-Instruction-

Candy Sweet Match-3 Game Asset
with Level Constructor

Contents

Description

Candy Sweet Game Asset is a powerful modern game template with complete match-3 possibilities and level constructor for quick start in match-3 world! It includes Game Screen, Level Map with 100 Levels, Splash Screen, Pop Ups, GUI elements, Animations, icons, backgrounds in casual, candy, sweet style for your mobile/web/video game. Working on IOS, Android, Web. The package is provided with complete source code, graphics files, properly commented code and with a detailed documentation for easy getting started.

Note

For using all asset possibilities, you need to download Facebook SDK for Unity Here, admob plugin here

If you need in game shop, add in-app purchasing. For this please watch our video instruction or Unity instruction.

To work with layer styles in PSD files you need minimum Photoshop CC 2015 with Multiple Layer Styles.

FAQ

If I buy your asset, can you help me with any issue?

Sure, we try to make the best products, so we are always happy to help you understand the project. If you have any issue within our functionality, please email us.

Is it possible to customize your asset for me, change some features or add new, made new UI, theme designs, etc.?

No, sorry. At this moment we are very busy on other projects.

If I have bought your asset, can I use all images and codes in my commercial projects/game?

Yes, you can use them personally and/or commercially in your game and project.

Do you have any restrictions on the use of your assets?

The license doesn't allow resale whole asset or its parts as your asset or template.

How far I can change the template?

You can change/add/delete absolutely everything in the asset: code, graphics, music, font, etc.

Can I publish the game with your asset in the Google Play Store, App Store, etc. without getting policy issues?

Yes, the license of the Unity Asset Store allow this, but we can`t guarantee that Google Play Store or other Store will approve your game.

III What Included

Graphics
Editable PSD and PNG

- Premade Game screen in PSD and PNG. 100% GUI editable.
- Premade Map screen in PSD and PNG. 100% GUI editable.
- Premade Load screen in PSD and PNG with editable game title.
- Girl Character in PSD with 4 animation: idle, happy, cry, worry.
- About 200 game items, including Blockers and Boosters for match-3 in PSD and PNG.
- 16 Premade Pop Up (Settings, Achievements, Offer, Mission, Hard Mission, Win, Failed, Shop, Life Shop, Daily Bonus, Chest Reward, Message, Small Message, Booster shop, Out of moves, Spin Wheel) in 100% editable PSD. All elements also in PNG, ready for code.
- 5 Premade Backgrounds for Game and 5 for Level Map Screen in PSD and PNG. Map maker with more than 170 items.
- Premade GUI elements, including hover effects in PNG and PSD. 100% editable with different styles.
- GUI objects like coins, chest, heart, etc. in PNG and PSD.
- 70 Icons for your own design.

