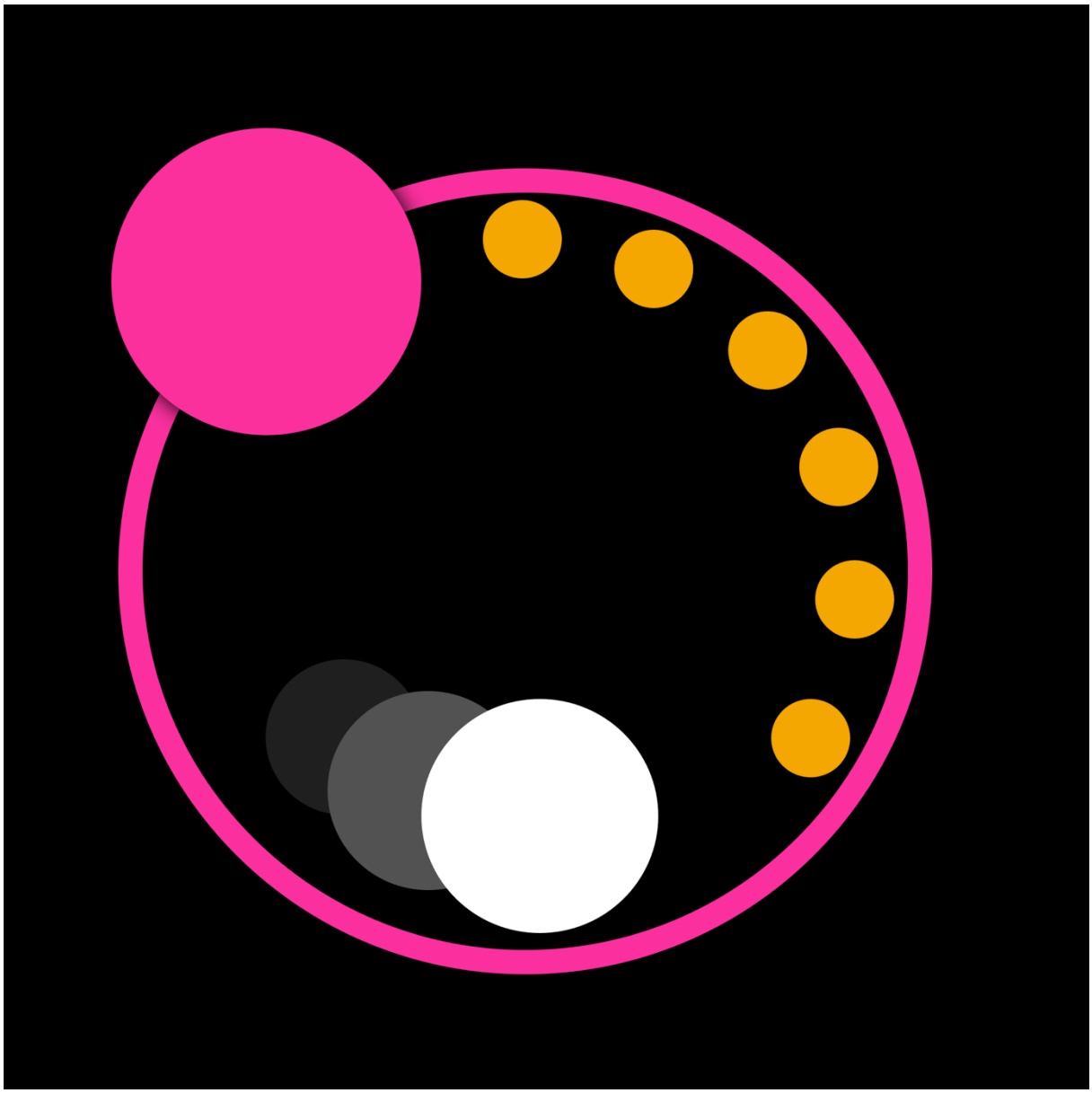


Thanks for your purchase.

