

# Documentation

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

[In-App Purchase](#)

[Advertisements](#)

[Tutorial](#)

[Creating new level](#)

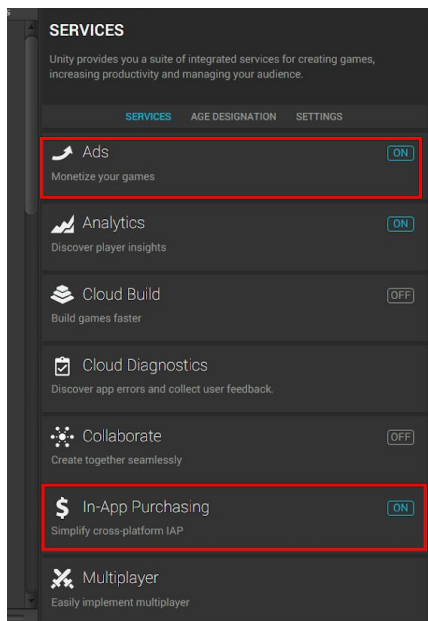
[Music](#)

[Powerups](#)

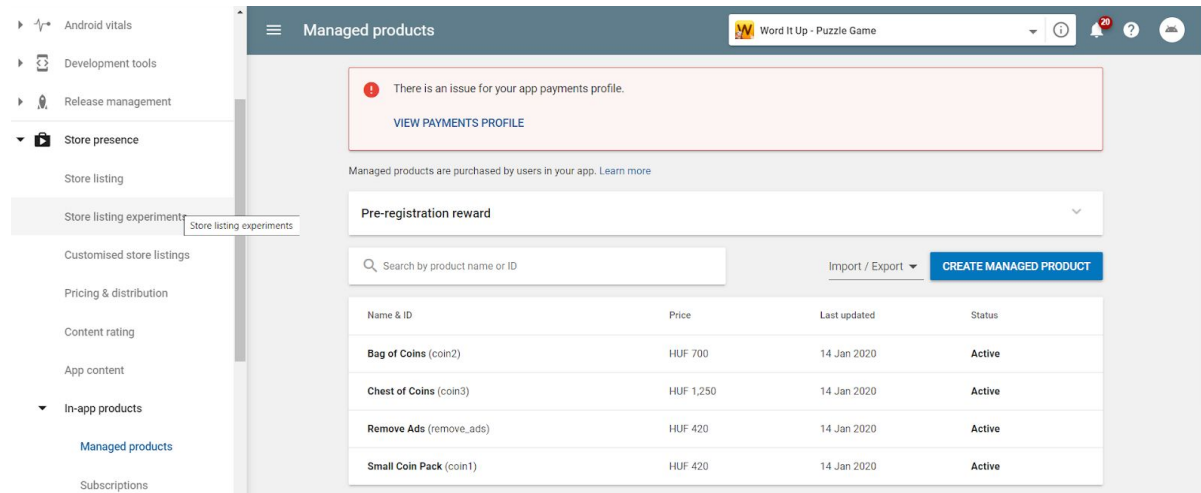
[Timed Rewards](#)

## In-App Purchase

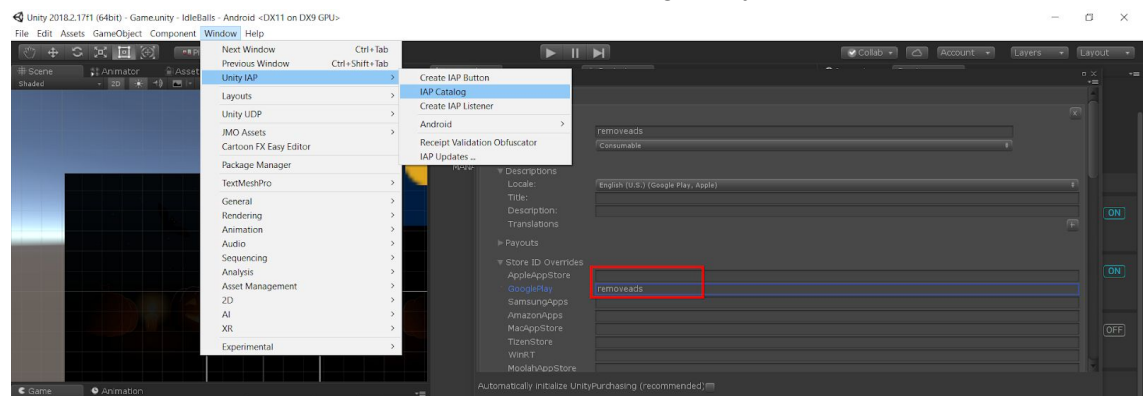
1. Make sure to enable Ads and IAP in the services menu