Font   Free

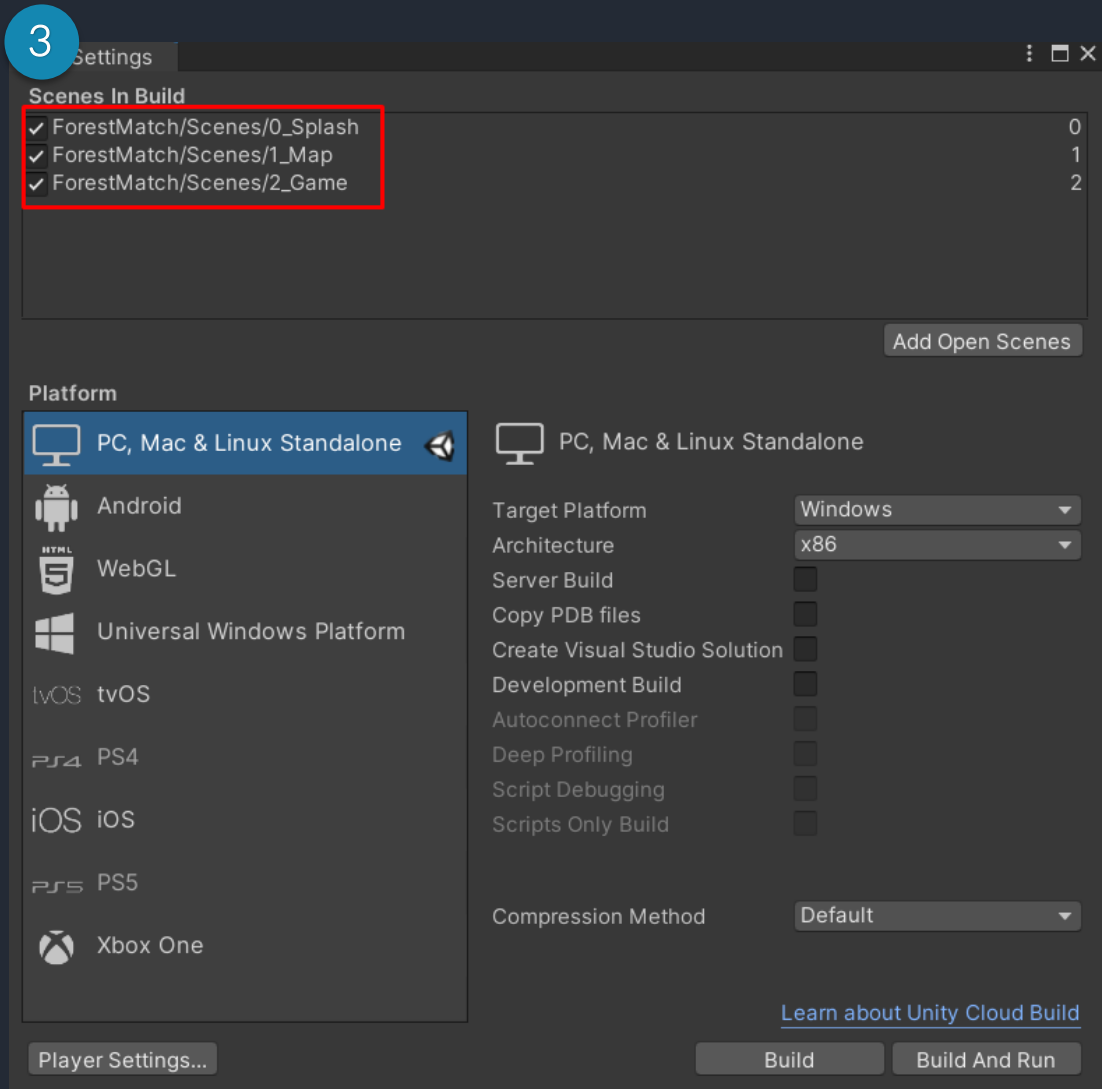Coiny Regular   Link

Code
Ready game

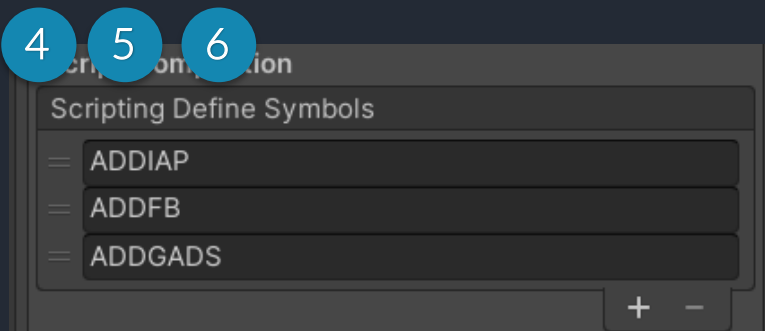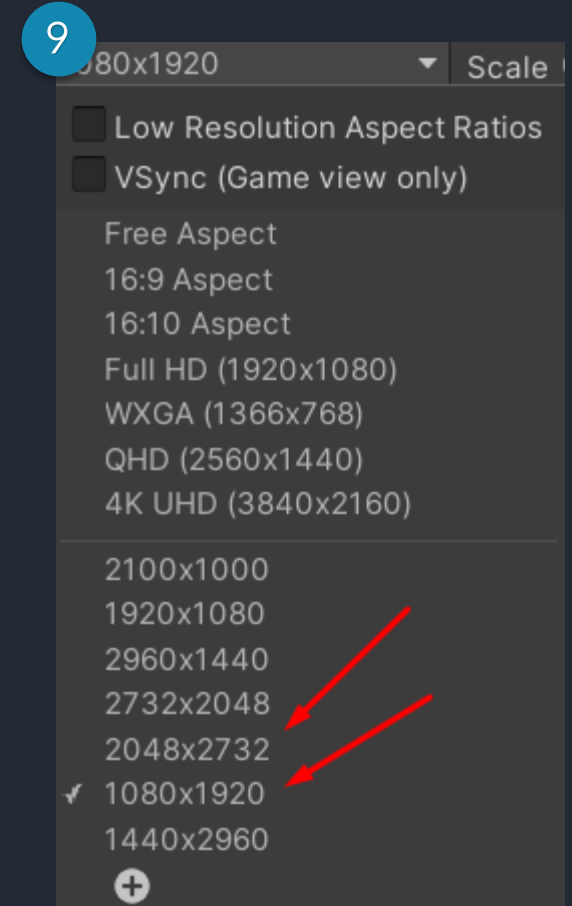In the asset realized next functionality:

- Full Match-3 game functionality.
- A girl animated character that reacts to in-game events.
- Field objects: blockers, blockers by color, multicell, overlay, underlay, sub underlay, falling.
- Bomb functionality, including combining bombs.
- Customizable Boosters functionality.
- Easy to use Visual Level Constructor.
- Game Animations for every events.
- Infinity Levels Map functionality.
- 100 tested levels with different targets (you can add any numbers of levels).
- Shops (life, coins, boosters).
- Daily bonus and daily spin functionality.
- Load Screen functionality.
- GUI controller with Pop Ups.
- Connect player to Facebook.
- Admob and In App Purchasing.
- Players data saving (like coins, player level and game settings) on the device.
- Free sounds with sounds controller.

▌▌▌ Creating project

Settings

Scenes In Build

✓ ForestMatch/Scenes/0_Splash   0
✓ ForestMatch/Scenes/1_Map   1
✓ ForestMatch/Scenes/2_Game   2

Add Open Scenes

Platform

PC, Mac & Linux Standalone   PC, Mac & Linux Standalone

Android   Target Platform   Windows
     Architecture   x86
WebGL
     Server Build
Universal Windows Platform   Copy PDB files
     Create Visual Studio Solution
tvOS   Development Build
     Autoconnect Profiler
PS4   Deep Profiling
     Script Debugging
iOS   Scripts Only Build

PS5

     Compression Method   Default

Xbox One

     Learn about Unity Cloud Build

Player Settings...   Build   Build And Run

1. Create new project (check unity editor version before importing asset)

2. Import match-3 asset

3. Open BuildSettings and add existing scenes (if they are missing). Close BuildSettings

4. If you need add FaceBook SDK (or make it later). For using Facebook add Scripting Define Symbol: ADDFB.

5. If you need add in-app purchasing (or make it later). For using IAP add Scripting Define Symbol: ADDIAP.

6. If you need add AdMob plugin (or make it later). For using Ads add Scripting Define Symbol: ADDGADS.

7. How to add IAP, FACEBOOK, ADMOB (see video)

8. Open scene 0_Splash, press play

9. Set resolution for best fit (1080 x1920, 2048 x 2736, or 1536 x 2048, 1440 x 2960, 945x2048)

10. How to use asset youtube video.

1080x1920   Scale

☐ Low Resolution Aspect Ratios
☐ VSync (Game view only)

Free Aspect
16:9 Aspect
16:10 Aspect
Full HD (1920x1080)
WXGA (1366x768)
QHD (2560x1440)
4K UHD (3840x2160)

2100x1000
1920x1080
2960x1440
2732x2048
2048x2732
✓ 1080x1920
1440x2960
⊕

Script Compilation

Scripting Define Symbols

= ADDIAP
= ADDFB
= ADDGADS

+ −

Scenes Description

1. Scroll map with level buttons
2. Settings button
3. Coins shop button
4. Life shop button
5. Life timer
6. Sale Button
7. Star Chest Button
8. Achievements button
9. Daily spin button

10. Target counter
11. Score strip
12. Moves counter
13. Settings button
14. Boosters

Objects used in MatchSet

Main Match Objects

Type Match

Drag and drop Item

Square

Type Match

Drag and drop Item

Circle

Type Match

Drag and drop Item

Heart

Type Match

Drag and drop Item

Moon

Type Match

Drag and drop Item

Star

Type Match

Drag and drop Item

Triangle

Objects used in MatchSet

Additional Objects

Type Blocker

Can use as a level target. Has 2 stages of destruction. Can swap.

