

A big **thank you** for purchasing our



We hope you find this kit useful to create a great game!

You can find the online documentation [here](#).

If you have any support questions, please contact us [here](#).

Please make sure to include your **invoice number**.

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License

CCG Kit can only be used under the standard Unity Asset Store End User License Agreement. A Copy of the Asset Store EULA is available [here](#).

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Thank you for respecting our work.

Installation instructions

In order to install CCG Kit, please follow these steps:

- Open Unity (you will need to use Unity 2017.4.0 or higher) and create a new project.
- Go to the *Window/Asset Store* menu and download the [TextMesh Pro](#) and [DOTween](#) free assets. Once they are downloaded, import them into your project. Make sure you perform the additional setup step that DOTween requires by selecting the *Setup DOTween option* in the *Tools/Demigiant/DOTween Utility Panel* menu.
- Download and import the free [Full Serializer](#) library from GitHub into your project. You only need the *Assets/FullSerializer/Source* folder.
- Download and import the CCG Kit asset into your project.

At this point, you should not have any errors on the console and you should be able to run the kit's accompanying demo in single-player and LAN modes. Make sure you have added all the demo scenes (located in the *CCGKit/Demo/Scenes* folder) to your build settings, with the *Home* scene being the first one.

If you want to be able to create and join online games via Unity Services, you will need to follow [this guide](#) in order to enable the Multiplayer service in your project.

You can find the complete, online documentation of the kit [here](#).