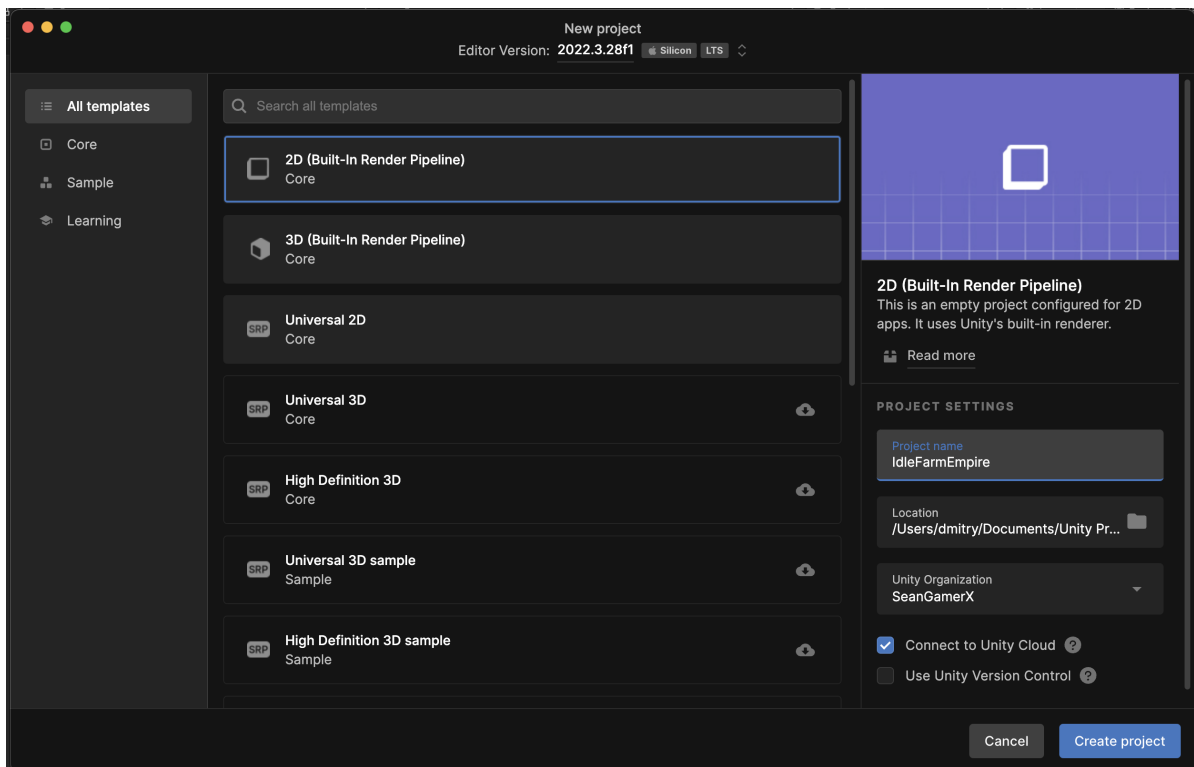
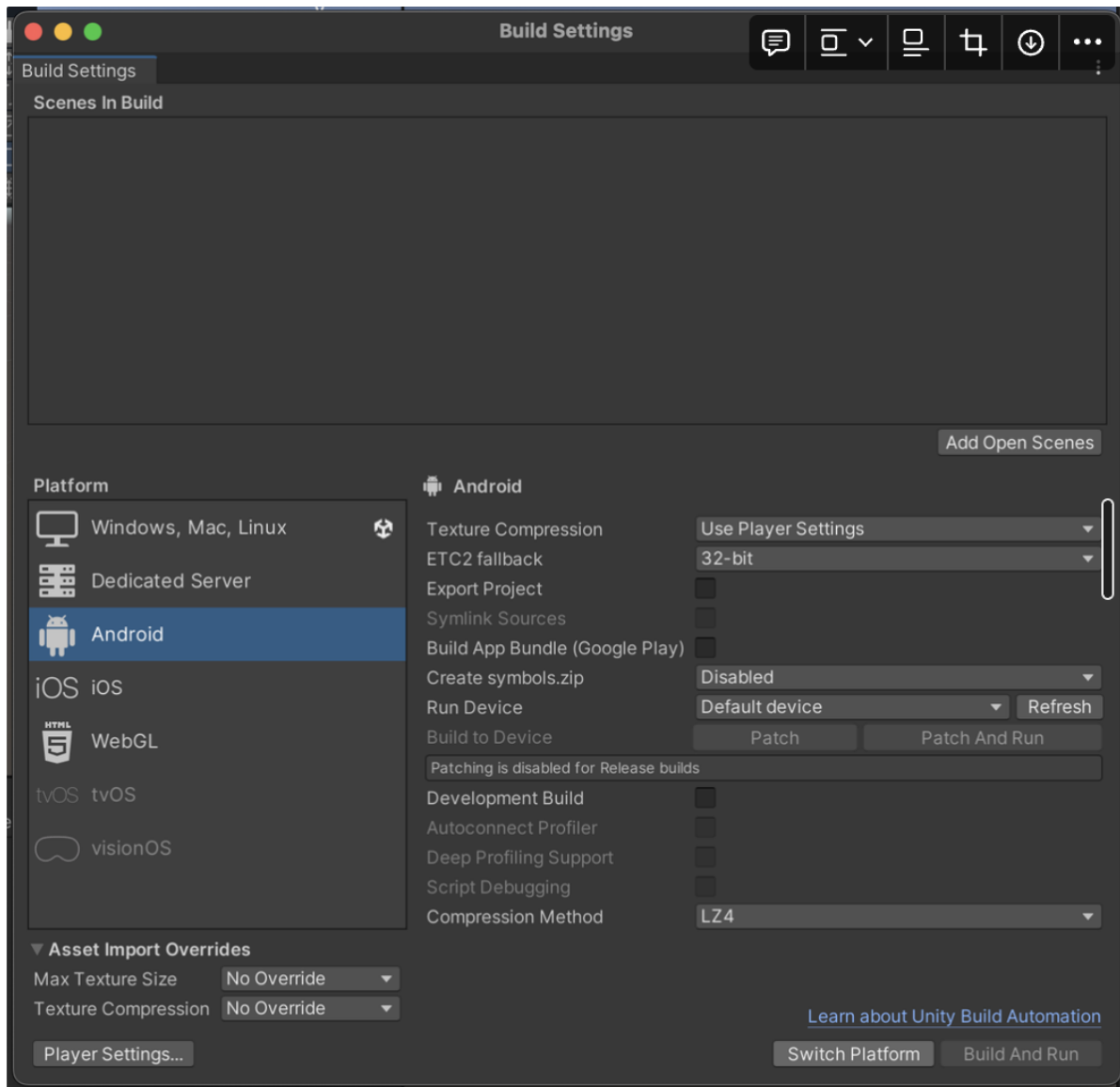


