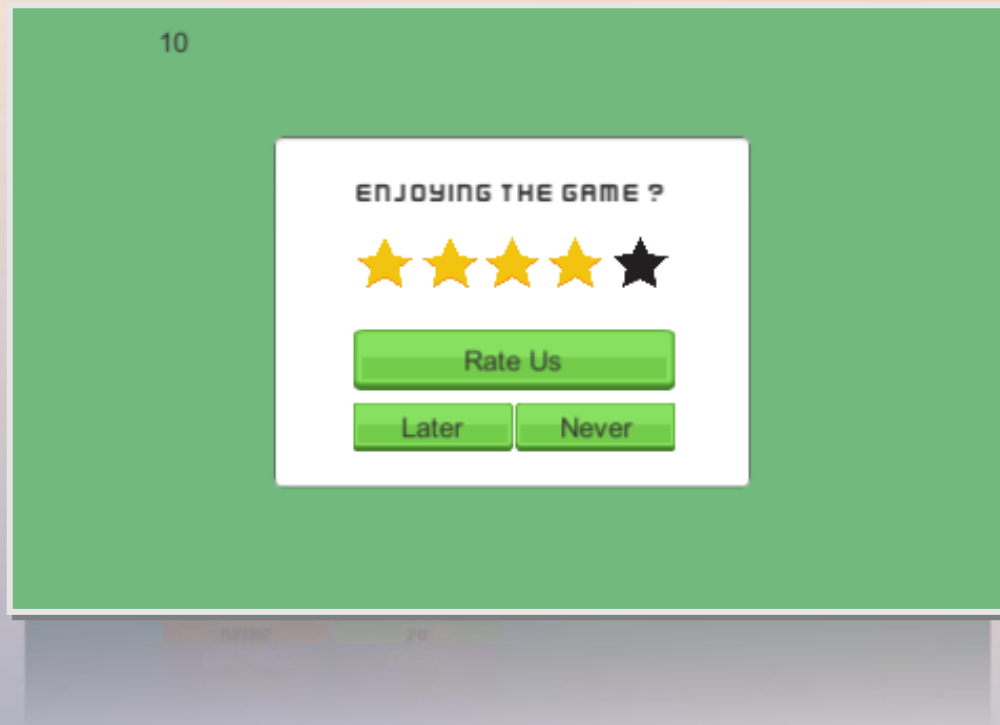# TECH AND PRO PRESENTS

RATEME

ASSET BY:

TECH & PRO AND ANIS BRACHEMI

FEATURES :

- EASY TO IMPLEMENT (2 MINUTES).
- EASY TO USE.
- EASY TO CUSTOMIZE.
- DEMO SCENE INCLUDED.
- DOCUMENTATION AND SUPPORT IN LESS THAN 24 HOURS.

SETUP :

1. Drag the RatingManager prefab from the prefab folder into your scene.
2. Drag the RateUsPanel prefab from the prefab folder into the Canvas in your scene.
3. Drag the newly add RateUsPanel to the RateUsPanel variable of the RatingManager.
4. Add this code when your user dies or finishes a level (See video Tutorial for more details).

```
RatingManager ratingManager = FindObjectOfType<RatingManager>();
if(ratingManager != null){
    ratingManager.die();
}
```

5. You're all set up, now fill the RatingManager Script variables.

NOTE : If you want to edit the RateUsPanel, make sure you only change sprites, do not touch buttons.