

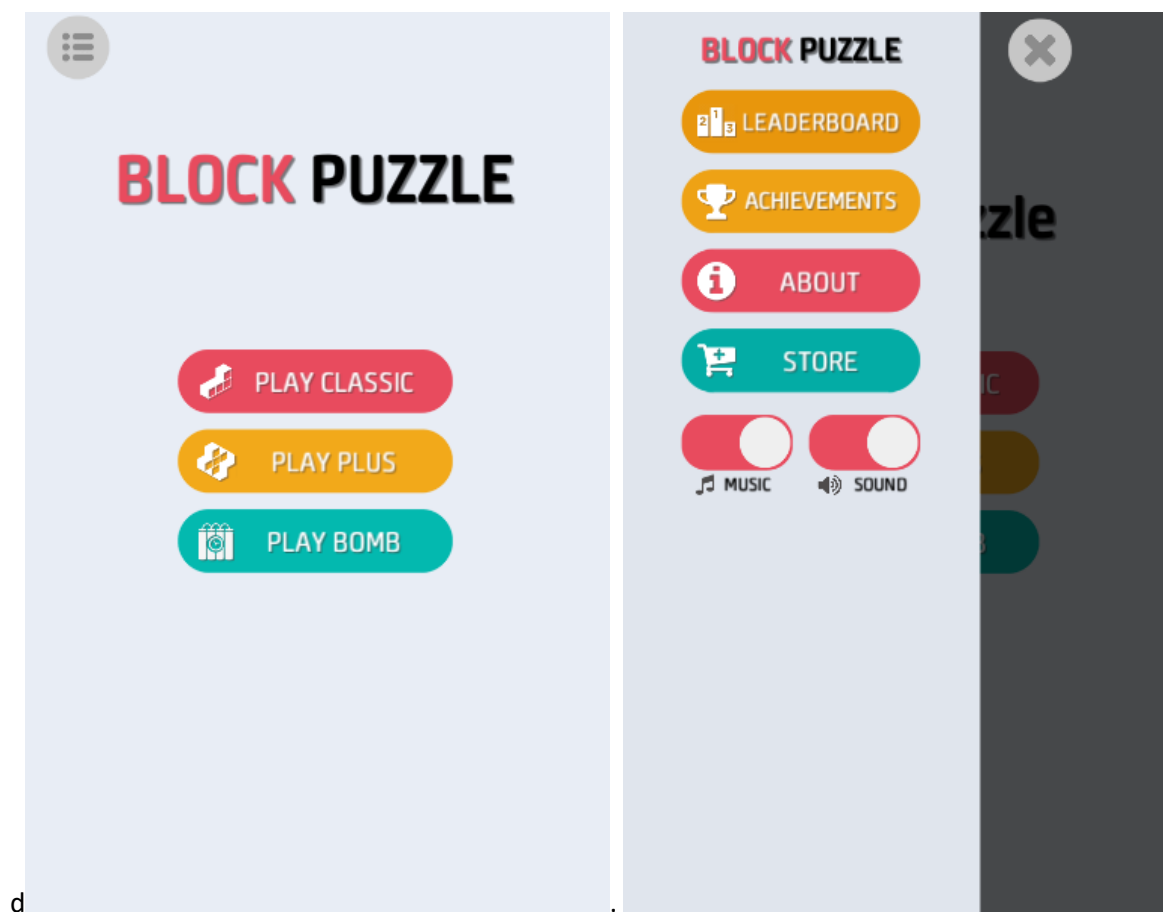
# Block Puzzle! – Documentation

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**Description:** Block Puzzle! is a simple yet challenging and addictive game. It can be played within few seconds anytime to refresh your mind.

**Basic setup:** The goal is to drop blocks in order to create and destroy full lines on the screen both vertically and horizontally. Don't forget to keep the blocks from filling the screen.

**Main Screen :** The game is fully made with uGUI and all the content is setup with it. The main menu screen contains play button for 3 modes. Currently the game consist only classic mode. The main screen is controlled by MainScreen.cs script component. Plus and time mode is coming in the next updates. The top left button is for settings screen and is controlled by **settings.cs** script component.



