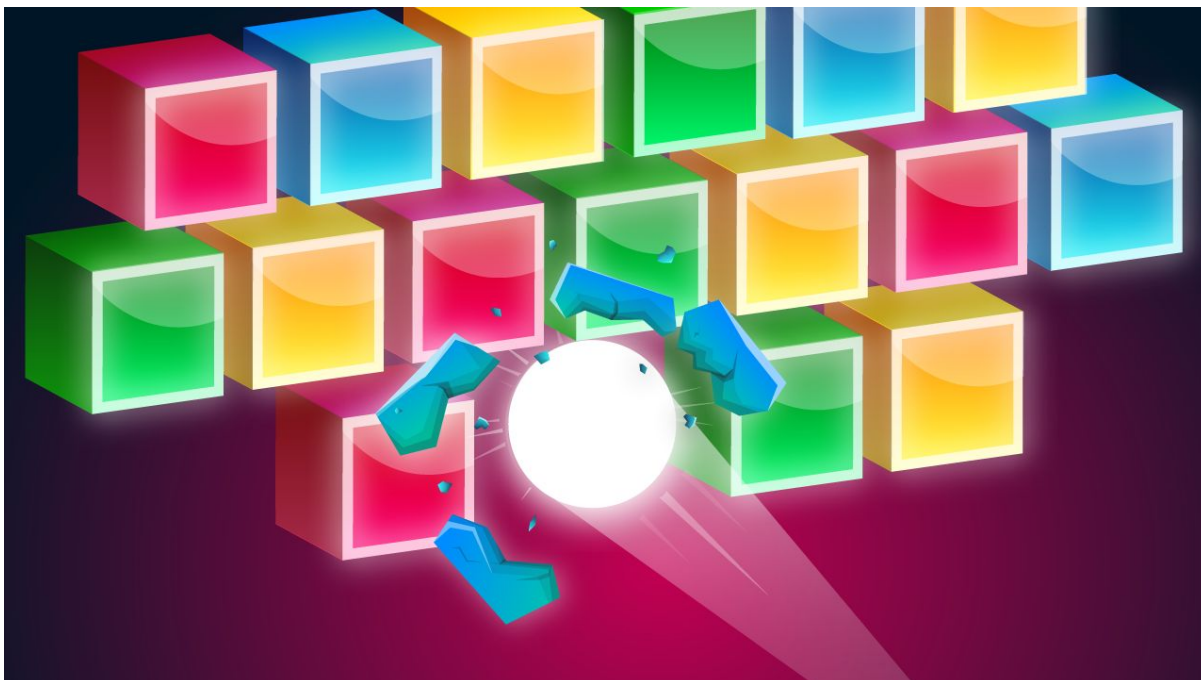


Document

Thank you very much for purchasing our asset :)



[Monetization](#) (ads, IAP, boosters)

[Money. Upgrades. Saving. Offline earning](#)

All the code is commented and the methods have a summary note, please review them :)

```
public GameObject upgradeHolder;

/// <summary>
/// Graying buy upgrade button if you do not have enough money to buy it
/// </summary>
void UpgradeButtonDisableCheck() { ... }

/// <summary>
/// Saving game data in every 10 seconds (Playerprefs.Set stuffs method is really slow so it needs to be delayed to avoid lagging)
/// </summary>
/// <returns></returns>
IEnumerator DelayedSave() {
    yield return new WaitForSeconds(10);

    while (true) {
        Debug.Log("DELAYED SAVE");

        PlayerPrefs.SetString("MONEY", money.ToString());
        PlayerPrefs.SetInt("DESTROYEDBLOCKS", LevelBar._instance.destroyedBlocks);

        Leaderboard.ReportScore((long)(mostMoney), Leaderboard.leaderboard_moneyID);

        PlayerPrefs.SetInt("BLOCKS_DESTROYED", mostBlocksDestroyed);
        Leaderboard.ReportScore(mostBlocksDestroyed, Leaderboard.leaderboard_blocksDestroyedID);

        yield return new WaitForSeconds(10f);
    }
}

/// <summary>
/// Changing money value. ALWAYS use this method, it also changes the texts
/// </summary>
/// <param name="m"></param>
public void AddMoney(decimal m) {
    money += m;

    moneyString = money.ToString();
    moneyText.text = moneyString;

    int db = 0;
    for (int i = moneyString.Length; i > 1; i--) {
        db++;
    }
}
```

Monetization:

Advertisements (Unity ads)

Controlled by [ADs.cs](#) -> Change the Initialize ids in the Start() method.

In every "timeToshowInterstitial" (public float) an interstitial ad shows up.

Boosters

The script also controls the Boosters (Tap boosters, Get Money booster).

You can check the summary comments to get a deeper insight of the code.

IAP

In [IAP.cs](#) you can find the RemoveAds method and all the boosters which you can buy with real money

Money, Upgrades

The money is in DECIMAL to be able to handle larger values as well.

Please review [Statistics.cs](#) -> it contains all the money related stuffs

It contains methods of the upgrades and you can set the blocks's speed here too (SetBlockSpeed())

To change money amount please use AddMoney(), it also changes the money texts

LevelBar.cs -> FillBar, Leveling system and Game Over

Block.cs -> Each blocks have an instance of it, Controls a block

Laser.cs -> controls Laser block, if a ball hits the laser, it damages every blocks in a row or column

Player.cs -> control the shooter object and the "Call balls back" button

Ball.cs -> Each balls have an instance of it (the bouncing is controlled by PhysicsMaterial2D of the ball prefab)

MoveDown.cs -> Controls the waves, moves it down and handles PerfectWave effect

GameManager.cs -> Spawning new waves

BossModifier.cs -> Use it on Boss Maps, it multiplies the base hp of the block
-> To Create new Boss Map please duplicate one of the prefabs in Prefabs/Hitables/Maps and modify it.

Please rate our asset :)