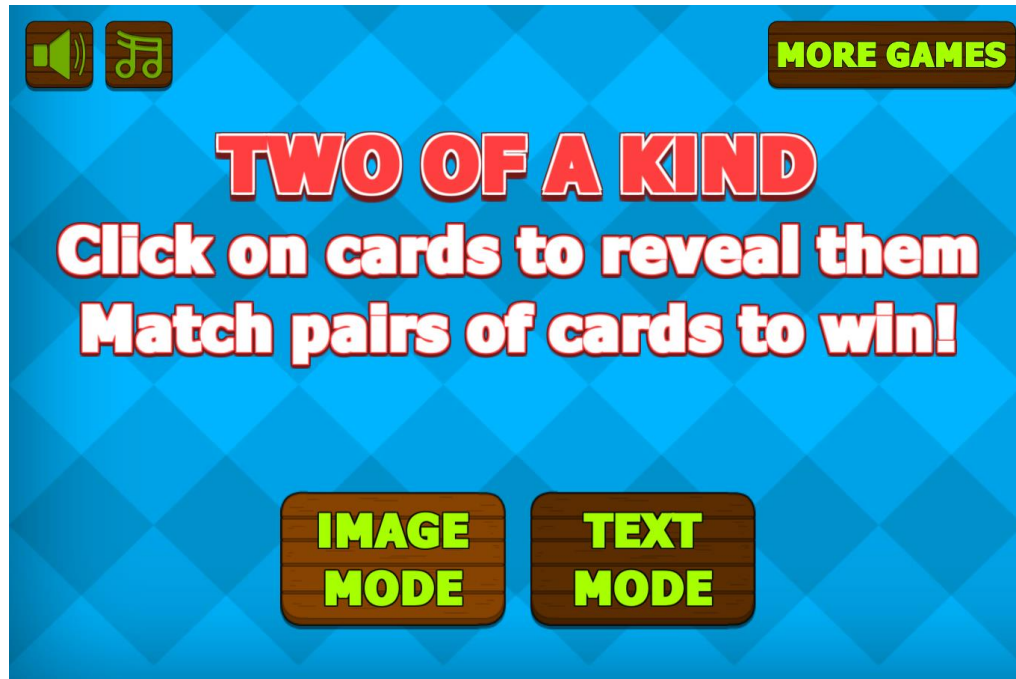


Two Of A Kind Game

Game documentation and HowTo guide.



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Package Description and features

Scrambled Image Game is a full Unity template that gives you a quick and easy way to create a scrambled image game, along with a timer, levels, varying bonuses, and some nice audio-visual feedback.

How to Play?

Click on one of the tiles and then click on another tile to swap them. Reorganize the image to its correct form to win!

[Try the Demo](#)

Features:

- Game ready for release straight out of the box, just build and play!
- Works on all platforms, PC, Mac, iOS, Android, etc
- Supports multiple resolutions and aspect ratios, automatically.
- Supports Mouse, Keyboard, Gamepad, and Touch controls.
- Easily customizable with lots of options to control game difficulty.
- Great learning resource with commented scripts and documentation.
- All assets included: graphics, sounds, and code.

Current version 1.10

Update history

1.10 (21.10.2018)

- Added option to play a sound from the Resources folder based on the name of the image for each card. Simply put sounds with the same names as the cards inside the Resources folder.

1.05 (11.04.2018)

- Added a game mode toggle that changes the game to display a pair of image and the name of that image in text, instead of two images.

1.0 (12.02.2018)

- Initial version

Credits

The main font used is [Fava Black by Themnific](#)

The sounds are courtesy of [the free sound project](#).

