

TAP 3 MATCH

2D Game Template Project

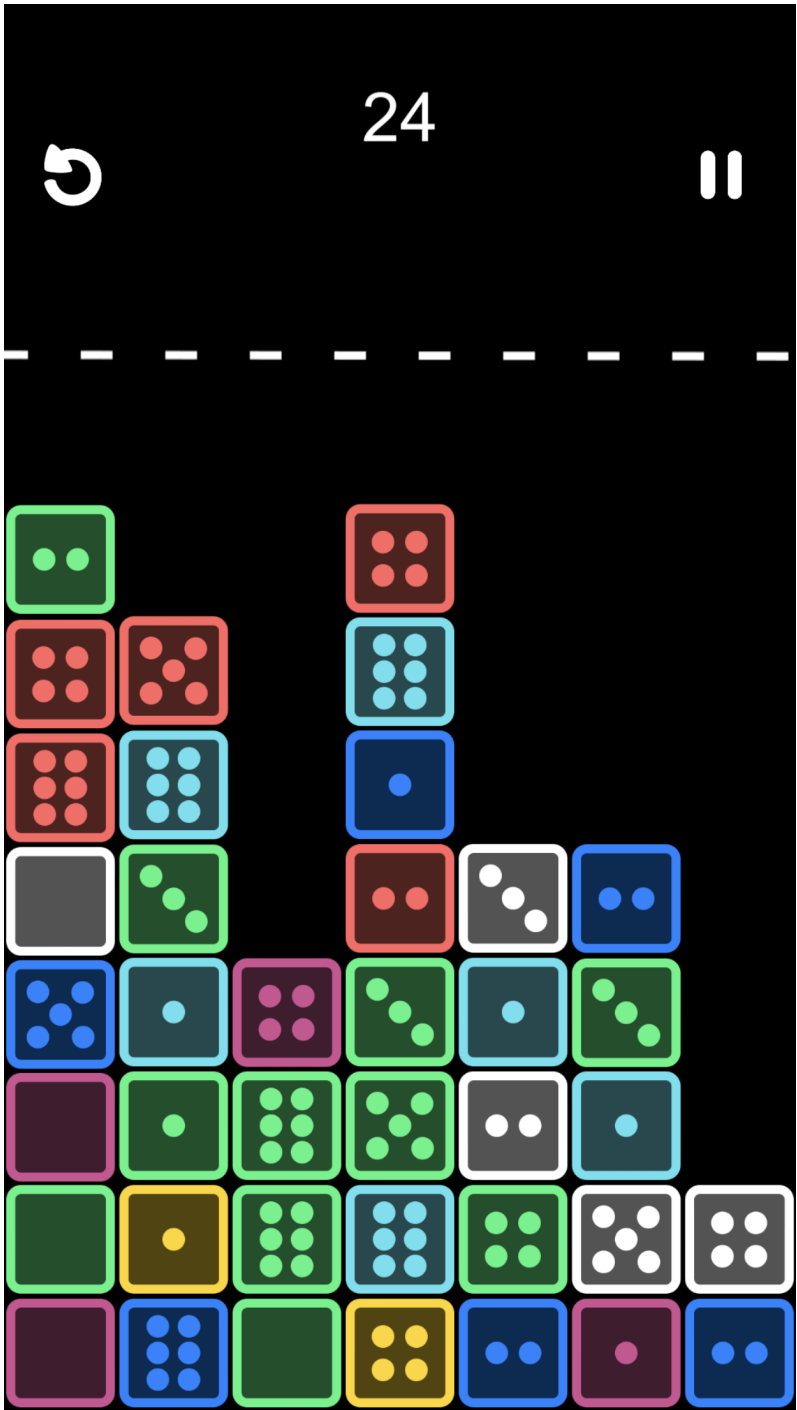


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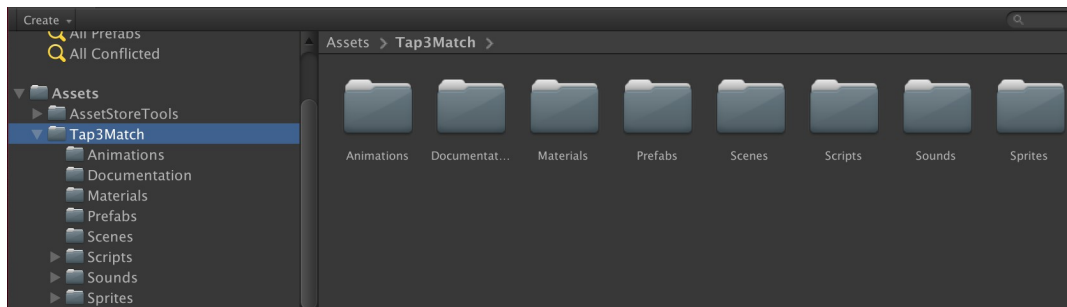
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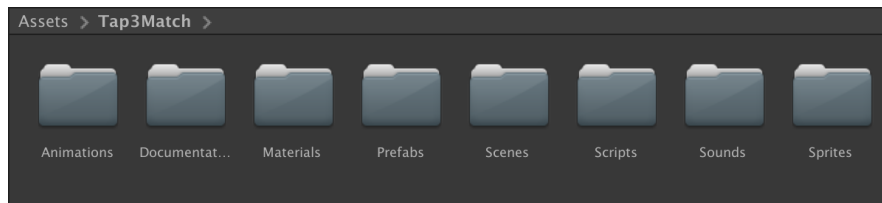
1. INTEGRATION

Download and import Tap3Match Asset into your project. After that, new folders appears under your Assets project folder.