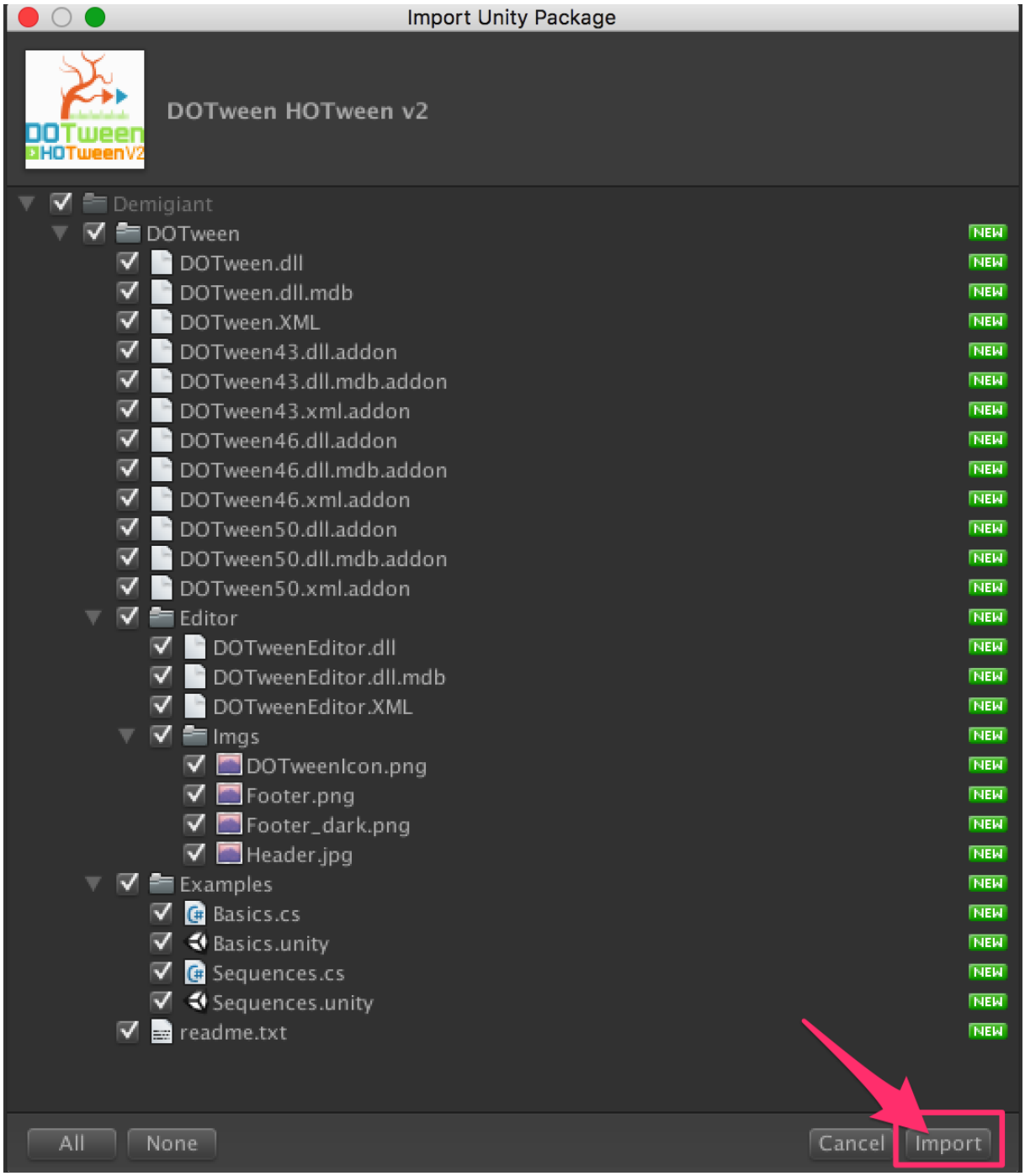
First of all, you have to get DOTWEEN from the Asset Store :