Music is Waterford by Kevin MacLeod (Public Domain)

Credits go to these authors for their great sound samples: **xyzr-kx**, **isaac200000**, **harris85**, **speedygonzo**, **wagna**, **jimhancock**, **sforsman**

Please rate my file, I'd appreciate it 😊

Overview of the game's library contents

Let's take a look inside the game files. Open the main TOKAssets folder using Unity3D 5.3.0 or newer. Take a look at the project library, usually placed on the right or bottom side of the screen. Here are the various folders inside:

- **Animations:** Holds the animation clips made with Unity's built-in animation system.
- **FLA:** Holds the object graphics made with Flash CS3. These are vector graphics that can be easily scaled without loss of quality and then exported as PNG to be used in Unity.
- **Fonts:** Holds the font used in the game.
- **Prefabs:** Holds all the prefabs used in the game. These are distributed to various folders for easier access, Buttons, Enemies, Objects, etc. It also holds all the canvases in the game which are used to hold buttons and other UI elements.
- **Scenes:** The first scene that runs in the game is MainMenu. From this scene you can get to the Game scene.
- **Scripts:** Holds all the scripts used in the game. Each prefab contains one or more of these scripts.
- **Sounds:** Holds all the sounds used in the game. Correct, Wrong, etc
- **Textures:** Holds all the textures used in the game which are used as sprites in Unity.

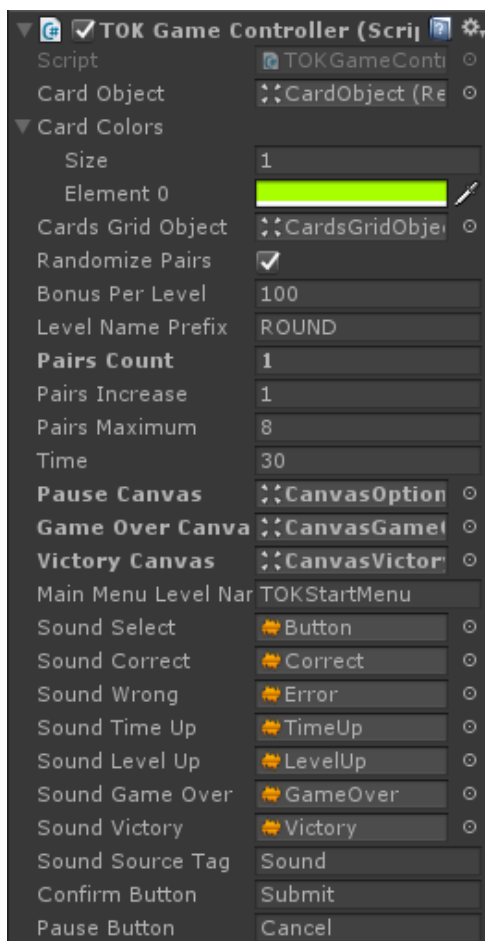
Customization Guide

Getting started

Scrambled Word Game (TOK) is considered a complete project, and as such is supposed to work as the starting point of your planned game, rather than an addition to an existing project. That said, you may of course pick and choose some of the scripts/models to import into your existing project, but TOK works best as a starter kit which you can customize any part of to your liking.

The Game Controller

The Game Controller is the main prefab that controls all the progress of the game from start to finish. It controls the UI of the game, creates scrambled words and checks the level up condition.



Card Object – The default card button which all other card buttons are duplicated from and displayed in the cards grid. Assign this from the scene.

Card Colors – A list of the colors that the cards change to between levels.

Card Grid Object – The object that holds all the cards. Assigned from the scene.

Randomize Pairs – Randomize the list of pairs so that we don't get the same pairs each time we start the game.

Bonus Per Level – How many points we get for each matched pair. This value is multiplied by the number of the level we are on. Ex: Level 1 give 100 points, Level 2 gives 200 points.

Level Name Prefix – The name of a numbered level (ex: Round 1, Level 1, etc).

Pairs Count – The number of pairs in the first level.

Pairs Increase – The number of pairs added to the game in each level.

Pairs Maximum – The maximum number of pairs allowed in the game.

Time – How many seconds we get in each level.

Canvases – These UI screens are assigned from the scene for each level.

Main Menu Level Name – The level of the main menu that can be loaded after the game ends.

