STACK

Here are the classes, structs, unions and interfaces with brief descriptions:

AppAdvisoryButtonBase	Base for all button script
AppAdvisoryHelper	An helper to avoid duplicate code
ButtonLike	Attached to like button
ButtonMoreGames	Attached to the button more games.
ButtonRate	Attached to the button rate.
ButtonShare	Attached to the button share
CanvasManager	Attached to the "Canvas" Game Object in the hierarchy. In charge to all the logic of the UI
GameManager	Attached to the "GameManager" Game Object in the hierarchy. In charge to all the logic of the game
SetAlphaPodium	To change the alpha of the podium start
SetColorPodium	Attached to tthe "big" cube in the scene. In charge to change the coor of this "big cube" according to the start color
StackColor	A class to create new pastel color easily
Utils	An utility static clss

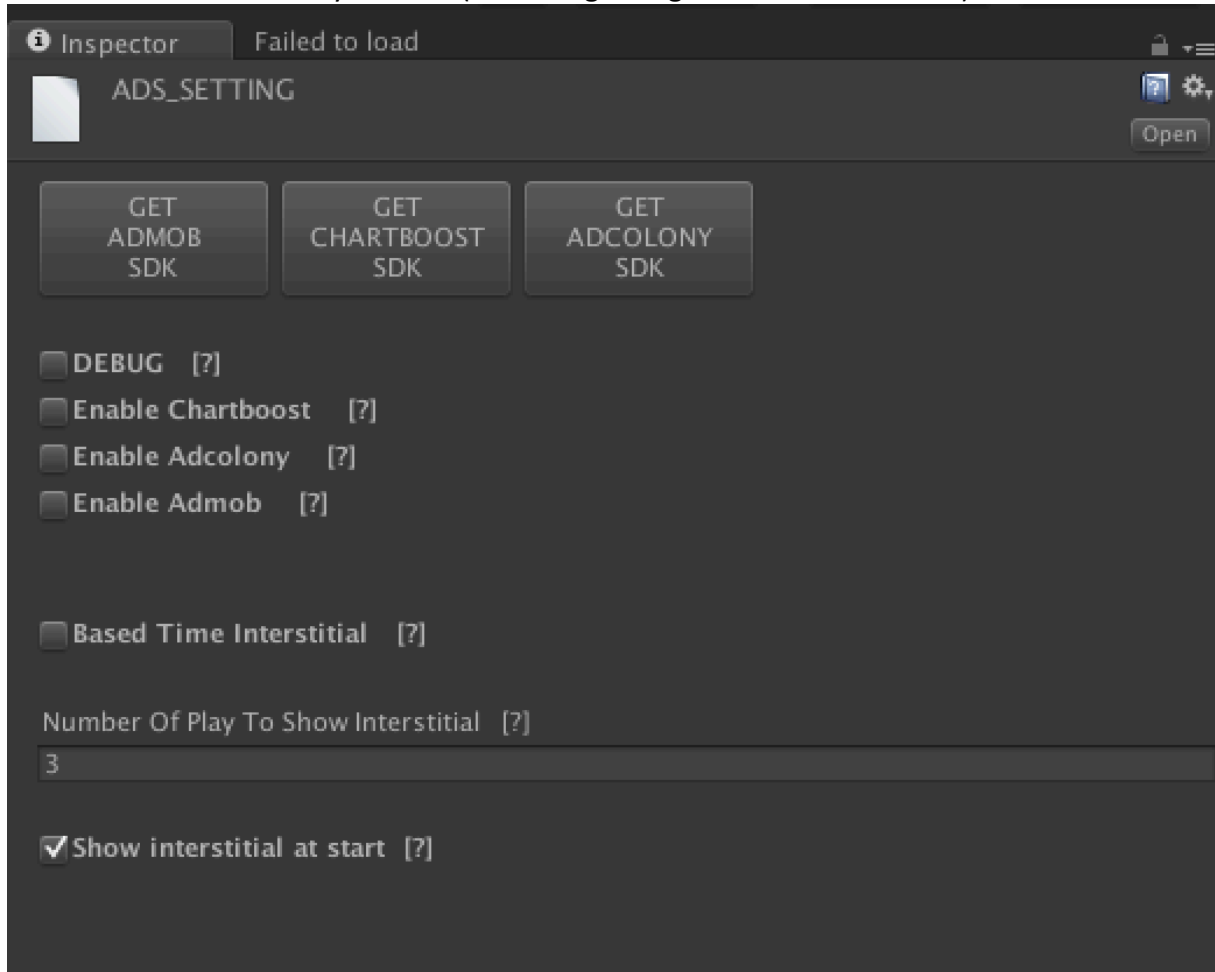Full documentation avalable here :

https://db.tt/2YiKG8OV

ADS :