Cookie

Type Blocker

Can use as a level target. Has 3 stages of destruction. Static object.

Cupcake
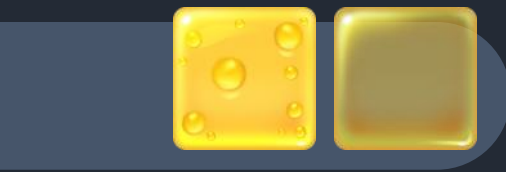
Type Underlay

Lying beneath the objects. Can use as a level target. Has 2 stages of destruction. Static object.
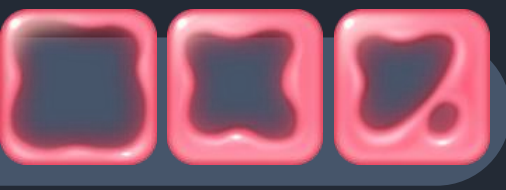
Oil

Type Overlay

Cover the Items. Forbid to drag Items. Can use as a level target. Has 3 stages of destruction. Block match. Static object.

Jelly

Type Overlay

Cover the Items. Forbid to drag Items. Can use as a level target. Has 2 stages of destruction. Block match. Static object.

Steam

Type Blocker

Blocks the cell. Has 2 stages of destruction. It's only broken by bombs. Static object.
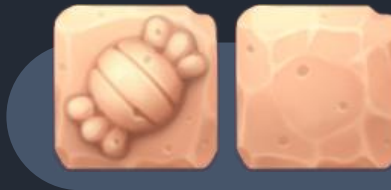
Stone

Type Blocker

Blocks the cell. Has 3 stages of destruction. It's only broken by bombs. Movable.
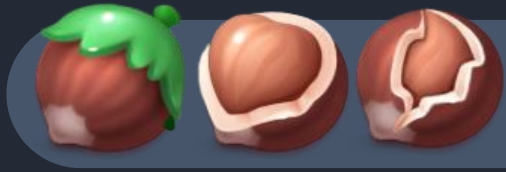
Walnut

Type Blocker

Blocks the cell. Can use as a level target. Collected by color. Static object.

Jam Jar

Objects used in MatchSet

Additional Objects

Type Subunderlay

Lying beneath all the objects. Can use as a level target. Static object.

Bear

Type Falling

Falling object. Can be collected, when it reaches the bottom cell. Can swap.

Donut

Type Blocker

Blocks the cell. Can use as a level target. Static object.

Toaster

Type Blocker

Cover 2x2 cells. Can use as a level target. Static object.

Cherry Box

Type Blocker

Cover 2x2 cells. Can use as a level target. Collected by color. Static object.

Hearts Box

Objects used in MatchSet

Boosters

Type Booster

Breaks and collects the Item from a cell.

Hummer

Type Booster

Collect one row.

Brush

Type Booster

Collect one column.

Cannon

Type Booster

Shuffles the field.

Dice

Type Bombs

Occurs when match 2x2 items. During the explosion, it collects one random cell.

Rocket

Type Bombs

Occurs when match 4 Items horizontally. During the explosion, it collects a vertical row.

Vertical Bomb

Type Bombs

Occurs when match 4 Items vertically. During the explosion, it collects a horizontal row.

Horizontal Bomb

Type Bombs

Occurs when match 5 or more Items cross. During the explosion, it collects 5x5 cells.

TNT

Type Bombs

Occurs when match 5 or more Items vertically or horizontally. During the explosion, it collects all items by color.

Color Bomb

All Pop Ups

11

Shop

Starter Pack — 5000 — $4.55
Hot! — 100 — $1.99
500 — $4.99
Best! — 1000 — $9.99
10% off! — 5000 — $14.99

Achievements

Pop 500 yellow bubbles — +300 HP +1500 — 10\1500
Activate bomb 3 times — Get — 3\3
Complete Pop All game mode 3 times — +300 HP +1500 — 1\3
Collect 100 bottles of rum — +300 HP +1500 — 121\100
Lead 50 parrots upward — +300 HP +1500 — 47\50

Daily Bonus

Day 1 — 50
Day 2 — 100
Day 3 — 200
Day 4 — 400
Day 5 — 600
Day 6 — 800
Day 7 — 1000 — 12h

Level 112

Mission
30 — 25 — 50
Choose boosters
5 — 3
Play

Level 112

Mission
Your Score
1530
Next

Level 113

Mission
30 — 25 — 50
Choose boosters
5 — 3
Play

Out of Moves!

