**Make it 13! - template**

Thank you for purchasing our asset

For proper usage, please drop all the files from the MakeIt13! Folder to the main Assets folder

**Reskinning:**

The game contains very few sprites, you just need to change the graphics in the Resources folder.

Scripts:

* GameManager.cs: Controls the endless and timed modes, checks gameover condition and contains the game board tiles
* Tile.cs: Tile object, manages the design of the tile + the touch / drag controls
* AdmobScript.cs: controls the ads (interstitial, banner, rewarded)
* AudioManager.cs: Audio settings, control
* CameraController.cs: It makes the game to fit any screen resolutions
* ColoredObject.cs: Manages the color of the sprites and images, important on theme changes
* ScoreTracker.cs. Manages and saves the score to PlayerPrefs

## **Setup Enhance**

Enhance is the quickest and easiest way to integrate third party SDKs, such as analytics and ads, into your app! We handle all the hard work and let you focus on what you care about the most, making an awesome app!

1. Build the apk file in Unity Editor

2. Upload the apk to enhance.co

3. Choose the sdks you want to integrate and you are done :)