

Uniflux

UniFlux is a state management library for Unity that uses the Flux architecture pattern. UniFlux provides a clear and concise way to handle and update the state in a Unity application, which helps to keep the code clean and organized.

Installation

- Download the plugin file.
- Import the file into Unity.
- Click on "Assets" in the main Unity menu and select "Import Package".
- Select the plugin file you downloaded.

Usage

- Open Unity and check out the samples, they show practical uses of how to properly apply UniFlux.

Support

If you have any questions or need help, please email arpaxavier@gmail.com

Developer Information

Developed by: Xavier Arpa López

Website: www.github.com/kingdoo/

Email: arpaxavier@gmail.com