**IAP and upgrade**

This is an asset for creating IAP and upgrading UI system in game, The systems not included real purchasing, but it have easy API for simulating this.

The asset includes -

*namespace NetworkManagement*

*// Upgrade menu manager. This class is meneg all IAP and Upgrade UI system*

public class UpgradeMenuManager : MonoBehaviour

*// Buy UI, This window is used for purchase*

public class BuyUI : MonoBehaviour

*// The engine used to buy.*

public abstract class PurchasingEngine

// *Describes the product to be purchased.*

public abstract class Product : MonoBehaviour

*// Describes all the data and properties of the product*

public class ProductData

*// The Products management, do not destroyable object, it controlled all product on all scenes.*

public class ProductsManagement : MonoBehaviour

*// The Product type.*

*[System.Serializable]*

*public class ProductType*

*//Products user interface manager, it meneg all products properties, using "ProductUITool".*

*public abstract class ProductsUIManager : MonoBehaviour*

*// Product user interface tool, it is a tool for managing products properties.*

*public abstract class ProductUITool : MonoBehaviour*

*// The product UI.*

*public class ProductProfileUI : MonoBehaviour*

*// Product type UI.*

*public class ProductTypeUI : MonoBehaviour*