

Line puzzle (base gameplay)

Reference: [Jelly Splash](#)

Game features:

- 4 different gems colors;
- extra score for longer chains;
- minimum chain length - 4 gems;
- moves constrain for every level.

Project features:

- clear and hight quality code;
- all in strange.ioc context for easy extending project
- every level data store in separate json files
- unit tests for all game logic
- best for 768x1024, but all UI elements stretched by uGUI

Structure

- level defenitions contains at Assets/Resources/defs/levels
- element defenitions at Assets/Resources/defs/elements.json

Note: for extend number of gems you must add item here, add texture and add enum item to Elements.cs

- level prefabs contains at Assets/Resources/level/

Note: for extend number of levels or setup different level size you must add level prefab, setup camera and update your_best_new_level.json at Assets/Resources/defs/levels

- all gameplay models at Assets/Scripts/MVCS/model
- unit tests at tests/

Note: for run test on mac use tests/run.sh at terminal (be sure that you installed "xbuild")

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