

Hi,
Thank you for purchase,
I hope, my package will help you,

It is a template for creating Ball Pool (Billiard) game, this can be used in Unity and Unity Pro, the template includes multiplayer mode on the basis [Photon PUN 2](#).

For the test, open the Scene "Home" and click play :),

For using PUN You need to

- download [Photon PUN 2](#).

2) register in exitgames

3) add in the editor Application Id from -

<https://www.photonengine.com/en/Dashboard/Realtime>

and enjoy

For using Unity Ads Just initialize Ads in services

For using Unity IAP also Just initialize IAP in services

You need to write You product default Id on the scene

«Home» GameObject «HomeMenuManager» «storeIndependentId»

For example if You have Product with name «1000 coins» and Your

storeIndependentId = com.MyCompany.MyGame.

You should named Your product Id in the store - com.MyCompany.MyGame1000coins;

For using Facebook , download asset from Asset Store

<https://assetstore.unity.com/packages/tools/facebook-sdk-for-unity-beta-10989>

Write in

File/Build Settings/Player Settings/ Other Settings/Configuration/Scripting Define Symbols - Facebook

and enjoy

(In the Unity 5.6 and higher versions You do not need download Facebook asset)

In the scene "Home" , all classes from "Multiplayer System",

In this scene there are objects

"ProductsManagement" - The Products management, do not destroyable object, it controlled all product on all scenes.

and "Management"

"HomeMenuManager" - Home menu manager, managed all logic dependent in home UI, network and player settings.

"LoginMenuManager" and "RoomsListManager"

In the scene "Upgrade" , all classes from "IAP and upgrade System",

In this scene there are object

"Management"

"UpgradeMenuManager" - This class is meneg all IAP and Upgrade UI system

"ProductTypeListManager" and "ProductListManager"

In the scene "Game" , all classes from "Game",

In this scene there are objects ,

"Mechanics"

"PhysicsManager",

"AightBallPoolGameManager"

"GameManager" , "AightBallPoolBallsSortingManager" , ShotController and TimeController

The type of the cue control in 3D mode.

public CueControlType cueControlType;

Details on these classes you can read in the comments and in the documents -

"Game", "Multiplayer System" and "IAP and upgrade"

Good luck!