1. Create the products in your iTunes / Google play account (the ids here are just examples)



2. Paste these IDs to the Unity IAP Catalog in the editor - Be sure to copy the correct ids and add them to the Store ID Overrides section for Appstore and GooglePlay



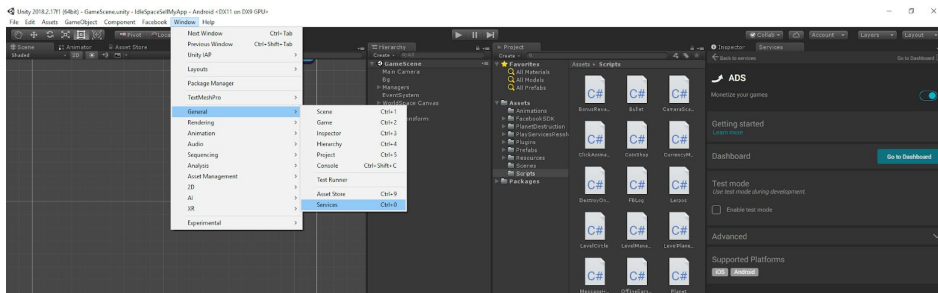
3. You can check the IAP UI in the Hierarchy -> OverlayCanvas -> IAP Shop

## Advertisements

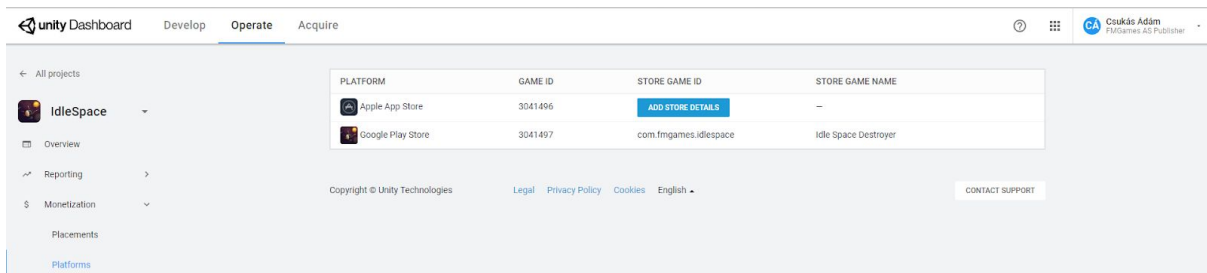
We are using Unity ADS in the game.

To enable them:

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

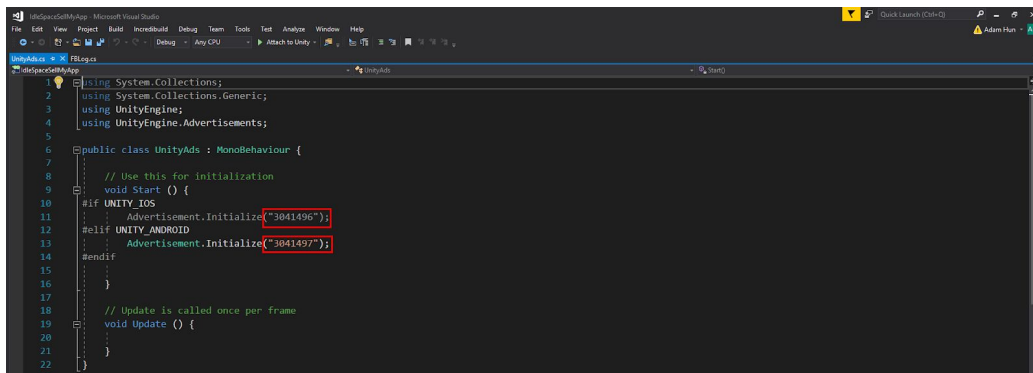


## 2) Copy the GAME IDs from Unity Dashboard

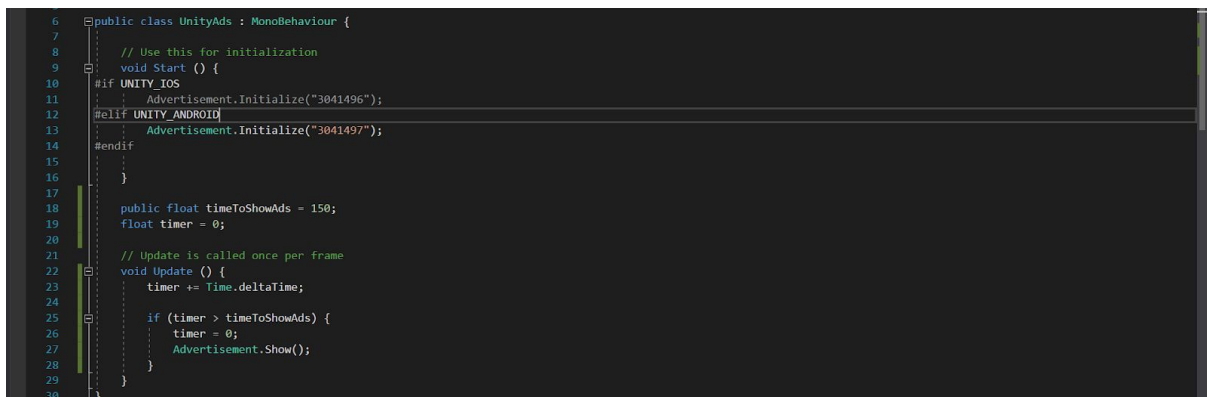


## 3) Paste them to Ads.cs

## 4) Remove the comments from Ads.cs



## 4) An Interstitial ad pops up in every “timeToShowAds” seconds



# Tutorial

The game starts with a quick tutorial on the first level

You can modify the tutorial from the Canvas-> Tutorial gameobject in the inspector..

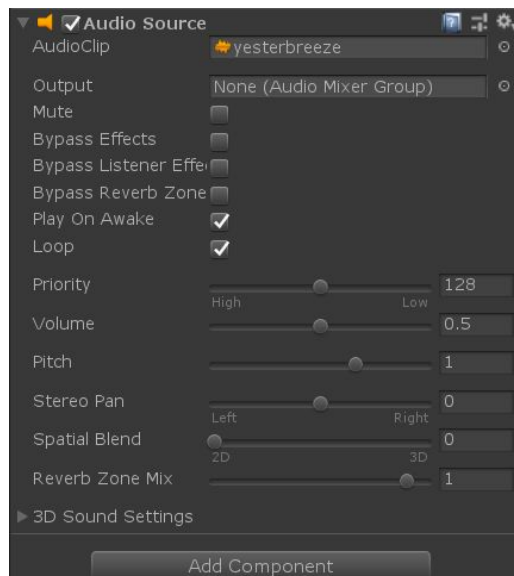
# Creating new Turrets

You can manage turrets under the Canvas -> Turrets Window. Duplicate a turret and change its TurretUI.cs variables. Then go to Managers -> ShopManager and add the new TurretUI object to the turrets array field

## Music

To change the background music, navigate to Managers -> SoundManager gameobject in the Inspector

And change the AudioClip to the music you would like to hear



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