http://u3d.as/aZ1

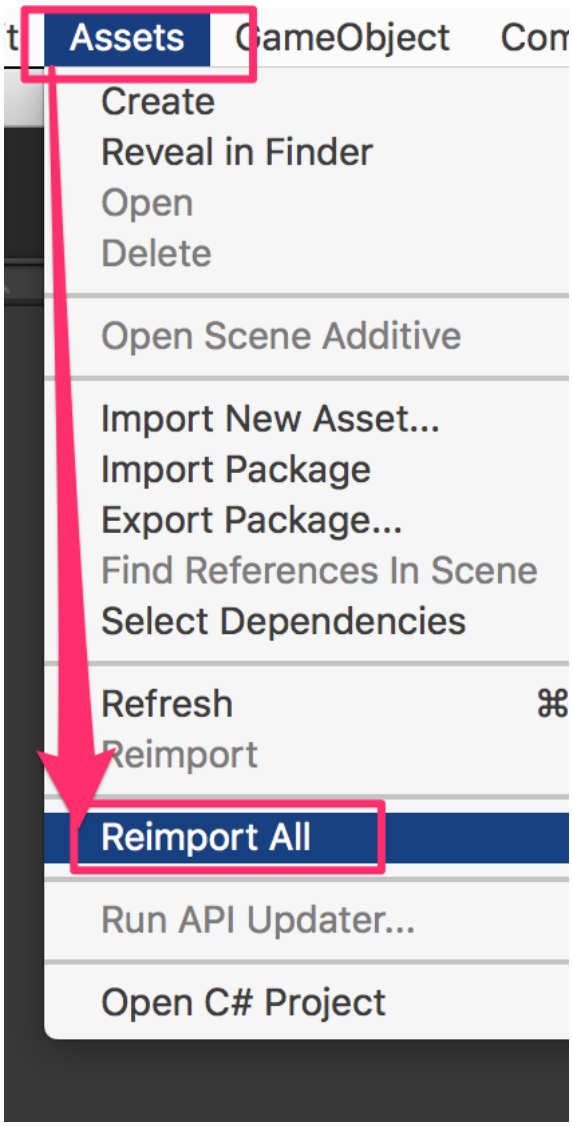
(it's free)

1/ Import Dotween from the asset store : http://u3d.as/aZ1

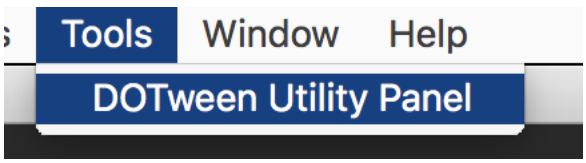
2/ Import the package into Unity



3/If you don’t see the « Tools » in the top of the Unity Screen, please do this :

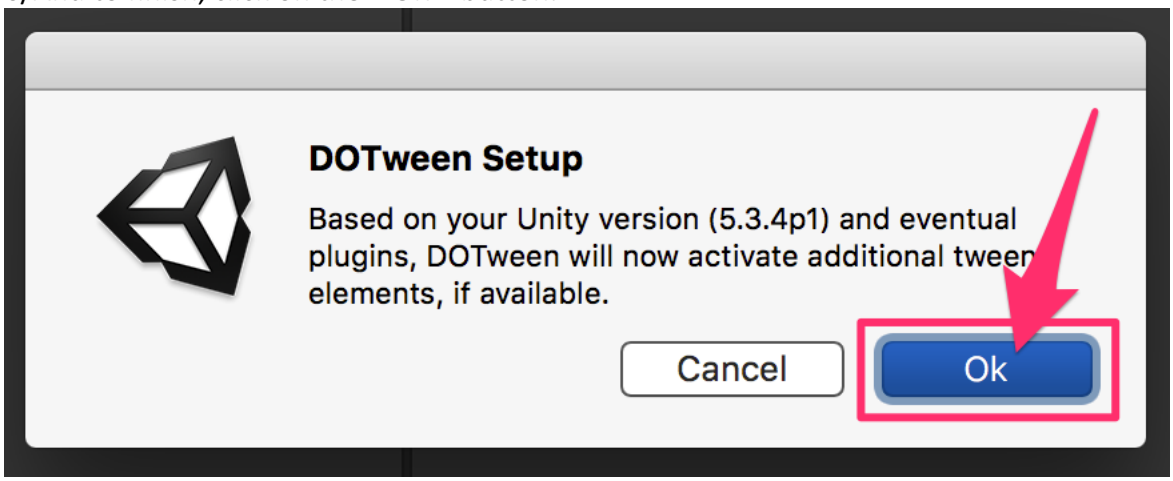


4/Now you have the « Tools ». Open it and click on « DOTween Utility Panel ».



