

# MondayOFF SDK

## Requirements

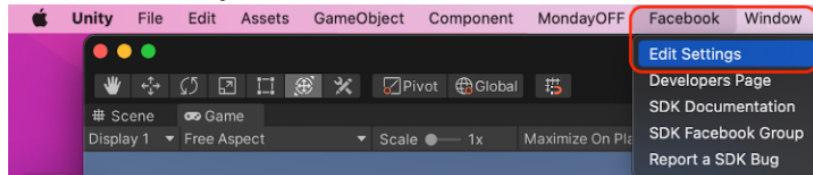
- Facebook App ID
- Facebook SDK (included in the package)
  - Please refer to <https://developers.facebook.com/docs/unity/> for more information about Facebook SDK

## Installation

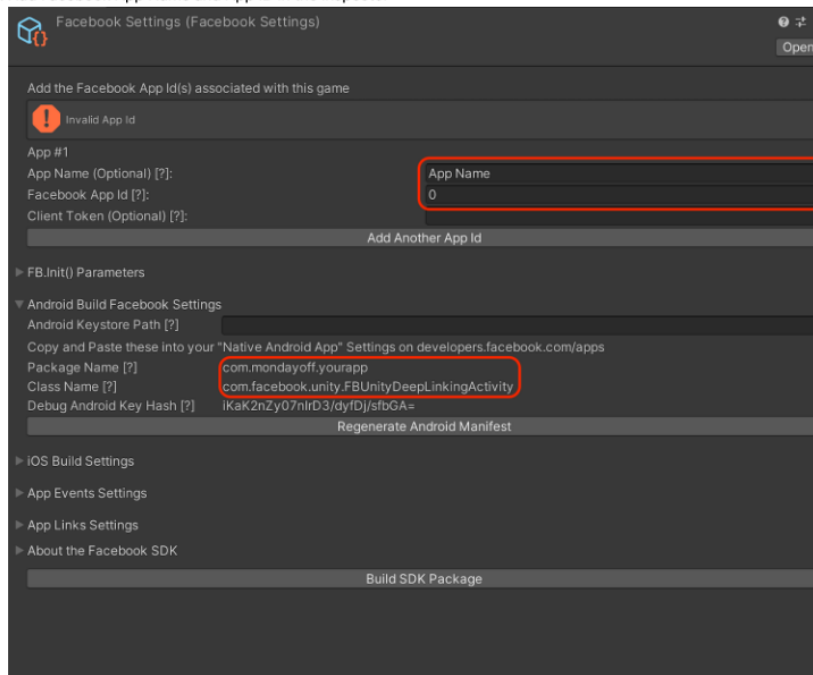
- Add **MondayOFFSDK.unitypackage** to your project.

## Usage

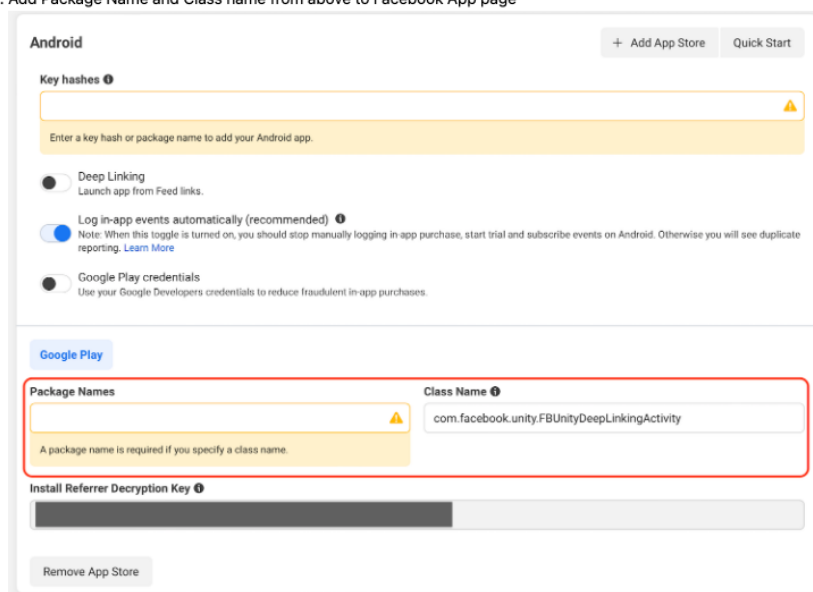
1. Select **Facebook > Edit Settings** on the menu



2. Add Facebook App Name and App ID in the inspector



3. Add Package Name and Class name from above to Facebook App page



4. Add **Assets/MondayOFF/Prefabs/MondayOFF.prefab** to your starting scene.

- You can also create MondayOFF Game Object to current working scene by selecting **MondayOFF > Create MondayOFF Game Object** on the menu
- Don't forget to save the scene!

## Note

If you are initializing Facebook SDK on your own, select MondayOFF Game Object and uncheck **Also initialize Facebook SDK** from the inspector.