

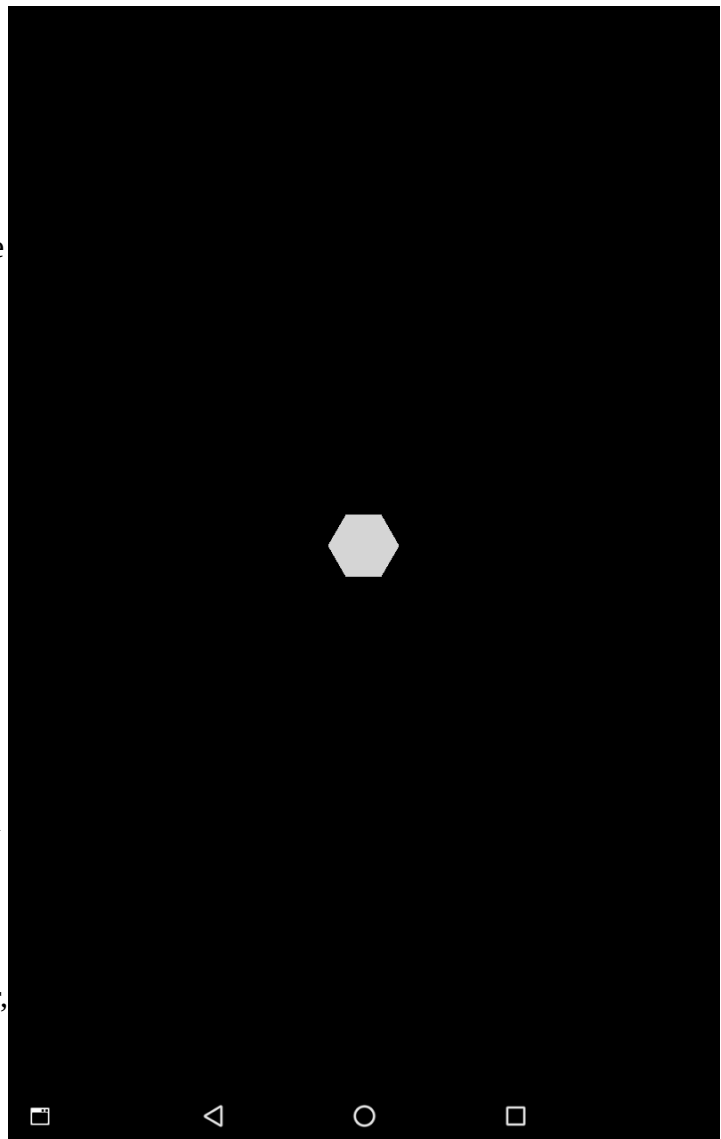
Uniting Twist
User Documentation
by
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Description

Uniting Twist is an Android game developed by Litun, and can be download from <https://github.com/Litun/UnitingTwist>. This game is about grouping colored hexagons into groups of three. These hexagons will be flying from the edges of the device to the center, and you must use the device's gyroscope to guide these hexagons into a position in the center. If the flying hexagon hits another hexagon, it gets stuck in a cluster. When a group of three is created, the hexagons get cleared from center cluster of hexagons. You get a point for each hexagon you clear from the cluster. Each point causes the flying hexagons to speed up. If the cluster gets too big, the game is over. You can try again to beat your high score after a game over.

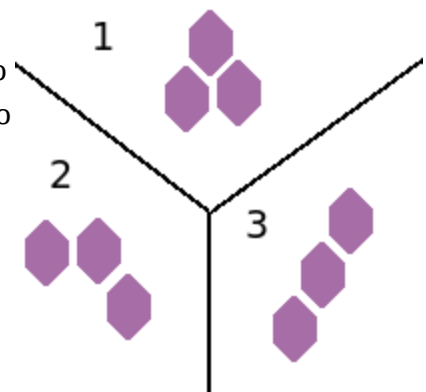
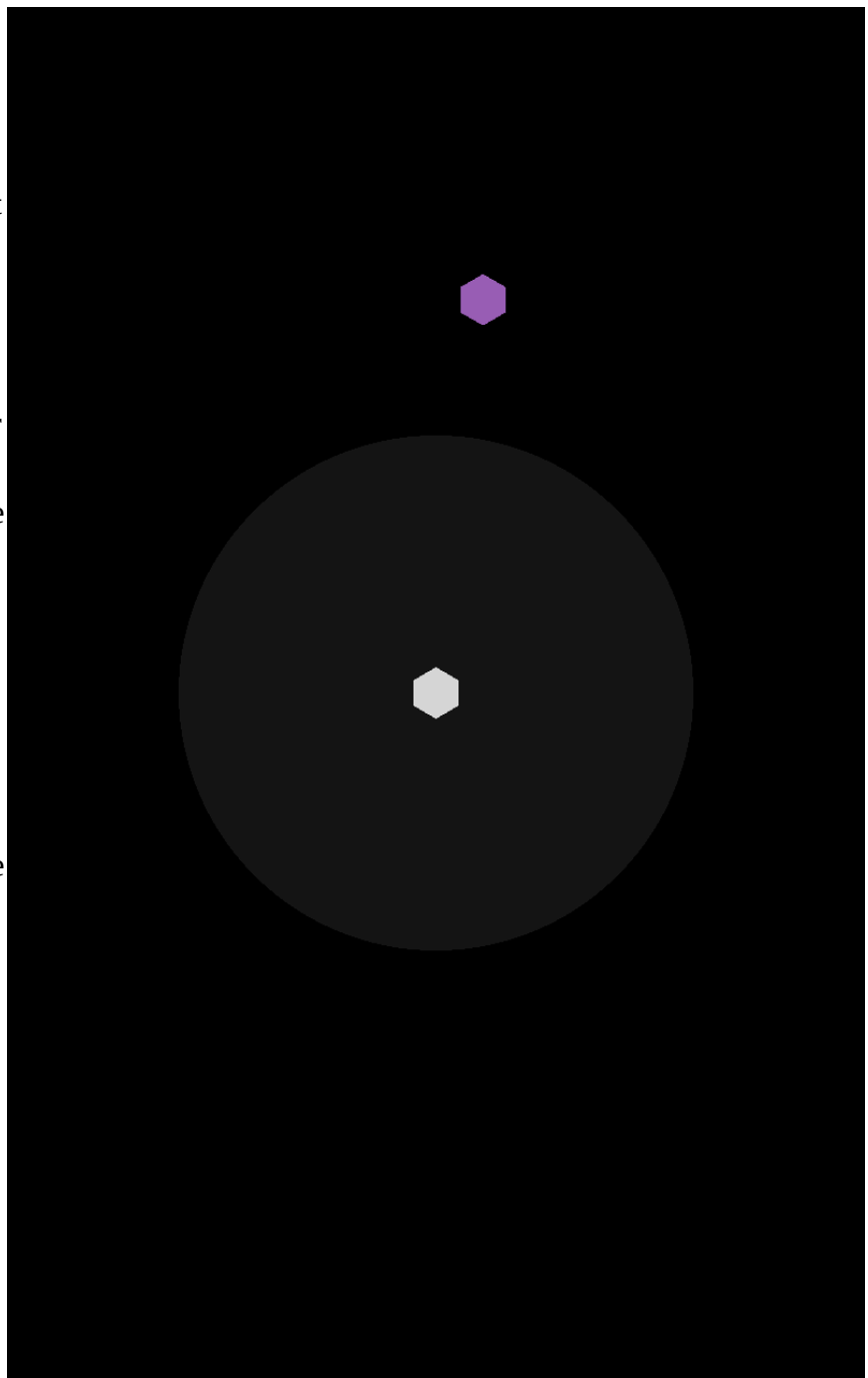
How to Play

