

# Stack Blocks- Complete Game Template

## Introduction

If you want to make a small game like Stack blocks, then this will be your best choice. This is a complete project, it contains pictures, sound effects, code, special effects. After you get it, you can build it to Android, IOS, windows and other platforms without any modification. Of course, if you need to modify this package, it can be done very easily. The gameplay is the same as shown in the video. You can easily modify the color of the block, the size of the block, the texture of the block, the speed of the block, and any sound effects in the project. Of course, we will soon release the AR version of stack blocks, We hope you will like it.

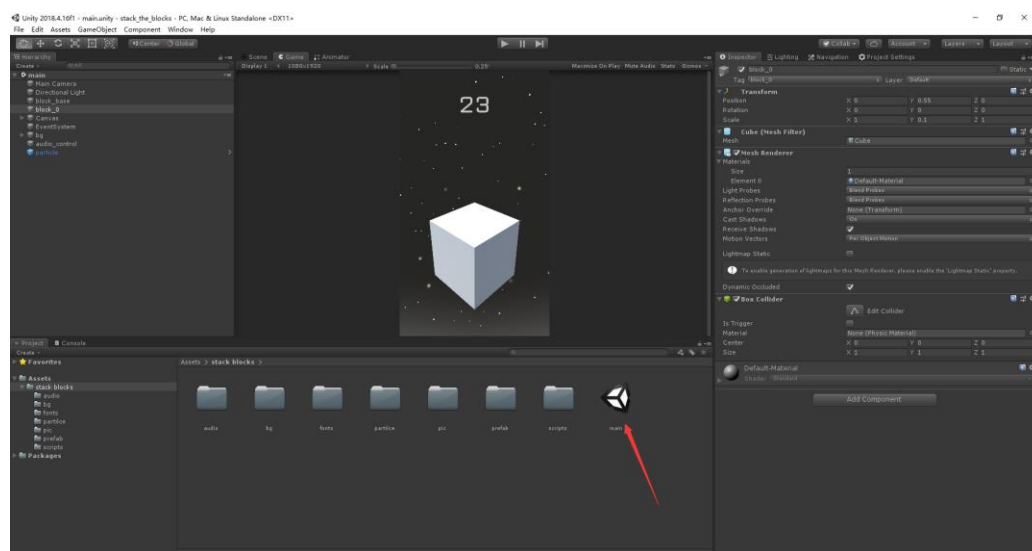
## Main features:

1. Fully compatible with IOS, Android, windows and other platforms
2. The complete project, including sound effects, special effects, codes, pictures, can be directly built without any modification
3. It is easy to integrate into your project, you can easily replace the corresponding material, and easy to modify the function
4. The code has English comments
5. Complete documentation
6. Compatible with all mobile phone resolutions
7. Refreshing and concise UI design
8. Cheap price

