

IAP

1. The package "In app purchasing" implemented
<https://docs.unity3d.com/Packages/com.unity.purchasing@3.0/manual/UnityIAPSettingUp.html>
2. Hierarchy/Managers/Purchaser.cs - replace the products ids "com.company" with your company from bundle id, like this "com.yourcompany.gem1". It's important to replace ONLY "com.company", so your products should have "gem1", "gem2" at the end...



3. Setup in app purchases in your google dashboard.

com.company.gem1 - 1000 gens
com.company.gem2 - 15 000 gems
com.company.gem3 - 50 000 gems
com.company.gem4 - 100 000 gems