Confirm Button – The keyboard/gamepad button that will restart the game after game over.

Pause Button – The keyboard/gamepad button that pauses the game.

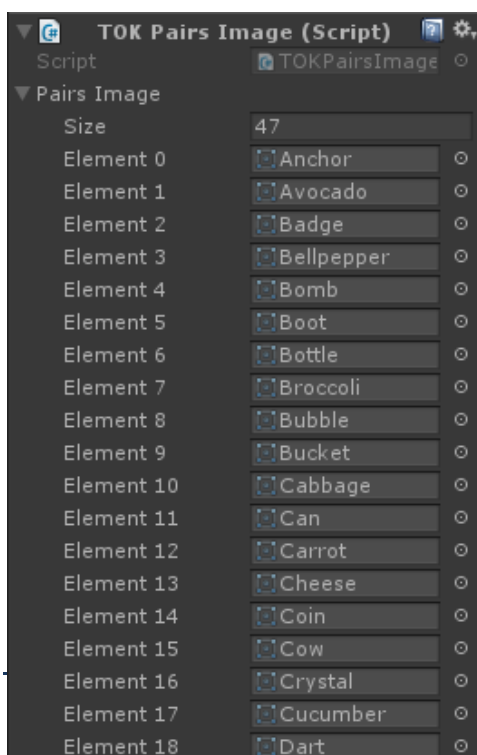
User Interface – Various canvases for the UI, assign them from the scene.

Sounds – Various sounds that play during the game.

Sound Source Tag – The audio source from which the Game Over sound plays.

The Images List

The Images list script contains all the images in the game, and must be attached to a gamecontroller in order to work. Simply drag and drop your images into this list.



UnityAds Integration

Since Unity 5.2 UnityAds integration has been simplified, here's how you can have full screen video ads in your game.

This video shows a quick process of integrating UnityAds into your project. In the example we used one of my templates, but it works on all my other templates too.

<https://www.youtube.com/watch?v=EQNTgfV35DU>

Here is what we did in the process:

1. Sign in to your Unity account in order to allow Unity Services such as UnityAds to be activated.
2. Open Build Settings and switch the platform to one of the supported ones (iOS, Android).
3. Download Puppeteer's UnityAds package from:
<http://puppeteerinteractive.com/freebies/PUPUnityAds.unitypackage>
4. Drag the downloaded package into your Unity project, and import it. This UnityAds prefab can be used to display ads every several minutes.
5. Drag the prefab into any scene where you want ads to be shown. Make sure to save changes.
6. The time check is shared between all prefabs in all scenes, so you will never show too many ads.
7. The final step is to activate UnityAds services and get your unique project ID.

8. Open the services window and choose your organization, then click create.
9. Choose UnityAds from the list and turn it On.
10. Choose age group for your project (Will affect the nature of ads shown), and save changes.
11. While working on your project keep Test Mode activated. But when you are ready to release the final project, switch Test Mode off.
12. That's it! Now when you start the game, an ad will be shown after 3 minutes. The ad will never appear during gameplay or post-game screen. Instead, it will wait until the next level load (restart, main menu, etc) and then show the ad.

Before releasing a game, make sure you uncheck **Enable Test Mode**.

For more info about integrating UnityAds read this:

<http://unityads.unity3d.com/help/monetization/integration-guide-unity>

Frequently Asked Questions

Does this package work on mobile?

Yes, this package has been successfully tested on both Android and iOS devices. The scripts for each lock type include controls for mobile that are detected automatically based on the platform it's built on.

My sprites are not showing on iOS

Sprite-based textures made with the new Unity 4.3 can sometimes disappear when working on the iOS platform.

You can notice this by opening a scene playing it. When you switch from your current platform to the iOS platform the sprite textures become invisible.