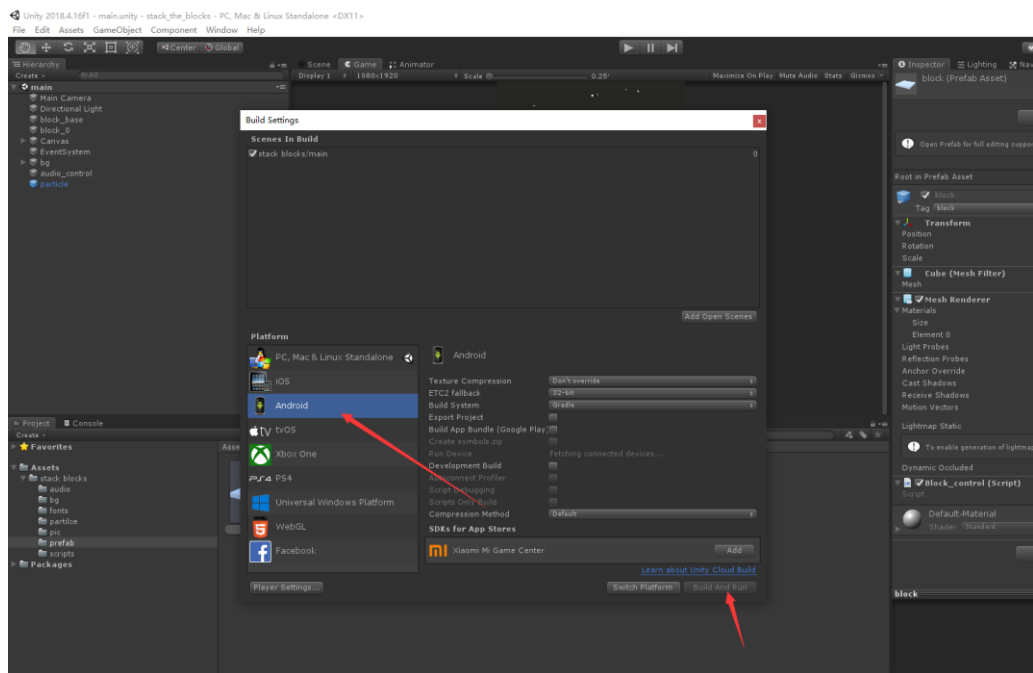
## How to use:

### How to run

Find main.unity in the resource package and click Run. The path address is shown in the figure::

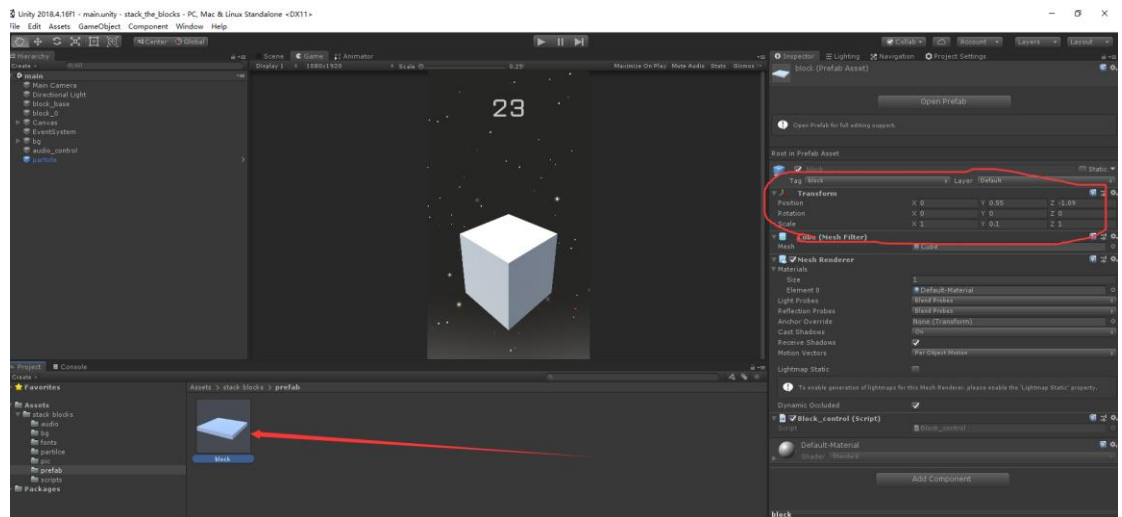


If you need to build it, choose to switch to the corresponding platform in Unity, and build it, as shown in the following figure:



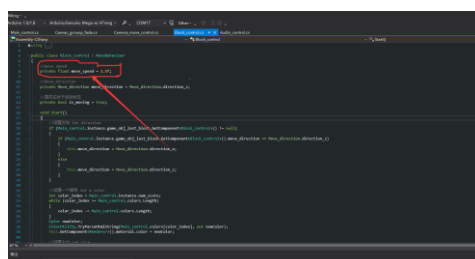
Modify the size of the block:

There is a prefab called block in the project, just find it and modify it to a suitable size, as shown in the figure below::



