

**DOCUMENTATION FOR MATCH3GAME TO EDIT THE GRID AND ADD NEW TILES!**

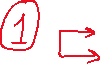
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**How to change grid size:**

1. Click on “GridManager” , In “Grid Setup” edit the “Row and Column value”
2. If you want to change spacing between rows and columns , in “Spacing Settings” edit the “Row Spacing” and “Column Spacing “
3. Press “Build Grid” Button.

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**2 Way to have Random Tiles in the Grid:**

1. In the “Grid Manager” Script you will find “Randomize Grid Items” Button , pressing it will randomize the items in Editor Time Not in Play Time.

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1. If you leave the new generated grid without pressing the Randomize Button , it will automatically Randomize on the start of the game,

Making a new Tile set each time.

**How to manually set a tile item:**

1. Click on the Tile in Scene View , open the “Tile” Script , change the “Current Block Index” to one of the Indexes in the “Items” array.

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**How to add new Items to Tile:**

1. Open ‘TilePrefab’ , in path “Assets/Prefab/TilePrefab”
2. Under ‘ItemsHolder’ drag and drop ItemPrefab from the same prefabs folder.
3. Change the material of your item to your preferences
4. Add the new item to the Items Array in Tile Script.

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**IMPORTANT NOTE!!!**

**ANY CHANGE TO TILE PREFAB WILL REQUIRE YOU TO RE-BUILD THE GRID FROM GRID MANAGER.**

**Hussien <3**