

Documentation

Thank you very much for purchasing our asset, the following documentation will help you to customize it as you wish.

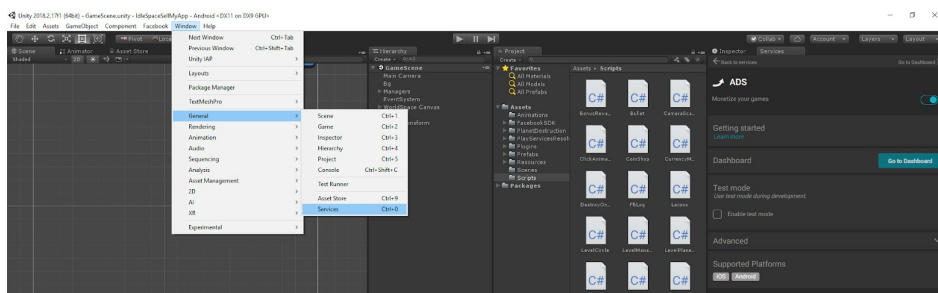
[Advertisements](#)

Advertisements

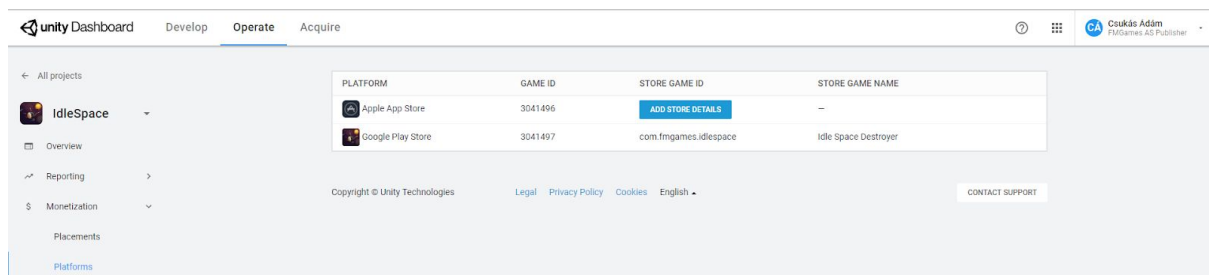
We are using Unity ADS in the game.

To enable them:

- 1) Make sure to enable Ads and IAP in the services menu

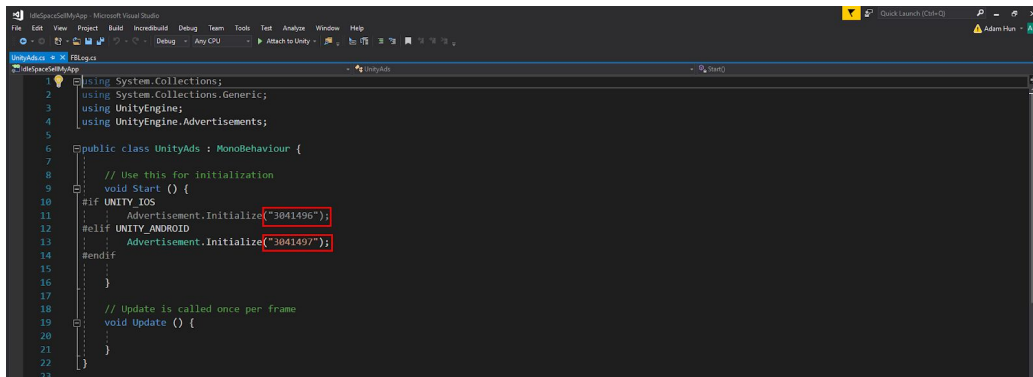


- 2) Copy the GAME IDs from Unity Dashboard



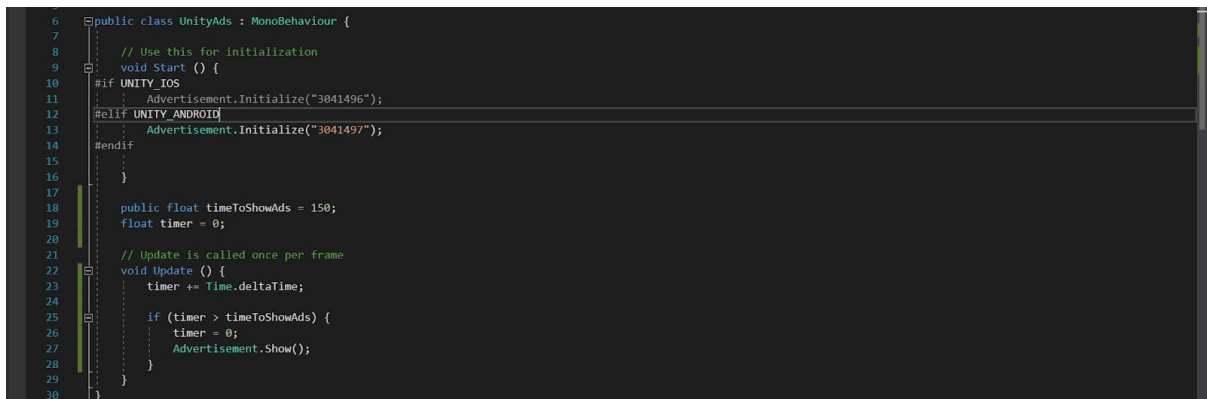
- 3) Paste them to Ads.cs

- 4) Remove the comments from Ads.cs



```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4 using UnityEngine.Advertisements;
5
6 public class UnityAds : MonoBehaviour {
7
8     // Use this for initialization
9     void Start () {
10
11         #if UNITY_IOS
12             Advertisement.Initialize("3041496");
13         #elif UNITY_ANDROID
14             Advertisement.Initialize("3041497");
15         #endif
16     }
17
18     // Update is called once per frame
19     void Update () {
20
21     }
22 }
```

4) An Interstitial ad pops up in every “timeToShowAds” seconds



```
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8     // Use this for initialization
9     void Start () {
10
11         #if UNITY_IOS
12             Advertisement.Initialize("3041496");
13         #elif UNITY_ANDROID
14             Advertisement.Initialize("3041497");
15         #endif
16     }
17
18     public float timeToShowAds = 150;
19     float timer = 0;
20
21     // Update is called once per frame
22     void Update () {
23         timer += Time.deltaTime;
24
25         if (timer > timeToShowAds) {
26             timer = 0;
27             Advertisement.Show();
28         }
29     }
30 }
```

How to add new questions

Go to QuestionManager.cs, and in the AddQuestions() method, simply follow the pattern to add new questions.

(The first answer is the good answer always.)

If you have any question we are happy to help you, just send us an email:

zuzzu01@gmail.com