

Merge 2048

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

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[Cube Data](#)

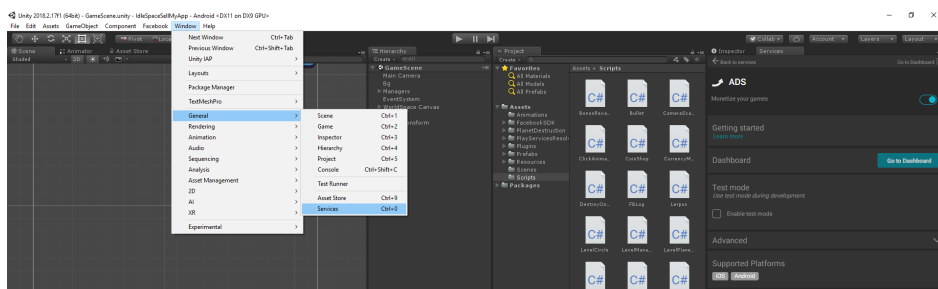
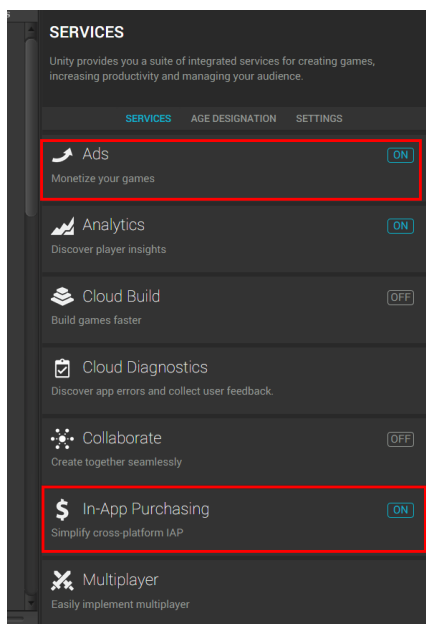
[Powerups](#)

Advertisements

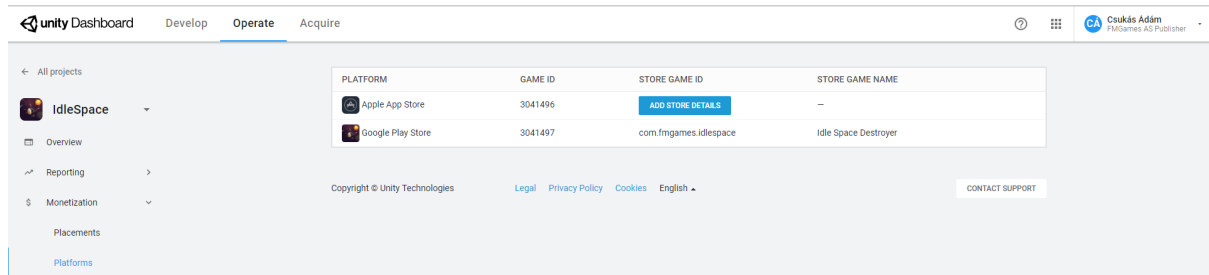
We are using Unity ADS in the game.

To enable them:

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

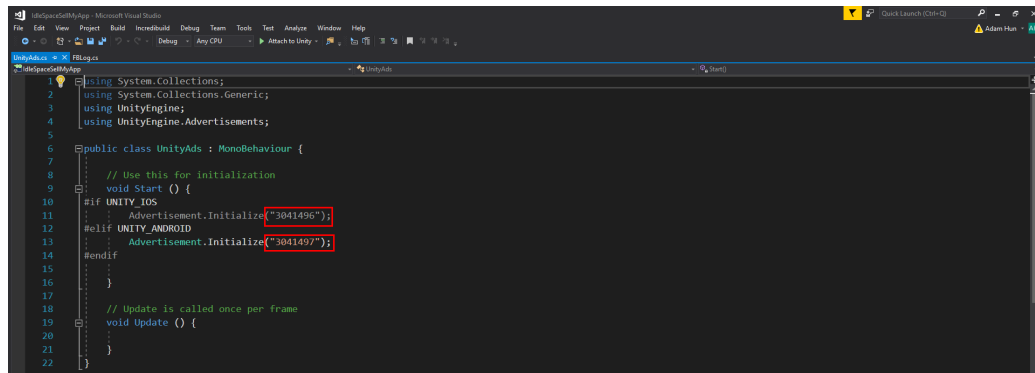


2) Copy the GAME IDs from Unity Dashboard

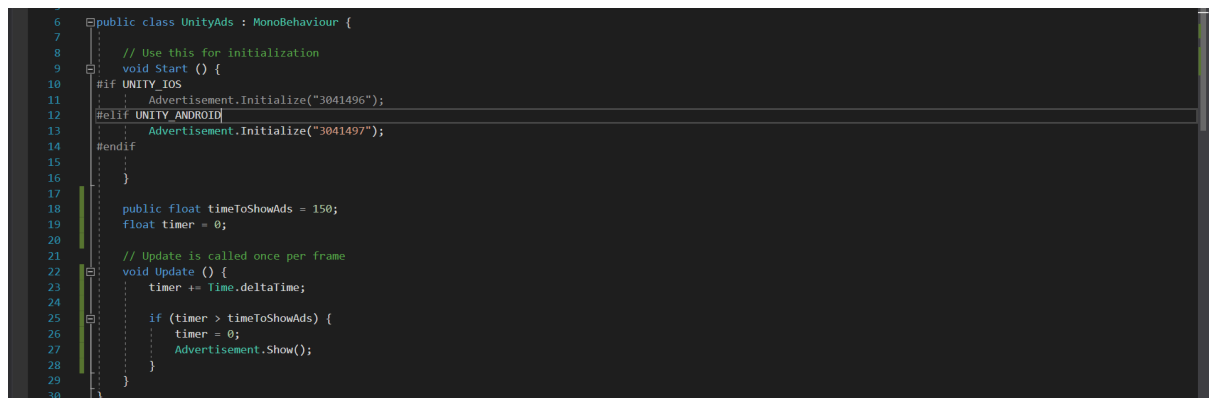


3) Paste them to Ads.cs

4) Remove the comments from Ads.cs

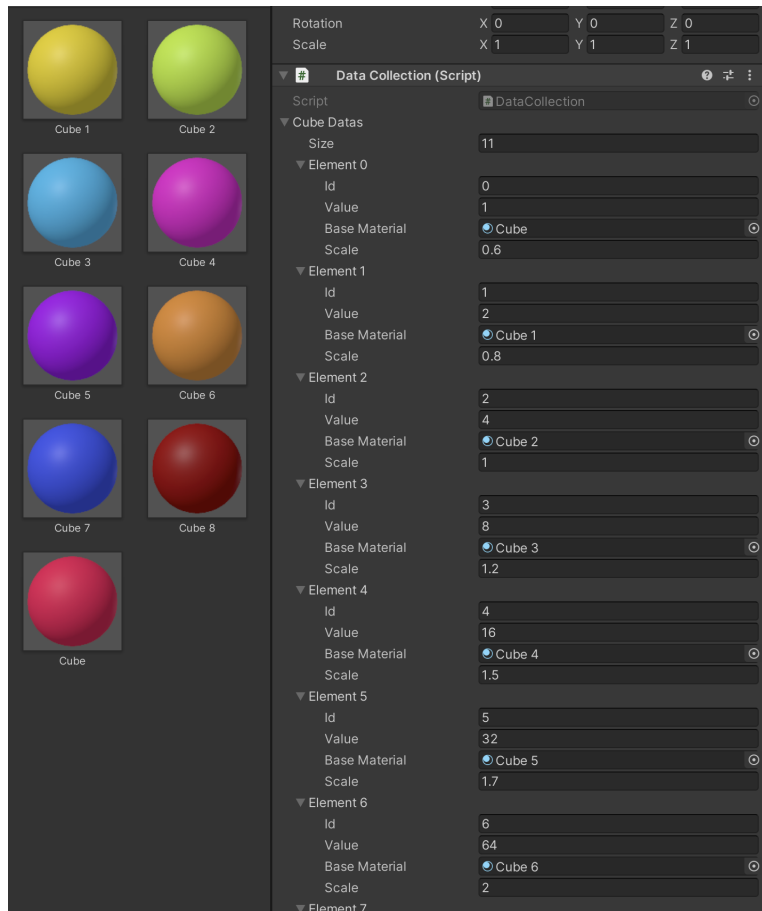


4) An Interstitial ad pops up in every "timeToShowAds" seconds



Cube Data

The levels / values of the cubes can be changed in the DataCollection class in the hierarchy.



To change the materials of the cubes just simply drag the new material to the Base Material slot.

Powerups

Currently there are 2 powerups in the game:

- 1) Randomly changes a cube's value
- 2) Removes a cube which the player clicked on

To add new Powerups, create a new script which is inherited from the PowerupBase class and create a new UI for that.

If you have any question we are happy to help you, just send us an email:
zuzzu01@gmail.com