How to start

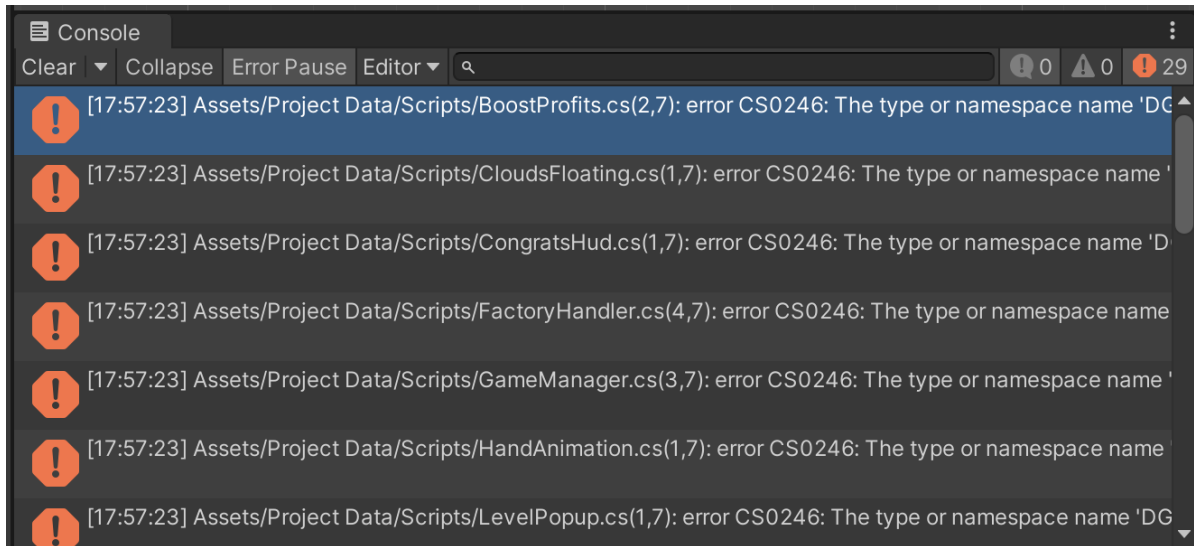
- Download and install the recommended Unity version - [Download](#)
- Create a new Unity project using 2D template.



