You can open game Window from this layer and setup necessary suits count by activating specific toggle and click **New** or **Replay** buttons to apply choose.

For other questions write me an email: support@selvassets.ltd.ua

Thank you in advance!