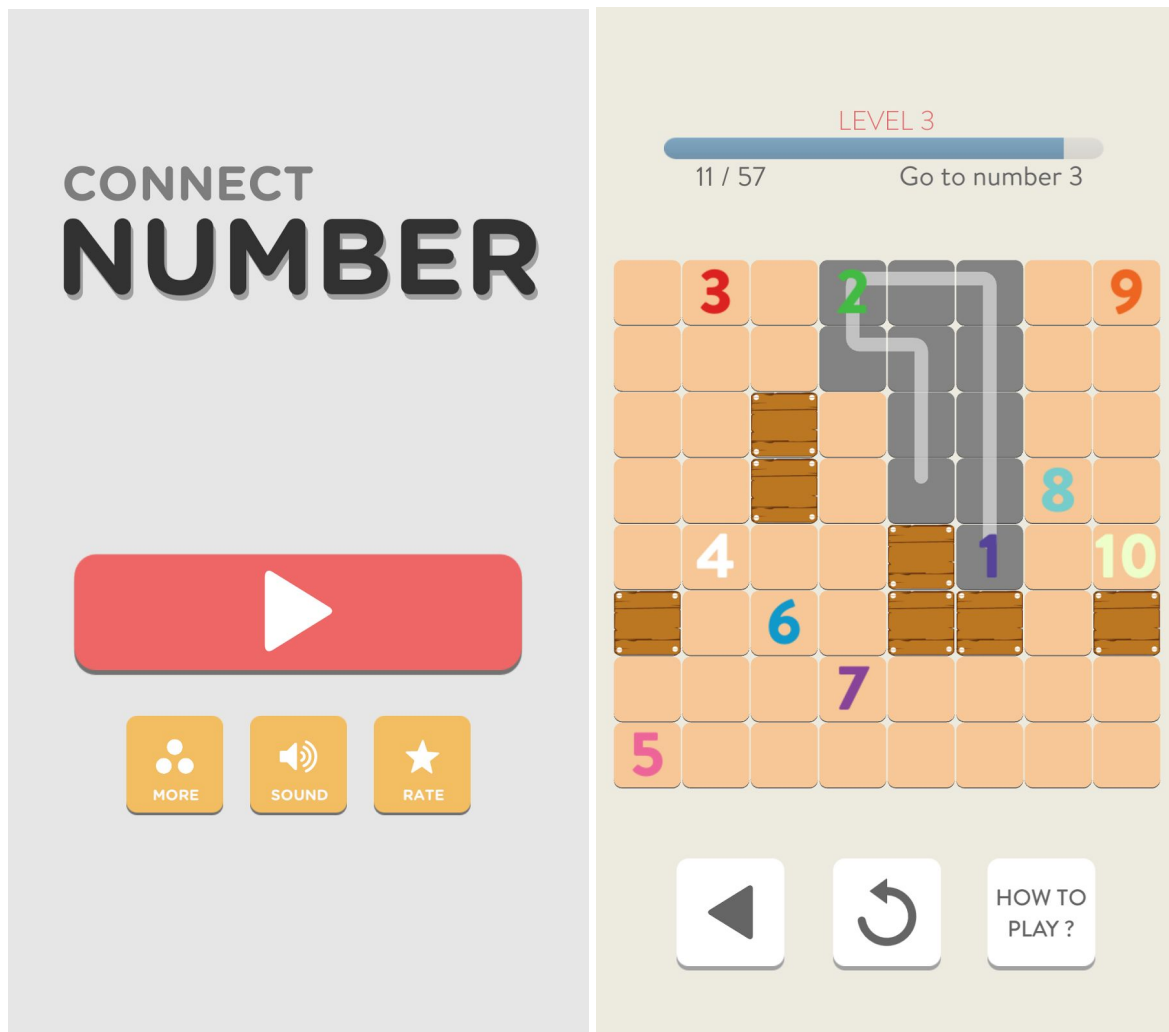


# Connect Numbers Document

THANKS FOR DOWNLOAD CONNECT NUMBERS GAME.