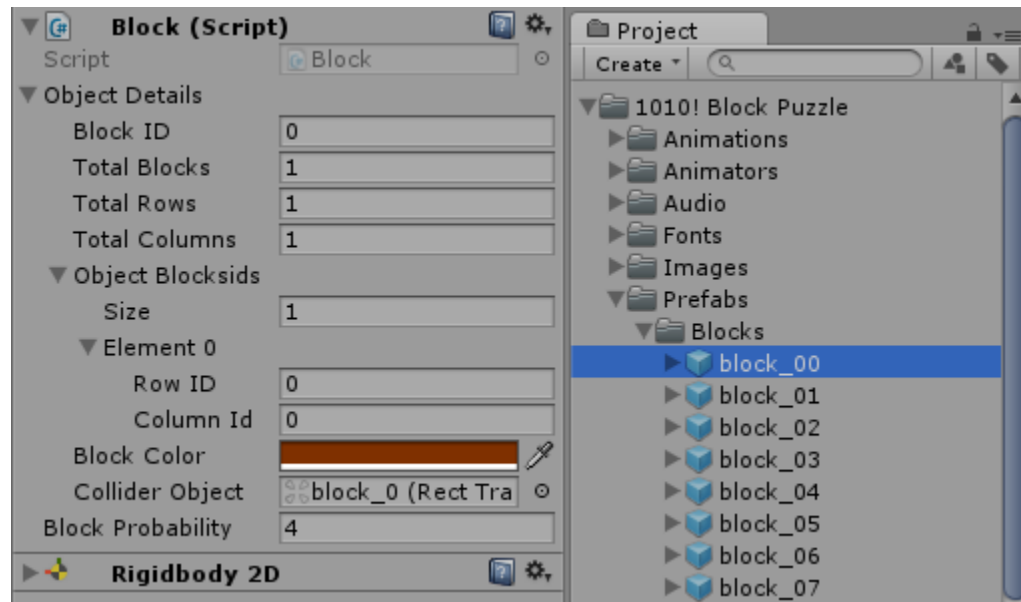
- ✓ **GamePlay :** The Gameplay board is consist of 10X10 grid where you'll be able to place random block to complete the objective. The game contains total 19 different shapes and you can create your own shapes of block If you want.

All the block shapes are stored in form of prefabs in Prefabs/Blocks folder.

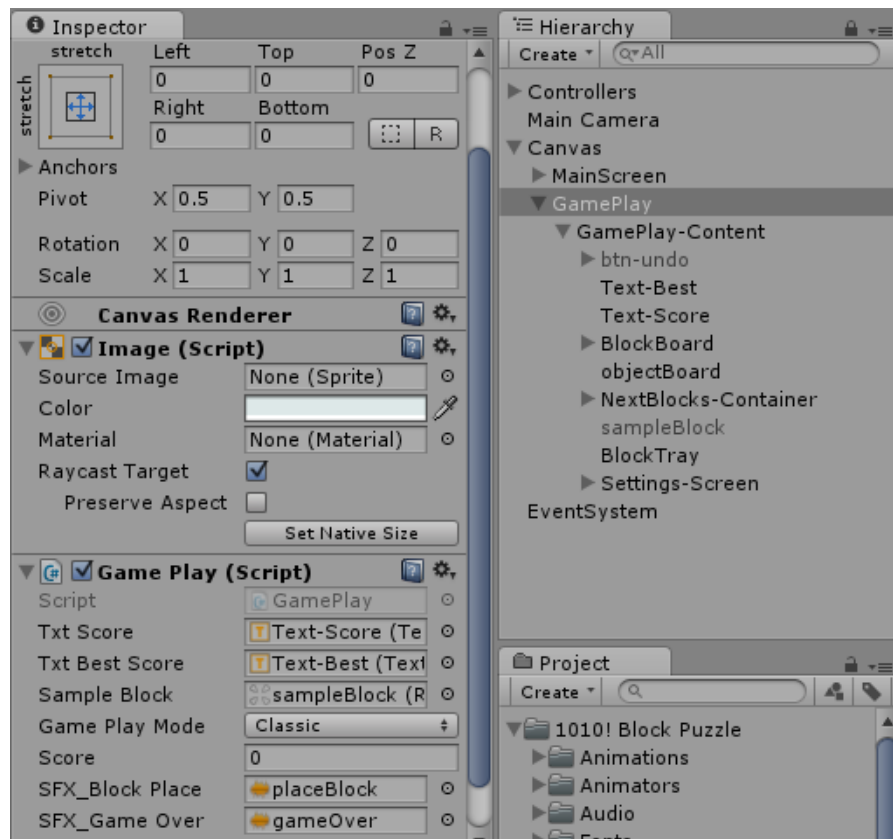
- ✓ **Game Modes :**
  - Classic :** Classic mode contains basic all shapes with gamplay with unlimited time.
  - Plus Mode :** Plus Mode comes with additional block shapes which will game play even mode interesting.