5/Click on « Setup DOTween ».

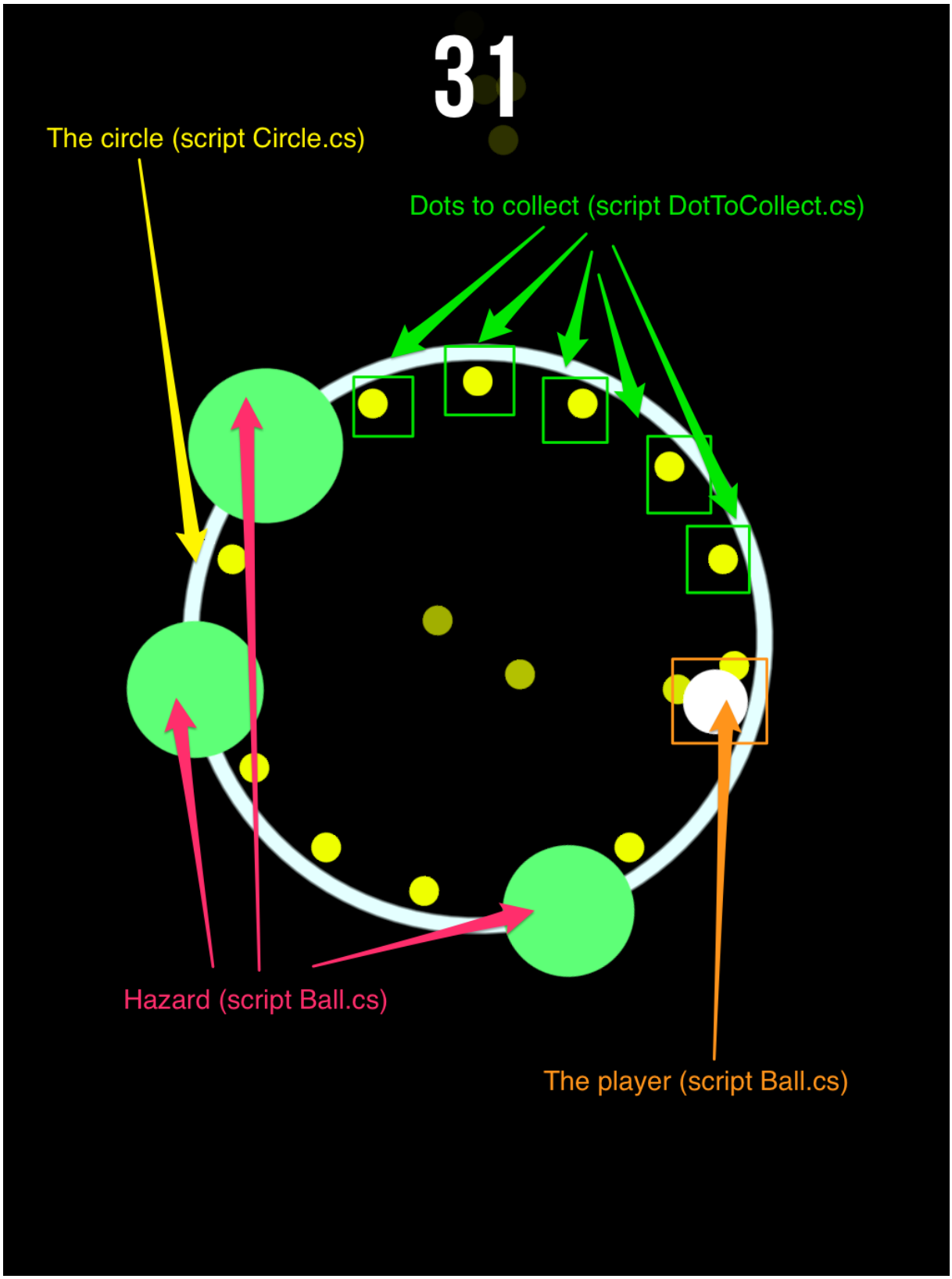
6/And to finish, click on the « OK » button.



