

USER GUIDE

Release 1.0.0

How to play

- Turn the switch to turn on all 10 lights.

call **Setup** function to reset game. and you can use delegate **onComplete** to check game complete.

You can use like this

```
public Electric1 electric1;
private void Start ()
{
    electric1.onComplete += OnComplete;
}

private void OnComplete()
{
    electric1.gamePause = true;
    // Do something
}

public void ResetGame ()
{
    electric1.gamePause = false;
    electric1.Setup();
}
```