- Open the new project, then go **File > Build Settings**, switch to Android (or iOS).



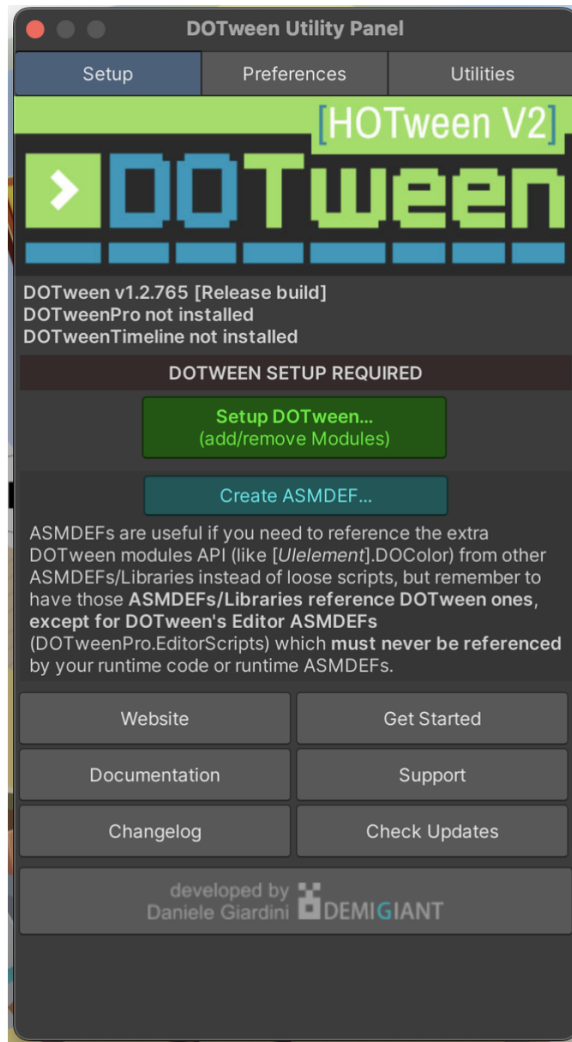
-
- Buy the package on asset store.
- Add package: **Assets > Import Package → Custom Package**
- Import the package.
- You will see few errors in console. Don't worry, we will fix it, have to import few packages.



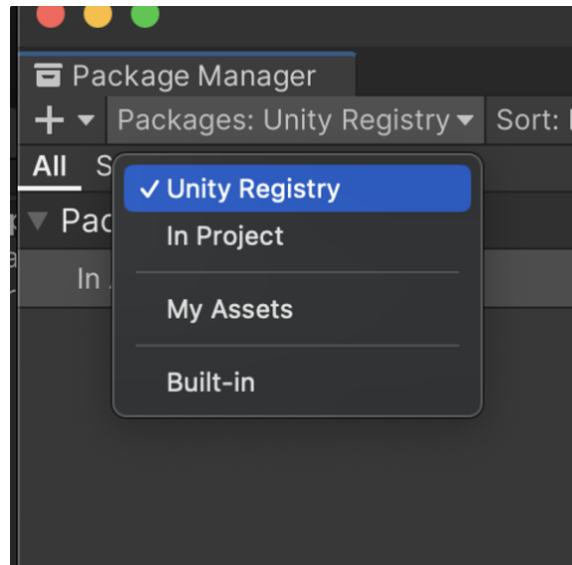
- Install DOTween package from Asset Store:

<https://assetstore.unity.com/packages/tools/animation/dotween-hotween-v2-27676>

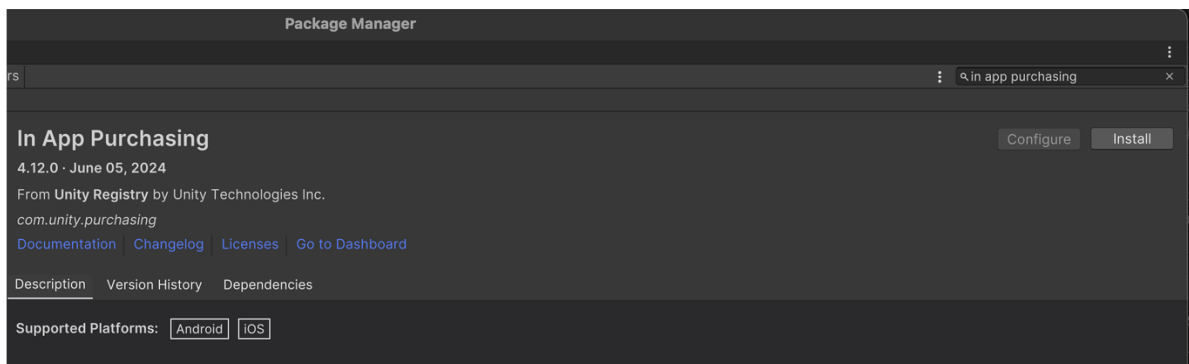
- Click "Setup DOTween..." green button.