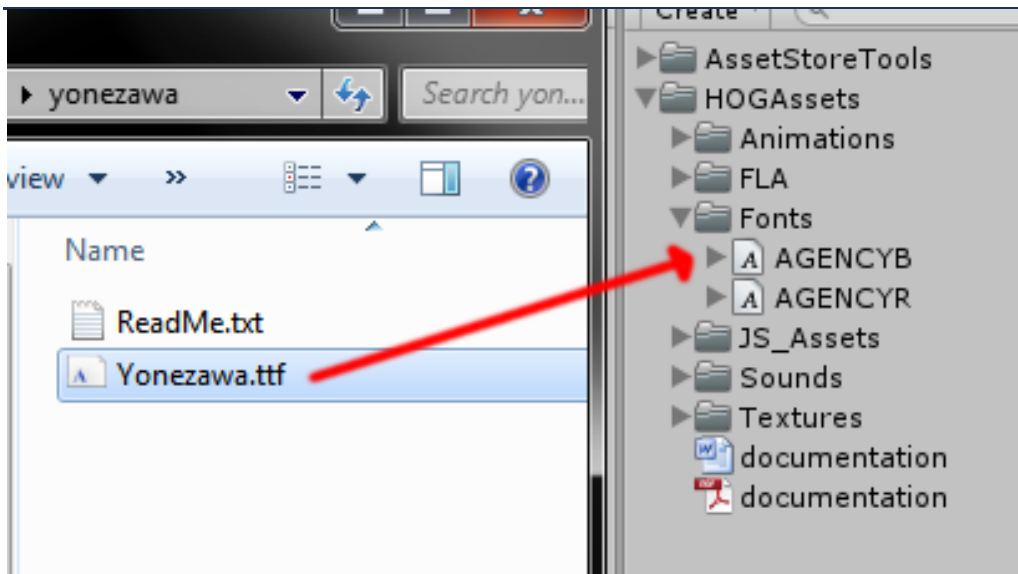
To solve this we must change the texture compression format for iOS. Follow these steps:

1. Click on a texture in the project view.
2. Click on the override for iPhone button on the right side.
3. Change the format to 16bit.
4. Click Apply.

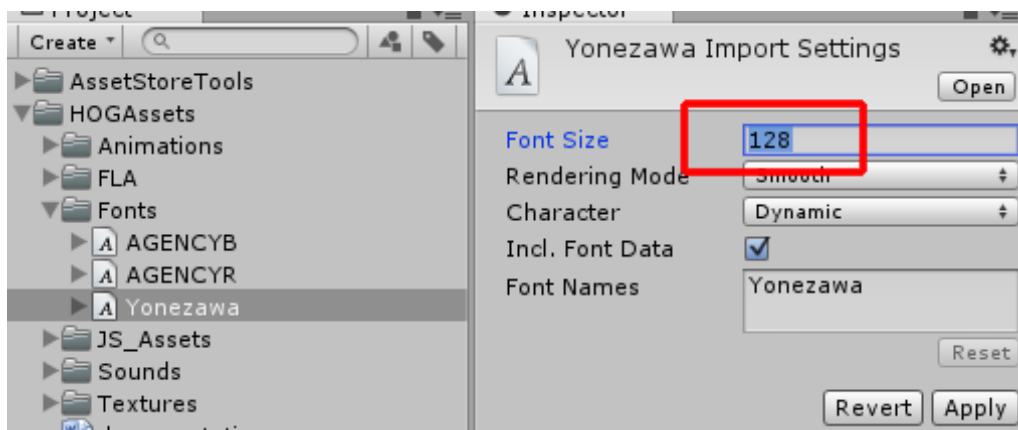
How to change font in the game?

To change a font in the game do the following:

Find a font you like and drag the .ttf file over to the Fonts folder in your game.



Click on the font you added and edit its attributes. I personally set all my fonts to a high number (and then scale the text object down) so that they look crisper in-game.



Select any text object in the game and change its font to the new font you have. Sometimes the text might disappear, but it's normal. Just write something in the text box above and it will refresh. Also, make sure you change the text for the shadow; you can select both the main text and its shadow and edit them together.

