

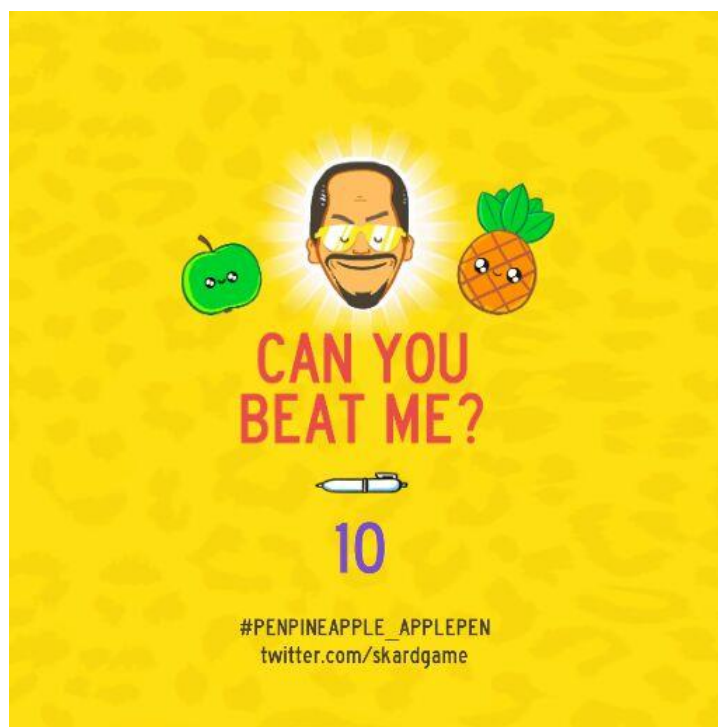
THANKS FOR DOWNLOADING TETRIS GAME TEMPLATE

Previous Assets:



<http://u3d.as/AAh>

Upcoming Asset:



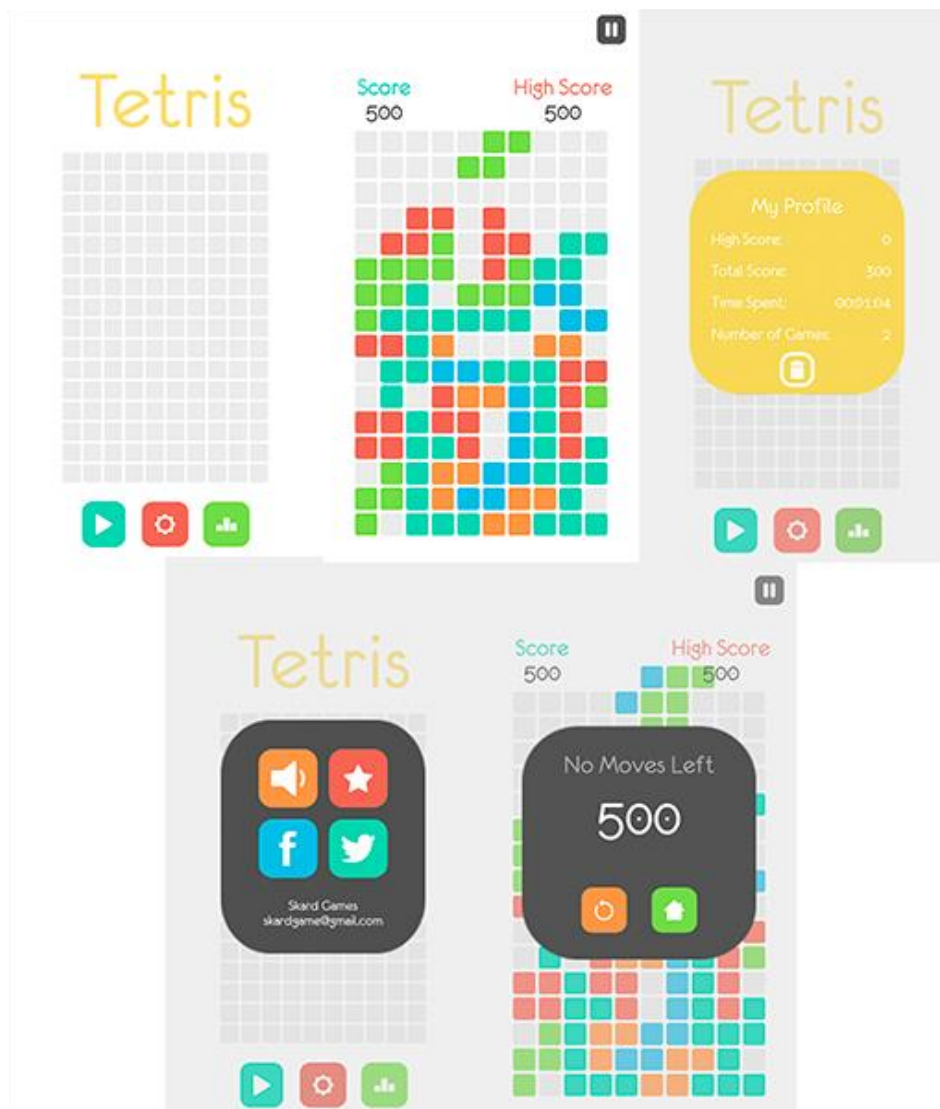
Setup Guide

In order to use Unity Analytics and Unity Ads services you need to activate them from services tab. For more information please have a look at :

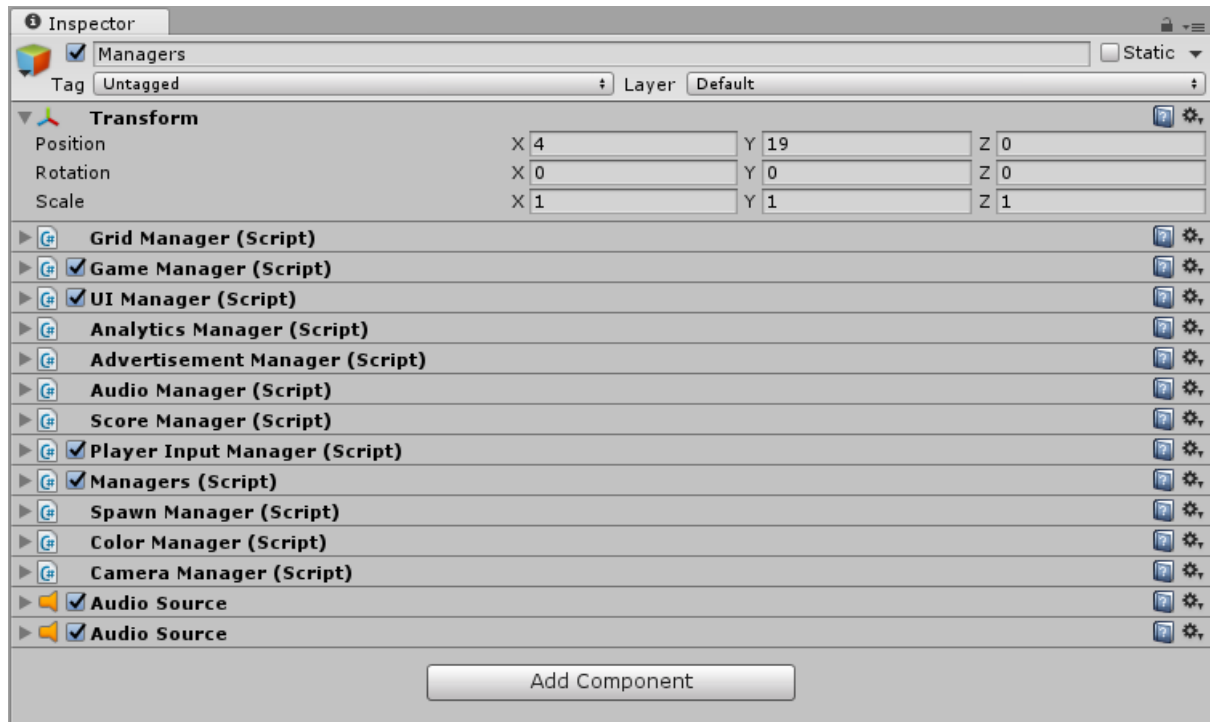
<https://docs.unity3d.com/Manual/UnityAdsHowTo.html>

<https://docs.unity3d.com/Manual/UnityAnalytics.html>

Also you will need to setup DOTween: <http://dotween.demigiant.com/getstarted.php>



MANAGERS



Grid Manager : It contains the blocks placed in grid column and rows and also we can call grid operations from here.

Game Manager : It is not the type of game manager you used to, its main job is to set game states. Also holds player stats and current shape.

UI Manager : It holds different UI menus (ingame,gameover,menu) and arrange transition between them.

Spawn Manager : Hold block types which are going to be spawn.

Audio Manager : Contains game sounds and also changes Player Prefs to adjust sound level.

Score Manager : Hold score and highscore.

Player Input Manager : 3 input type: keyboard, mouse and touch.

Camera Manager : It has main camera object which contains camera shake script .

Analytics Manager : Contains template analytic methods.

Advertisement Manager : Contains template advertisement methods.

Color Manager : Contains template color palettes to re-colorize blocks.

Have a problem ?

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