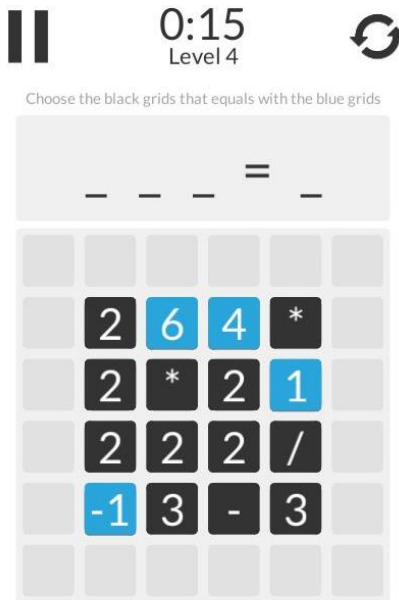


InfiniMath – Endless Math Puzzle

Dodolz Games

<https://dodolz.com/project/infinimath/>

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InfiniMath is complete puzzle game project which requires player's math and logical thinking skills. Start with 2x2 Grids as a tutorial by trial and error, player choose the number and operand that has a result in a blue grid. As the level goes up, the number of grids increase with harder equation.

Features

NEW

- **Ads Manager** : Integrate Admob & Unity Ads easily.
- **Rate System** : using Unity uGUI for Playstore
- **Share System** : Send your statistics screenshots to your friends with Social Media
- **Simple gameplay** : Tap two numbers and one operand which has a result in the blue grid
- **Smart Level Generator** : You can choose the number of grids, minimum and maximum value for the number, duration for the level and what level that it's going to start

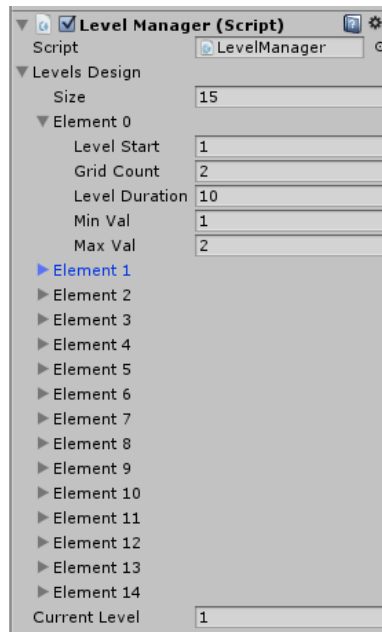
- **Single Scene Architecture** : Use only one scene for the main menu, in-game, and lose. Don't make player wait with loading
- **Juicy Animations** : We made it for you some animations for the UI to make sure that your players doesn't feel bored
- **Using Unity UI**
- **Easy to setup and reskin**
- **Store all player stats in the game.** Ex : Best level, Accuracy, Play count, Avg. Time / level, etc
- **Clean, simple and easy to understand commented C# code**
- **Contains all the graphics**
- **Multiplatform**
- **Music & SFX by freesfx.co.uk**

Structure

- **InfiniMATH/_Scenes** : Contains example scene of the game
- **InfiniMATH /Animations** : Contains animations for the UI in example scene
- **InfiniMATH /Audio** : Contains audio used in the example scene
- **InfiniMATH /Fonts** : Contains library of fonts
- **InfiniMATH /Resources** : Contains prefabs used in the game
- **InfiniMATH /Scripts** : Contains script that used for the game
- **InfiniMATH /UI** : Contains graphic used for UI in the game

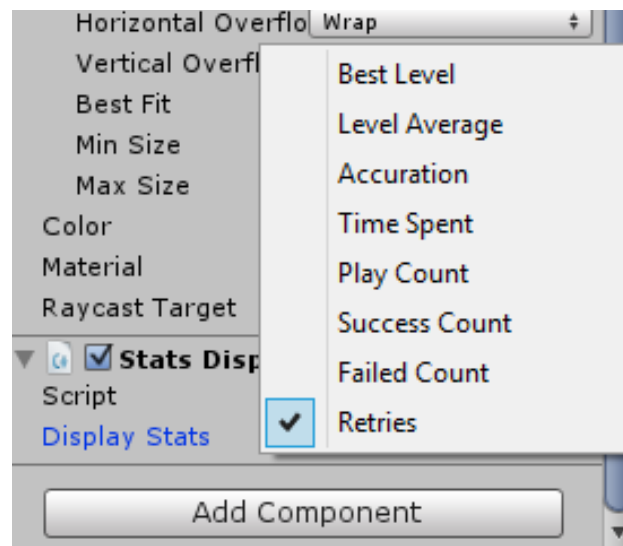
Level Generator

In our Level Manager, there is Level Manager Script that contains the level design to our game. Here, you can change the level's grid, duration, min & max value and the level that it's going to start.