## Setup Guide :



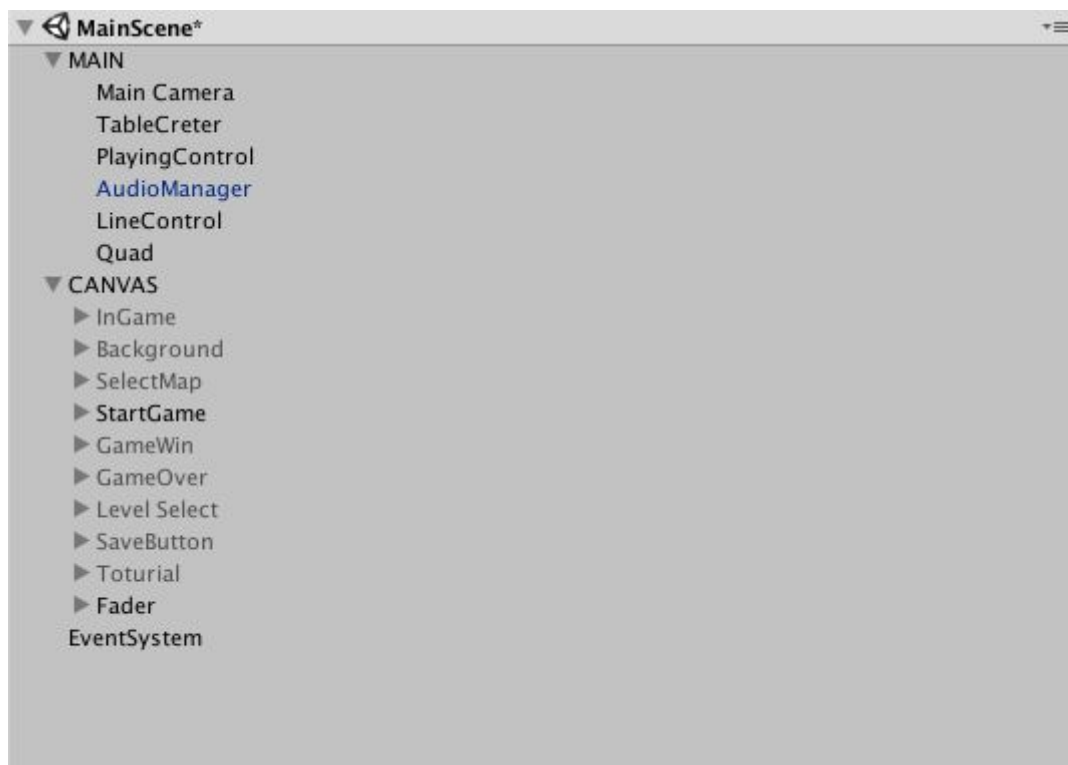
## How to play ?

Your path will start from Number 1 in ascending order.

You also must complete All boxes except the locked ones.

## MainScene

Game have only one scene. Don't need reload scene



- **MAIN**

1. **AudioManager** : This gameobject will control audio of game. You can change audio by drag and drop audio with AudioManager.
2. **Main Camera**: This is camera of game, You can change background color game by change camera solid color.
3. **TableCreator**: Instant and create grid table.
4. **PlayingControl**: Control game play. Manager list points of your draw path ...
5. **LineControl**: This is LineRenderer, draw line color on screen view.
6. **PlaneView**: View shadow of pattern .
7. **Quad** : Background under the grid table.

- **CANVAS** (Game UI)

1. **InGame** : UI when playing game.
2. **StartGame** : UI when Start game.
3. **SelectMap** : UI when select map(Easy, Medium, Advance) .
4. **SelectLevel** : UI when select grid of levels.
5. **GameOver** : UI when gameover.
6. **GameWin** : UI when game Win.
7. **Pause** : UI when pause game.
8. **Fader** : UI fade screen when switch between 2 panel.

#### ❖ Note

##### How to change audio ?

Go to **AudioManager** , select AudioManager component .  
Select type audio you want and drag - drop your audio file.



## How to Play audio ?

Ex : `MainAudio.Main.PlaySound(TypeAudio.SoundLose);`

## How to add ads to game ?

- Admob :

Download google plugin (select latest release) and import to game :

<https://github.com/googleads/googleads-mobile-unity/releases>

Download this AdsController script :

<https://www.dropbox.com/s/shcti010nass7mc/AdsController.cs?dl=0>

Insert banner ID, Interstitial ID (ios and android).

Create a empty gameobject and add AdsController script .

Reques ads firsr on start game : `AdsController.Instance.RequestInterstitial();`

Show banner ads : `AdsController.Instance.ShowBanner();`

Show Interstitial : `AdsController.Instance.ShowInterstitial();`

- Unity Ads : Open window Service and enable unity ads.

Follow offical unity ads tutorial :

<https://docs.unity3d.com/Manual/UnityAdsHowTo.html>

**Project is ready to release. Thank for downloaded.**