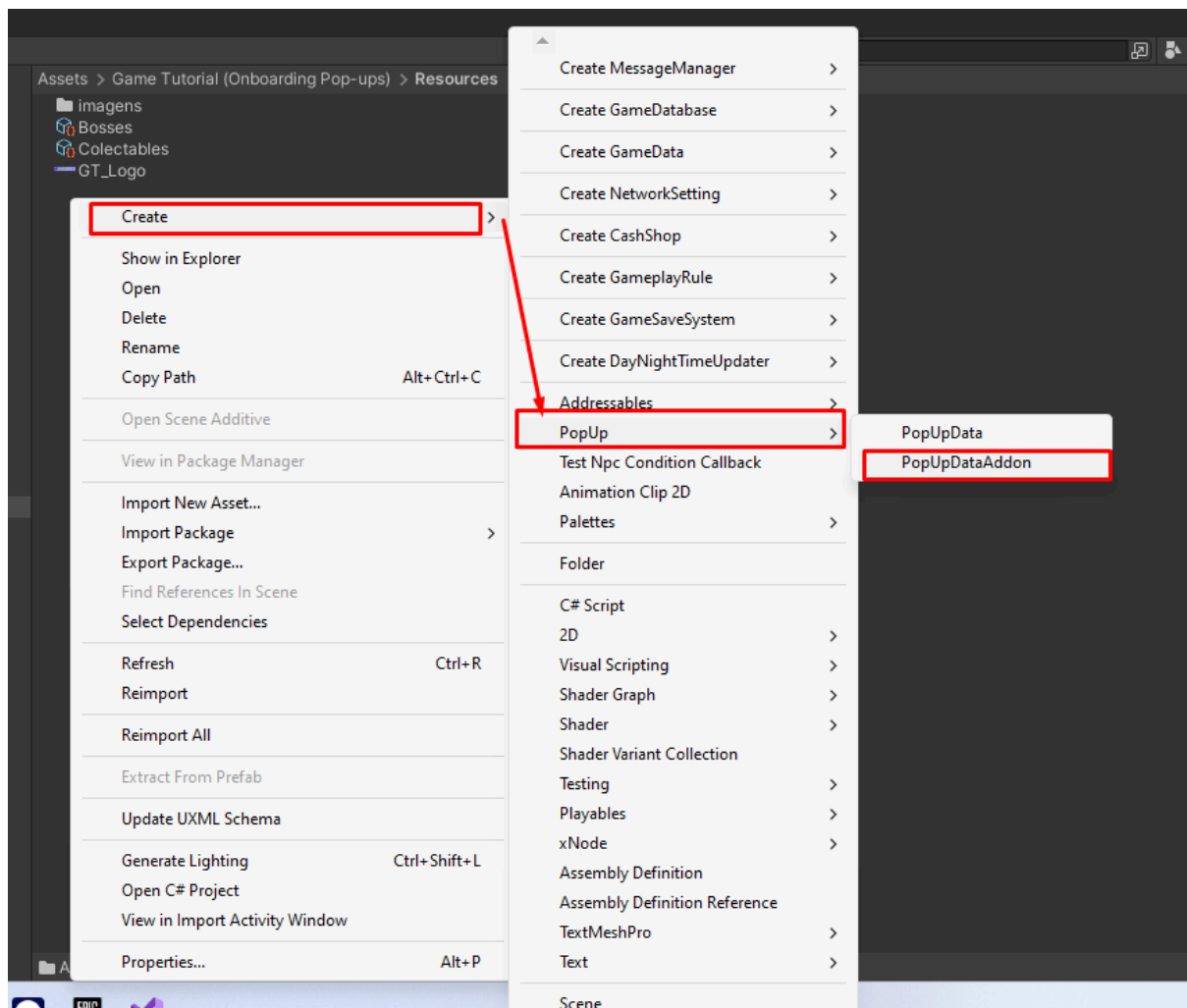


Game Tutorial (Onboarding Pop-ups)

MMORPG KIT Integration:

1 - You can now use [CanvasGameplay](#) in the Prefabs folder, which is already configured to work with the kit.

2 - To create a [Scriptable Object](#) to use in the integration with the MMO KIT, See the Image Below.



3 - Now just fill in the information in the scriptable and follow the standard asset [documentation](#).