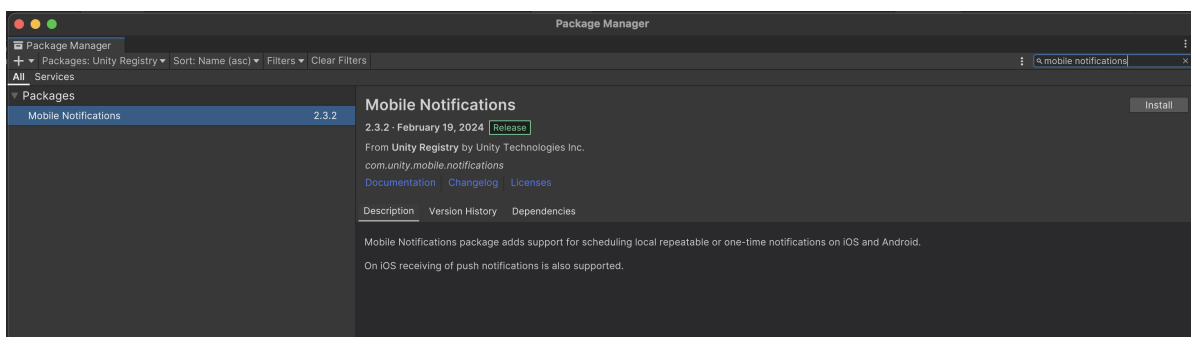
- Now let's import the "in app purchasing" package. Go to Unity, **Window > Packages Manager**
- **Packages - Unity Registry**



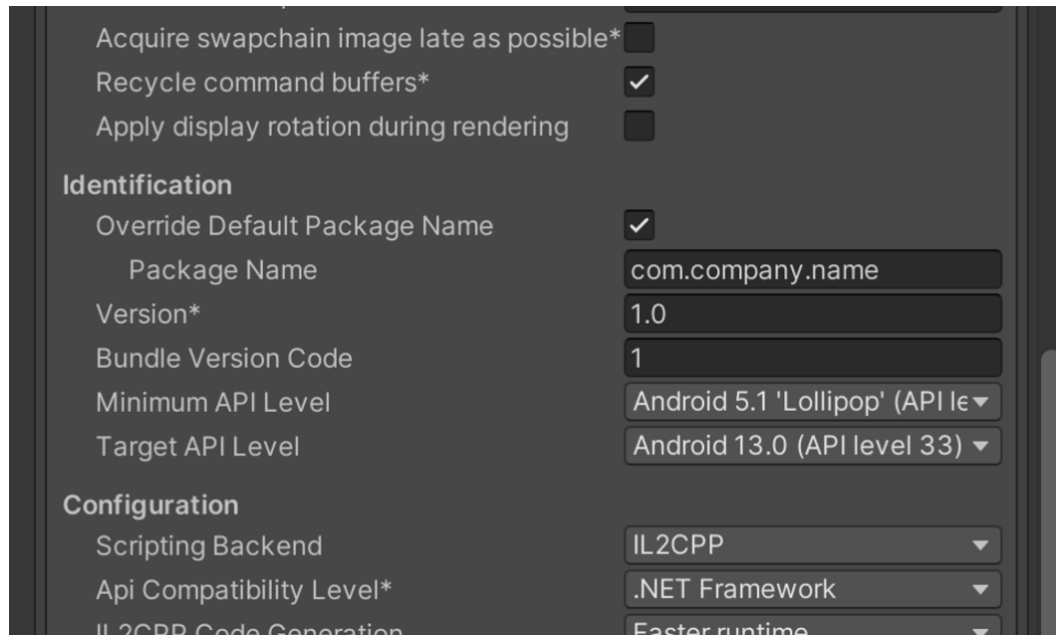
- Input "in app purchasing" in search field, click "Search" and install the package.



- In same search field type "mobile notifications" and install it.



- The console errors should gone.
- Open Project Settings and setup your own bundle id instead of "com.company.name".



- Open the Game scene (**Assets > Project Data > Scenes > Game**)
- Setup iAP and run the game, test it.