Everything is done for you :
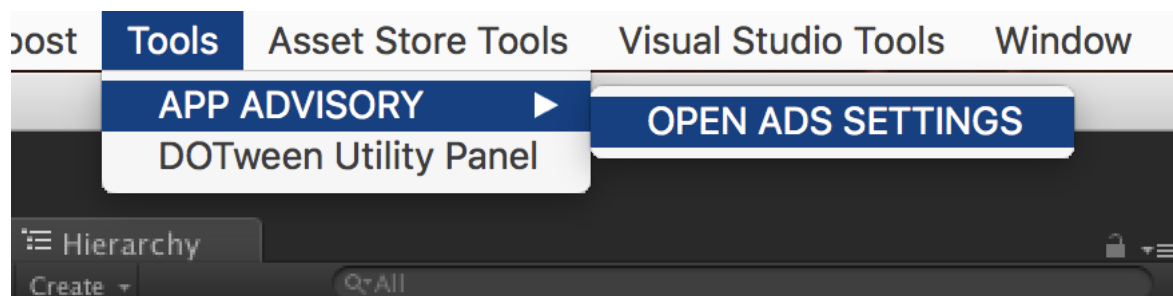
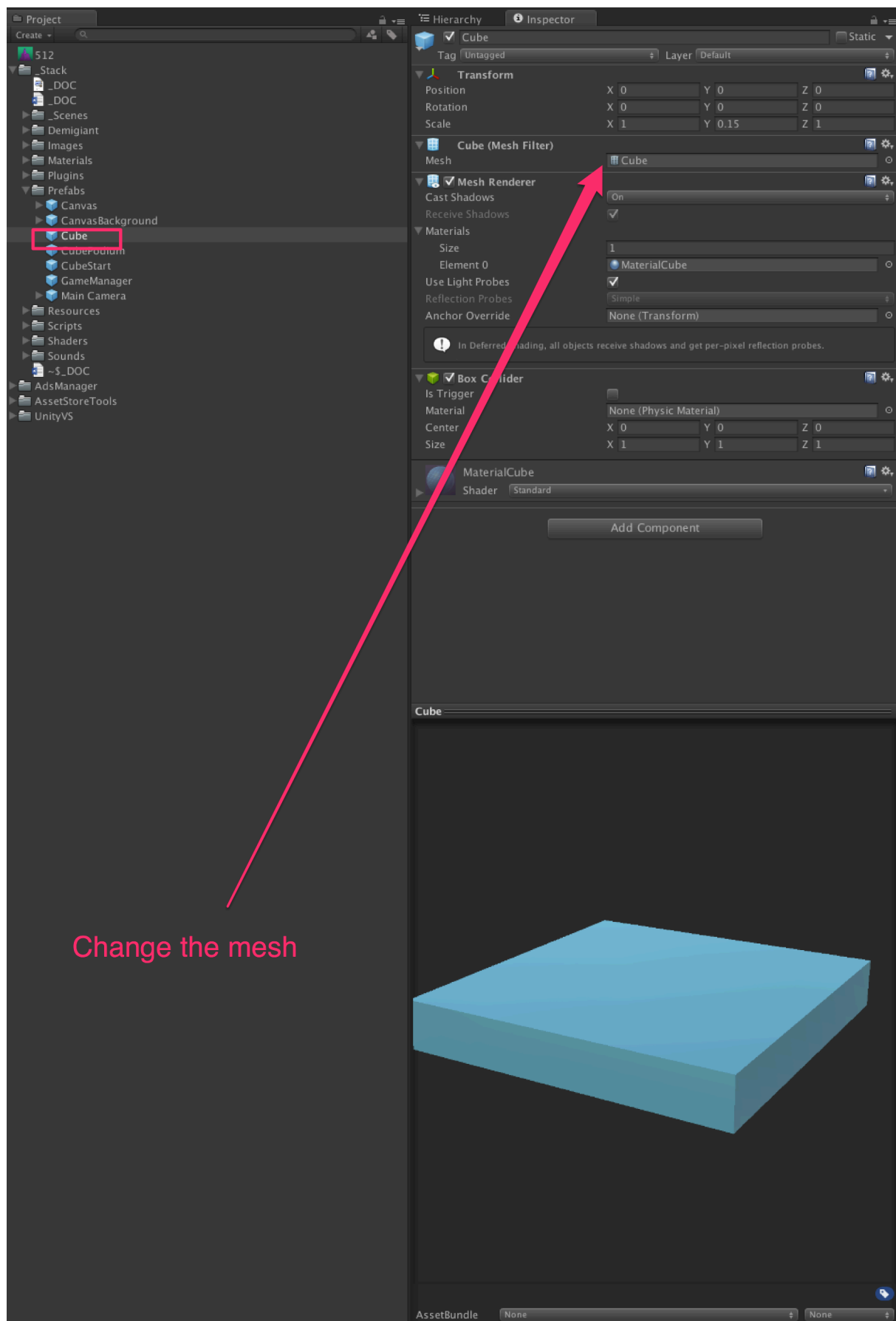And Select the networks you want (don't forget to get the SDKs if needed) :

For Unity Ads, please visit my website :

https://appadvisory.zendesk.com/hc/en-us

CHANGE THE CUBES:

Change the mesh

ABOUT THE COLOR :

The colors are randomly generated by the Utils class and the StackColor class.