Picture 1: Integration

2. FOLDER STRUCTURE



Picture 2: Folder Structure

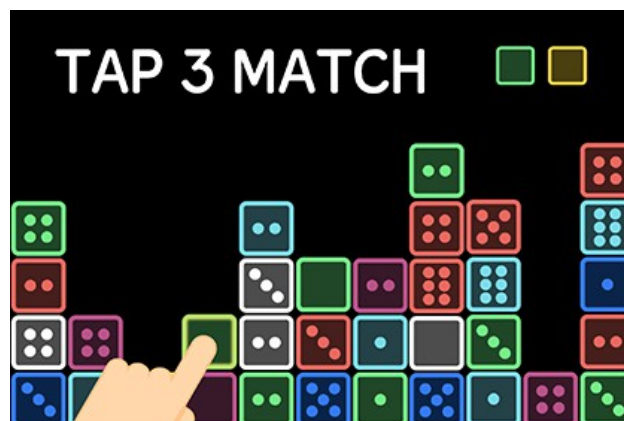
2.1. TAP 3 MATCH

This is the main project folder. It includes the following subfolders:

- **Animations:** animations which are used in project
- **Documentation:** documentation about the project
- **Materials:** materials used in the project
- **Prefabs:** all prefabs used in template
- **Scenes:** scenes used in project
- **Scripts:** script files
- **Sounds:** sound files used in project
- **Sprites:** sprite files used in project

3. INTRO

Tap 3 Match is a simple, endless arcade game template that anyone can enjoy! Tap on the same rising blocks. Match same 3 blocks to destroy them. How long can you survive, before blocks hit the line?



Picture 3: Introduction

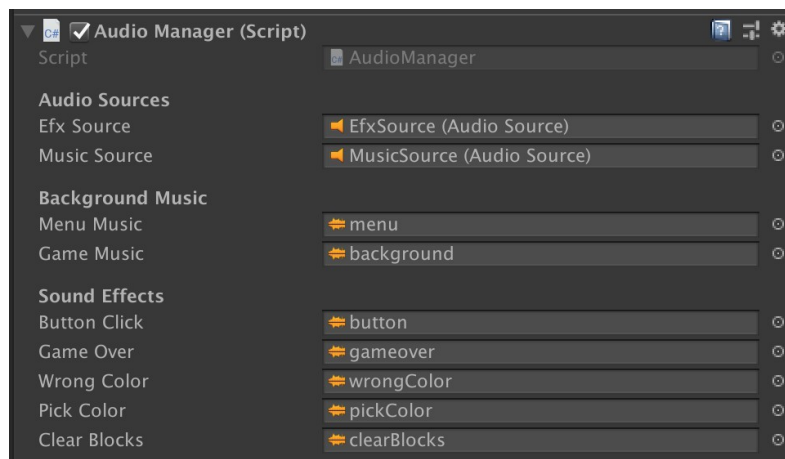
4. TEMPLATE FEATURES

- **Simple and Minimalistic**
- **Addictive gameplay:** tap to match same 3 blocks
- **Endless Gameplay**
- **Visual effects:** animations, random objects colors
- **Score system**
- Full C# source code included
- **User customizable**
- **Works in Unity Personal and Unity Professional**
- Well commented code
- **Works on all platforms:** PC, MacOS, iOS, Android, WebGL
- **Optimized for mobile and tablet devices:** blocks size will adjust on different screen sizes

