README

## Removed feature

**Board**

* Shuffle()
* Swap()
* ShiftDownItems()
* FillGapsWithNewItems()
* GetHorizontalMatches()
* GetVerticelMatches()

**Board Controller**

* FindMatchesAndCollapse()
* Update() <old version>
* CollapseMatches()
* ShuffleBoardCoroutine()
* ShiftDownItemsCoroutine()

**LevelMoves**: Previously the condition for eGameState::GameOver was all 16 moves had to be made. Now that condition is removed. The condition for gameOver is now that the BackPack is full.

## Added features:

**Singleton**: Add Singleton.cs to Utils folder, Some class now become Singleton : GameManager, Backpack

**Board:**

+Refactor Fill() into FillWithRandomItem()

+Modify FillWithRandomItem() so that total of each Item is divisible by 3

GameManager:

+eLevelMode : added NormalMode

Backpack:

+Add the Start() function to construct 5 empty Cells horizontally, Cell is an available prefab

+Edit the AddtoBackpack(Cell c) function: Move the item from the Cell on the Board (which is the parameter) into the Stack, using Dotween, and then change the owner of the Item: stack.last = c.item and c.item = null;

+Add FindMatchesAndCollapse() function: if there are 3 identical Items in Backpack, then delete those 3 Items from Backpack, use Dotween to shorten Stack<Item>

+add any other functions if necessary

Write in Update() function of Board Controller class so that:

When player clicks on a Cell containing item, that is "Item != null", then AddToBackpack(Cell) function of Backpack will be executed:

UPanelWin

+Deployed form IMenu

+

**GameManager**:

BoardController:

m\_board now become upperboard and lowerboard