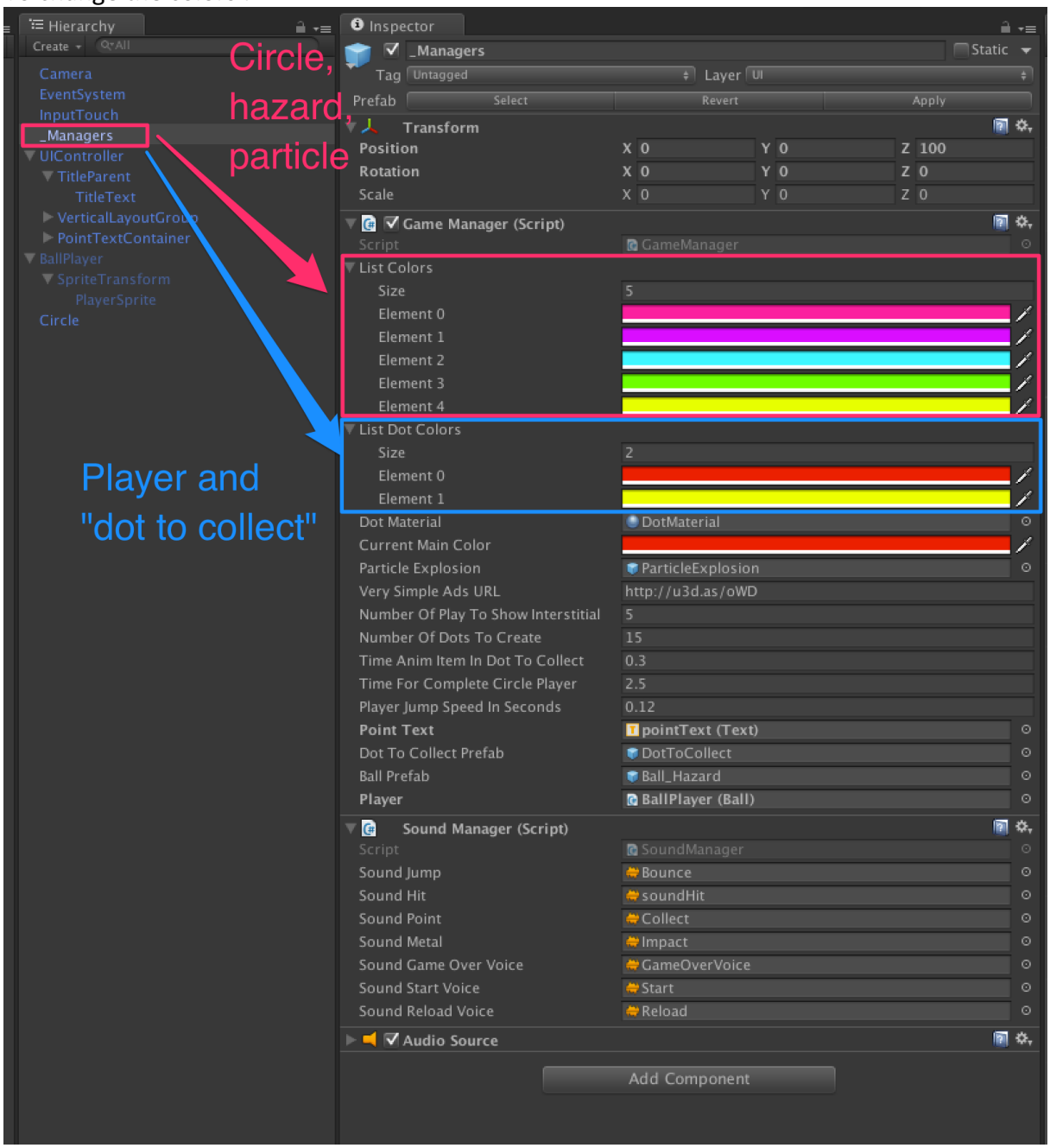
Full classes documentation avalable here:

https://dl.dropboxusercontent.com/u/8289407/LoopingMania/Documentation/latex/refman.pdf