5. GAME MANAGERS

5.1. AudioManager

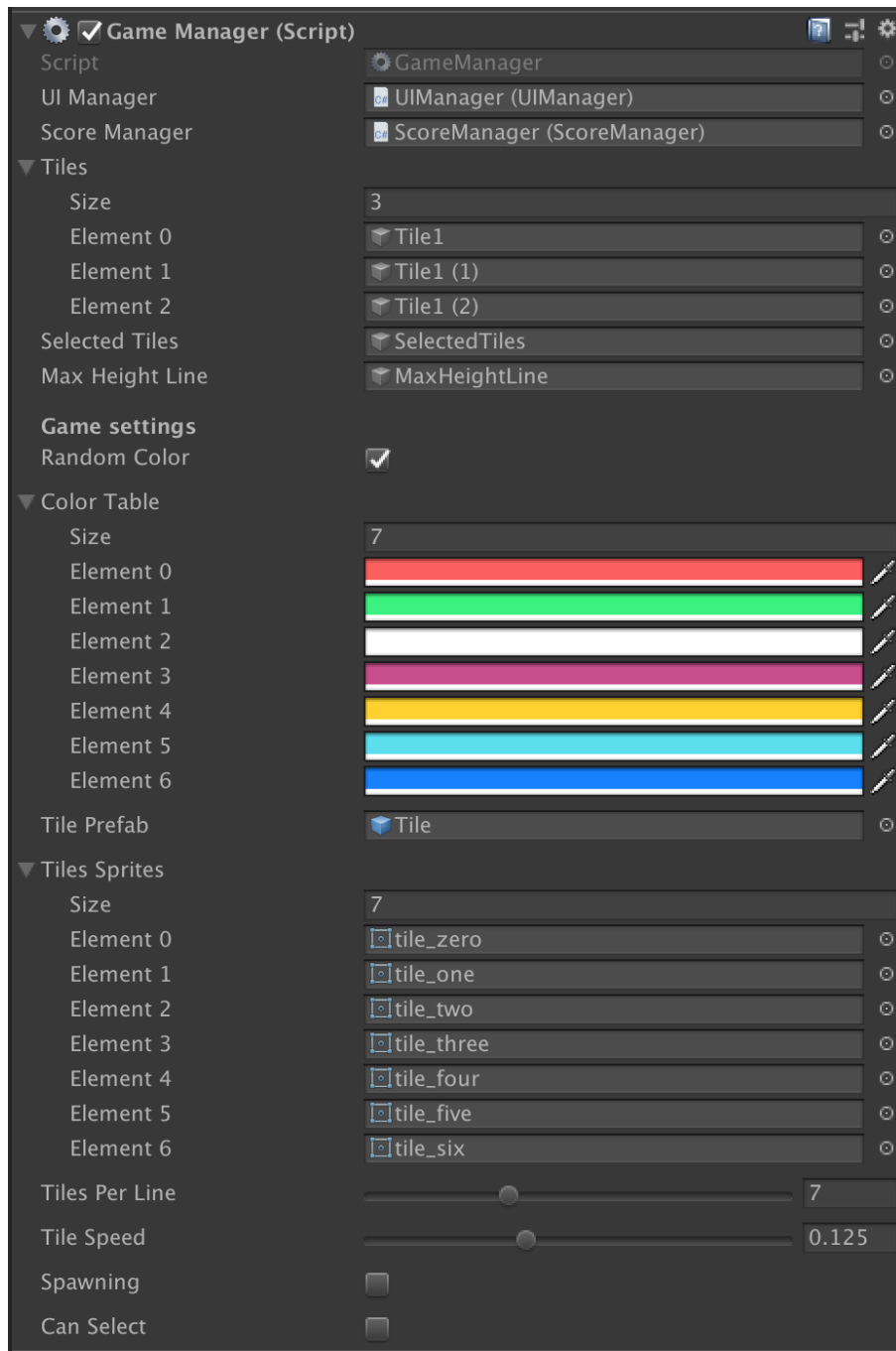
AudioManager controls background music and sound effects used in project. It is also used to enable or disable sound and music in the settings popup. To change sounds just drag and drop new AudioClips on AudioManager script.



Picture 4: AudioManager

5.2. GameManager

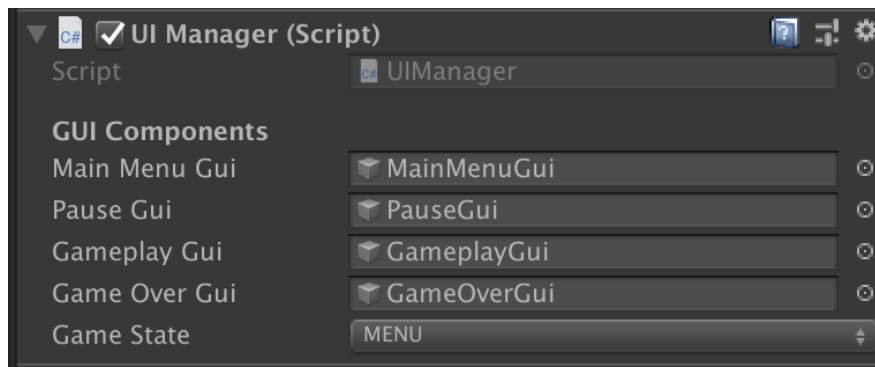
GameManager controls the gameplay logic. To edit the game logic change this script to your own desires. To change obstacle colors just add new colors or edit current.



Picture 5: GameManager

5.3. *UIManager*

UIManager controls game states. Also it is used to show different GUI elements like Pause popup, GameOver GUI, etc...



Picture 6: UIManager

6. HOW TO RESKIN

6.1. *Graphic*

All graphic elements are located in the folder **Assets/Tap3Match/Sprites**. To use your own images replace image files and do not forget to keep the same name, size and format (else you will need to change prefabs, object positions...)

6.2. *Audio*

Audio files are located in the folder **Assets/Tap3Match/Sounds**. To replace your own music and sounds replace files in this folder, keep the same names and format **WAV**.

6.3. *Important!*

Before publishing project on app stores, we encourage you to reskin the game and add new functionalities.