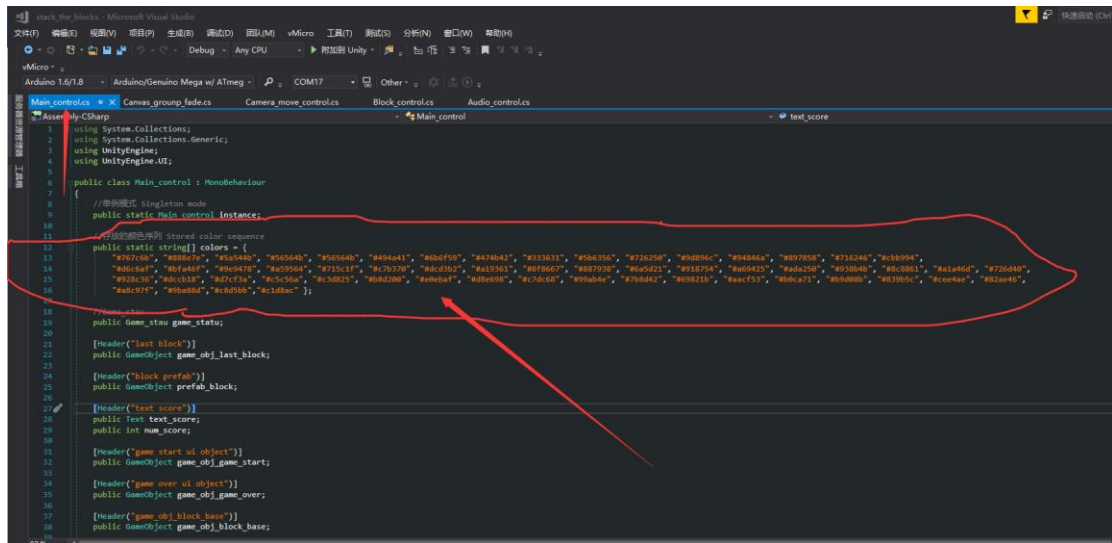
Modify the movement speed of the block:

Just modify the "move\_speed" attribute in the following code "Block\_control", as shown in the figure below:



## Modify the color of the square

In the game, the color of each square is different, and the value of these colors is stored in an array of the program. If you want to modify the color of any square, you only need to modify the corresponding value in the array. As shown below:



```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4 using UnityEngine.UI;
5
6 public class Main_control : MonoBehaviour
7 {
8     //单例模式 Singleton mode
9     public static Main_control Instance;
10
11     //存储的颜色序列 stored color sequence
12     public static string[] colors = {
13         "#7676b6", "#808080", "#909090", "#a0a0a0", "#b0b0b0", "#c0c0c0", "#d0d0d0", "#e0e0e0", "#f0f0f0", "#ffffff",
14         "#000000", "#101010", "#202020", "#303030", "#404040", "#505050", "#606060", "#707070", "#808080", "#909090",
15         "#a0a0a0", "#b0b0b0", "#c0c0c0", "#d0d0d0", "#e0e0e0", "#f0f0f0", "#ffffff", "#000000", "#101010", "#202020", "#303030",
16         "#404040", "#505050", "#606060", "#707070", "#808080", "#909090", "#a0a0a0", "#b0b0b0", "#c0c0c0", "#d0d0d0", "#e0e0e0", "#f0f0f0", "#ffffff"
17     };
18
19     //单例模式 Singleton mode
20     public static Main_control Instance;
21
22     [Header("last block")]
23     public GameObject game_obj_last_block;
24
25     [Header("block prefab")]
26     public GameObject prefab_block;
27
28     [Header("text score")]
29     public Text text_score;
30     public int num_score;
31
32     [Header("game start ui object")]
33     public GameObject game_obj_game_start;
34
35     [Header("game over ui object")]
36     public GameObject game_obj_game_over;
37
38     [Header("game obj block base")]
39     public GameObject game_obj_block_base;
```

## Contact us:

If you have any questions or suggestions during use, please feel free to contact us.

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