A big **thank you** for purchasing our

gamevanilla.com

We hope you find this kit useful to create a great game!

You can find the online documentation here.

If you have any support questions, please contact us here.
Please make sure to include your **invoice number**.

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Please note that digital stores like the App Store or Google Play may reject your game if it contains very similar artwork to already published games. You may need to re-skin your game as appropriate.

Thank you for respecting our work.

Installation instructions

In order to install Bubble Shooter Kit, please follow these steps:

- Open Unity (you will need to use Unity 2018.3.0 or higher) and create a new 2D project.

- Download and import the free <u>DOTween</u> asset from the Asset Store into your project.

- When you create a new 2D project in Unity, the TextMeshPro package is automatically added to it. But you still need to select the *Window/TextMeshPro/Import TMP Essential Resources* menu option in order to set it up and be able to use it.

- Go to **Player Settings** and set the *Scripting Runtime Version* field to **.NET 4.x Equivalent**.

- Download and import the Bubble Shooter Kit asset into your project. If all goes well, you should not have any errors on the console. Make sure you have added all the scenes of the kit (located in the *BubbleShooterKit/Scenes* folder) to your build settings. The first scene should be *HomeScreen*.

You should now be able to run the game from the editor by opening the scene named *HomeScreen* and clicking on the Play button. You can also generate new builds for your desired platforms.

You can find the complete, online documentation of the kit <u>here</u>.