The game makes use of the device's gyroscope. If your device does not have a gyroscope that can detect turning, then you will not be able to play the game. When you start up the app, the first screen you will see is completely black with one white hexagon in the center. An example of what the screen looks like is shown to the right. The game will not start until you tap the white hexagon, and tapping anywhere else will not start the game. Use this time to find a nice place to lay the device flat on a surface that you can use to turn the phone like a rotary tray (if you have a rotary tray to place the phone on and turn, it will make the game easier to play). It is recommended to not have the device charging while playing the game, since might have to rotate it 360 degrees or more. If you look straight down at the phone's screen as it lays on the surface, you will be turning it like how the hands of a clock move. Once you have your surface cleared and your ready to rotate the phone, give that white hexagon a tap. However, you might want to read the next page, because this game requires the use of your reflexes and ability to think quickly.



On the right, is what the game looks like when you have tapped on the white hexagon. This screen features a smaller hexagon and a light gray circle. You may not be greeted with a purple hexagon as the first flying hexagon. In fact, there's a lot of different colors for the the flying hexagon: purple, red, green, light blue, and yellow. In our example, that purple hexagon will be flying from the outer edges of the device and will fly into the center hexagon and stick to it forming a cluster of hexagons. By the time our purple hexagon hits the center white hexagon, a second flying hexagon should be making its way to the center. That second one will stick to any part of cluster: the white or purple hexagon. The second hexagon will make the cluster grow and give another place where another flying hexagon can stick. The cluster will continue to grow with each new hexagon. If the cluster grows past the area of the gray circle, the game is over.

You can remove hexagons from the cluster by steering three hexagons of the same color to a position where at least three are touching each other. There are three valid groups of three that will clear hexagons from the cluster shown to the right. They can be of any color, not just the purple, but they have to be three of the same color. They can also be rotated in any direction, and still count. An example would be group 2 being rotated to look more like a “u” than like the “n” shape shown in the image. There is also a way to clear more than three hexagons at a time. If you have hexagons that are only attached to the white hexagon (or another part of the cluster) by the group of three, they will be removed as well.



An example is shown to the right. The hexagons removed have been circled in orange for clarity. Every hexagon that gets removed, is added to your score. The example will clear all those circled hexagons and give us six points. Also, as your score grows, the flying hexagons will become faster. This will leave you with less time to maneuver the flying hexagons. This will start to get hectic once the cluster get pretty big.



Steering the the hexagons is a bit strange to get the hang of at first. Depending on your point of view, you can say that rotating the device clockwise will turn the hexagons to the right or orbit counter clockwise around the center white hexagon. Also, rotating the device counter clockwise will turn the hexagons to the left or orbit clockwise around the center white hexagon. However, this might get a bit confusing or hard to keep track of once the hexagons start to pick up their pace. Another way to view steering is that the flying hexagons stick to their path: if a hexagon is moving from your 12 o'clock to the center, the hexagon will stick to that path as you rotate the device; your perspective of the hexagon's path will not change, but the path relative to the device will change.

One last thing to mention, once the cluster grows outside of the gray circle, you will get a game over. An example of the game over screen is shown to the right. It is the app's starting screen with the addition of Score and Best score. Score is the score that you have earned in the session right before the game over. Best score is your highest score over all your games; it will be the same as Score if you managed to beat your last best score before you got a game over. You can play another round by tapping on the white hexagon, or you can quit the app. Your best score is saved, and will reappear when you start the app up again.

Good luck on beating your high scores, and have fun!