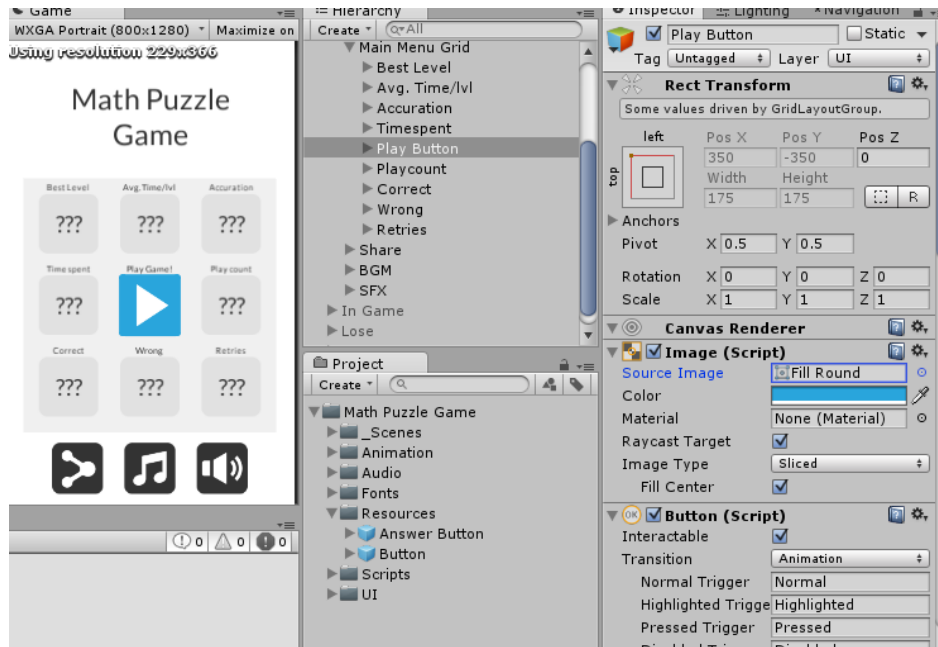
Stats

Stats Display script is used in UI Text so you can display built-in stats information from the players. Simply attach the script into Text component and choose what stats you are going to display. If you want to make your own stats recorder, go to our stats manager and add your stats in the enum. Call the saveStats method whenever you want to change the stats.



Reskinning

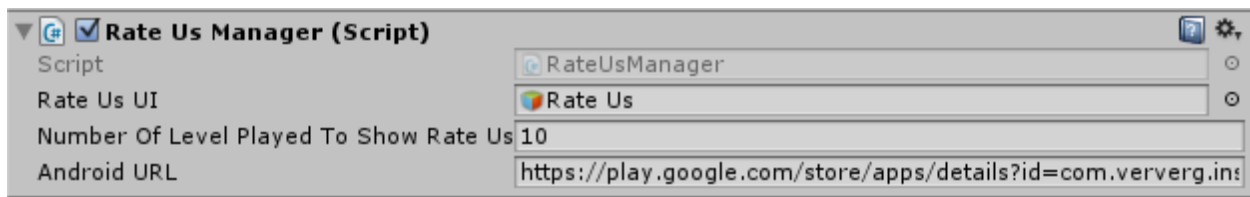
If you want to reskin this game, simply head over the canvas and change the sprite for the UI



For the button that is used in-game, change the sprite from the prefabs in the Resources Folder

Rating System

Go to Rate Us Manager and change the Store URL with your store URL. You can also set how many levels player have to play before the Rate Us popup appear.



Sharing System

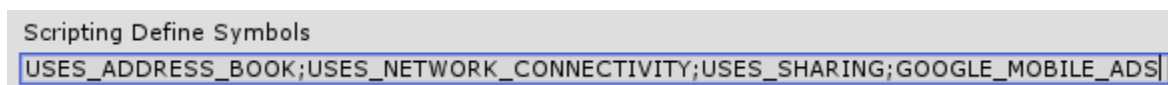
Please download and import “Cross Platform Native Plugins – Lite Version” from Voxel Busters Interactive here <https://www.assetstore.unity3d.com/en/#!/content/37272>

After that, your Sharing button will start working.

Monetization

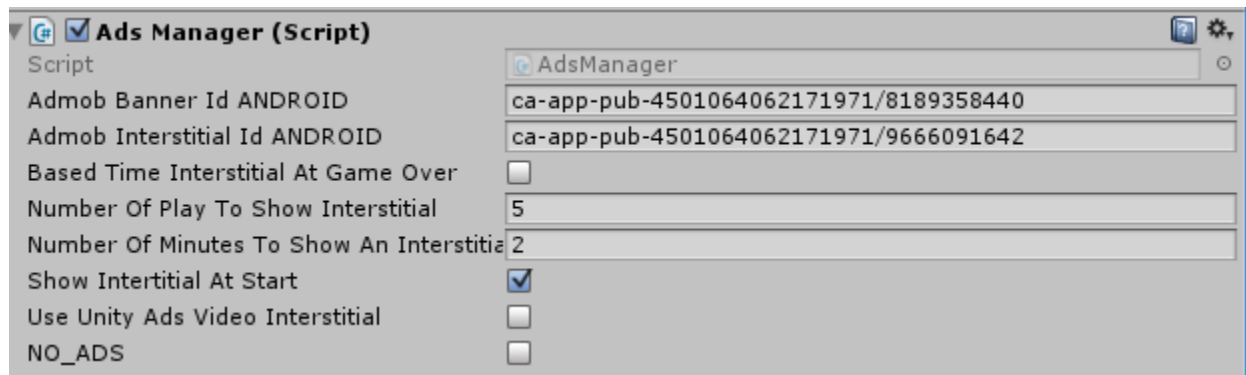
Please download and import “Google Mobile Ads Unity Plugin v2.3.1” from Google here <https://github.com/googleads/googleads-mobile-unity/releases/tag/2.3.1>

Next, Add GOOGLE_MOBILE_ADS in Scripting Define Symbols that you can find in Edit > Project Settings > Player



Make sure you hit Enter, otherwise it won't save.

In this state, Ads Manager now show Admob ID



Use your Admob Id for Banner and Interstitial.

If you want to use Unity Video Ads in exchange Admob Interstitials, Make sure you Activate your Unity Ads Service first and then set true in Use Unity Ads Video Interstitial. If you aren't activate your Unity Ads Service but set this option true, Admob Interstitial will replace Unity Video Ads.

Have any question ?

Please read our [F.A.Q](#) or Contact us at games@dodolz.com