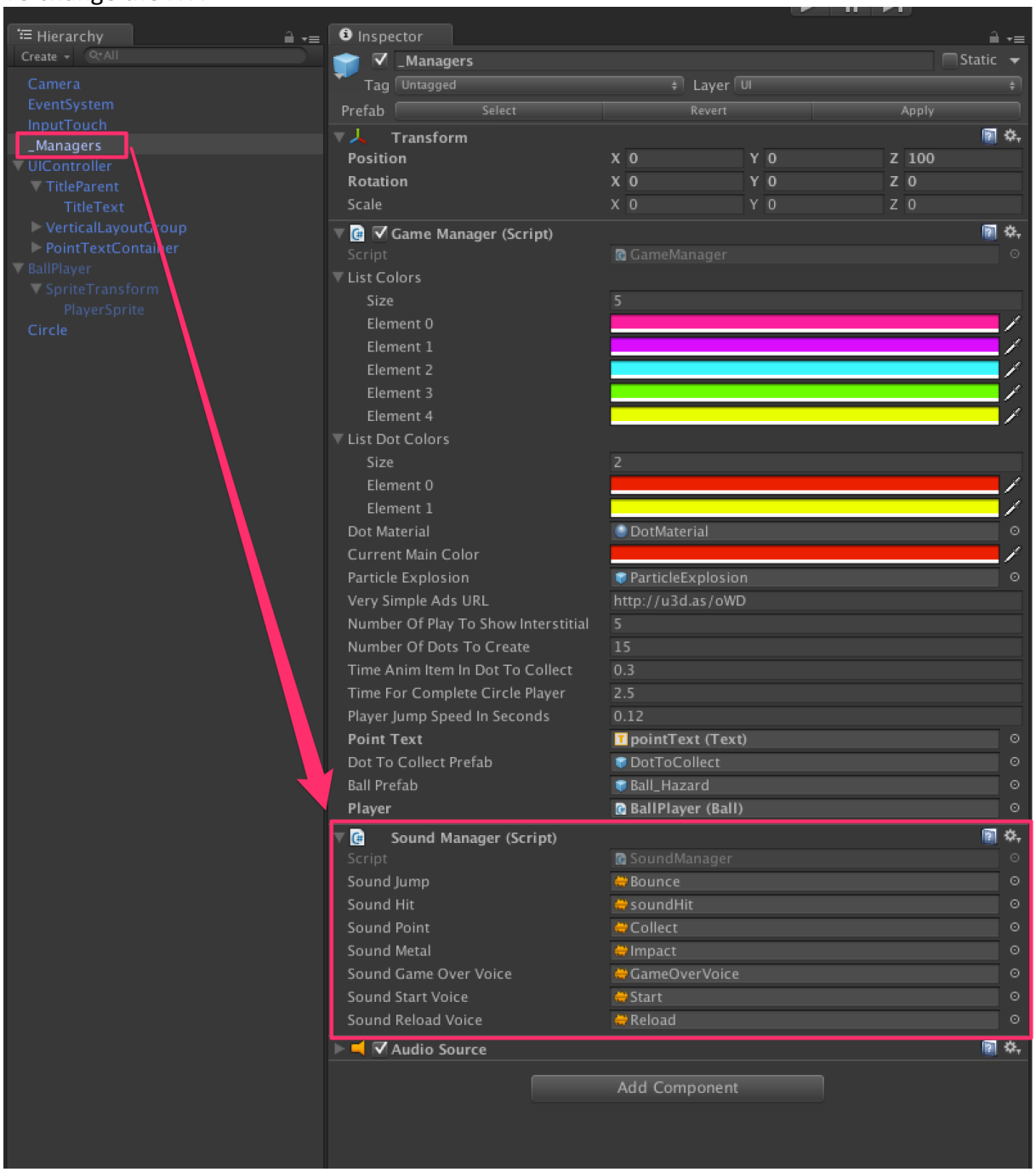
Offline classes documentation available in this project : _CLASS_DOCUMENTATION.pdf


31
The circle (script Circle.cs)
Dots to collect (script DotToCollect.cs)
Hazard (script Ball.cs)
The player (script Ball.cs)

To change the colors :



To change the FX :



ADS :

Everything is done for you : « Very Simple Ad » is already implemented.
Get it here : http://u3d.as/oWD

LEADERBOARD:

Everything is done for you : « Very Simple Leaderboard» is already implemented.
Get it here : http://u3d.as/qxf

Thanks !

Our other assets : http://u3d.as/9cs
Contact : contact@app-advisory.com