**Bomb Mode** : A bomb will be added on board on every 5 moves and a counter on bomb will keep reducing with move. Objective is to destroy bomb before count gets zero and bomb blasts.

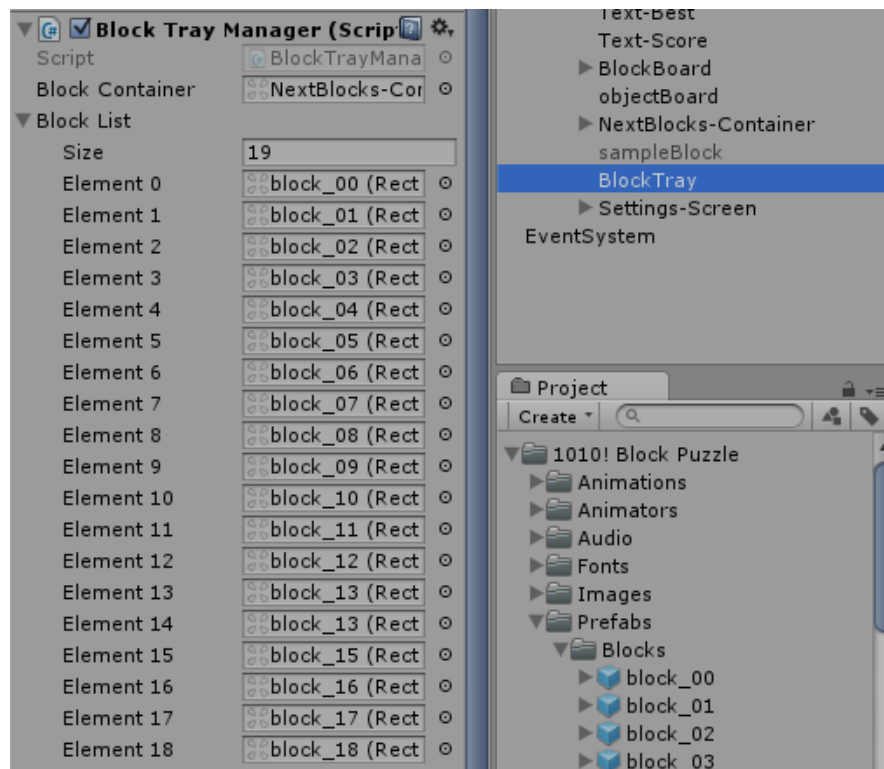
**Block** : All the block contains Block.cs script component which contains all the details about the block. The Object details consist of BlockID, No.of elements, total rows and total columns detail. You can also define the probability for the block to generate on the board. The maximum probability will have more chance of generate shape on the screen. Probability can be given to 0 to 20.



**GamePlay Setup** : The prefab GamePlay contains entire gameplay flow. The GamePlay is controlled by GamePlay.cs and few more scripts. The GamePlay script component controls the core logic of the gameplay.



**Block Tray :** Block Tray contains BlockTrayManager.cs script component and where all the Block Shape which will use during gameplay is assigned. Only the assigned Block Shapes will be part of gameplay and Probability will be divided between these objects.



**Block Board** : Block board is the main board grid root and consist of BlockManager.cs script component. You'll have to assign total rows and total columns in it.

**Help** : Every mode has an introduction and help text, you can always change the content of the help, find Classic\_HelpIntro prefab to made change in classic mode introduction. PlusModelIntroScreen prefabs is for introducing plus mode gameplay.

The entire code of the game if fully commented and easy to modify, and we'll always there to help and assist you if you've any query, suggestion, bug detection or feature/modification requirement.

Please do not hesitate to contact at **support@epilexgames.com** and we'll happy to serve you.

**Thanks**

**Epilex Games**