+5
Add 5 moves to keep playing
900 — Free

Settings

Sounds — On
Music — On
Privacy Policy
Terms of Use
Language

Level 112

-1
Choose boosters
5 — 3
Retry — Free

Offer

1000
x2 — x1 — x3
Ends in 3d 11h 29m
$2.55

Dice

x3
Shuffles all the items on the board
Claim

x1 — x500
Claim

Lives

4 — Next life 27:01
Free
Refill — 900

Bring the donuts down to the bottom of the board to collect it

New version
Your progres, balance will all be saved
Install

30m — 2000
Play

1. Settings
2. Achievements
3. Offer
4. Mission
5. Hard Mission
6. Win
7. Failed
8. Shop
9. Life Shop
10. Daily Bonus
11. Chest Reward
12. Message
13. Small Message
14. Learning
15. Out of moves
16. Spin Wheel

Level Constructor
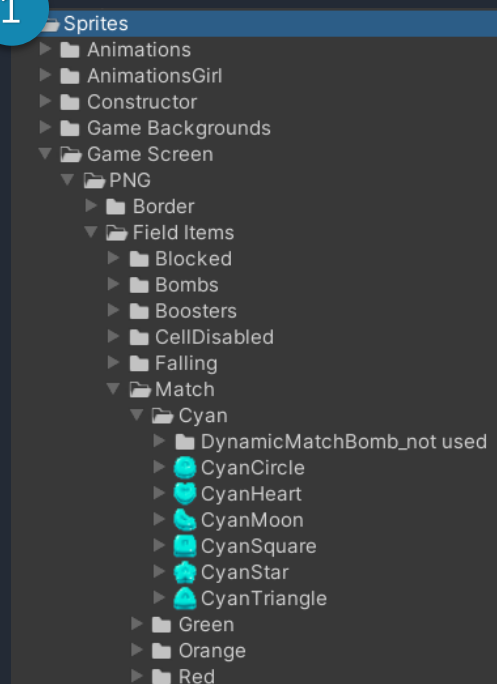
Create new objects set for your levels

1. Copy a new images set in its own folder. Like here.

2. Select appropriate prefab in <Prefabs> folder and change object image. You can create a new object prefab and add it to the GameObjectSet_1. We use 8 types of objects: match object, overlay, underlay, subunderlay, booster, bomb, falling, blocker. The match object is located on the game grid. Overlay used as object protection.

3. In this section:

   • Backgrounds – level backrounds.

   • Gridcell (odd or even) prefab – for match grid construct.

   • Disabled Object – prefab to highlight empty cells in edit mode.

Level Constructor
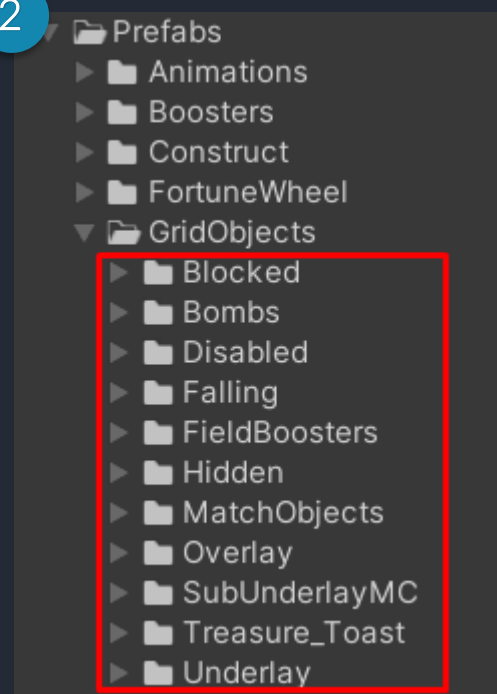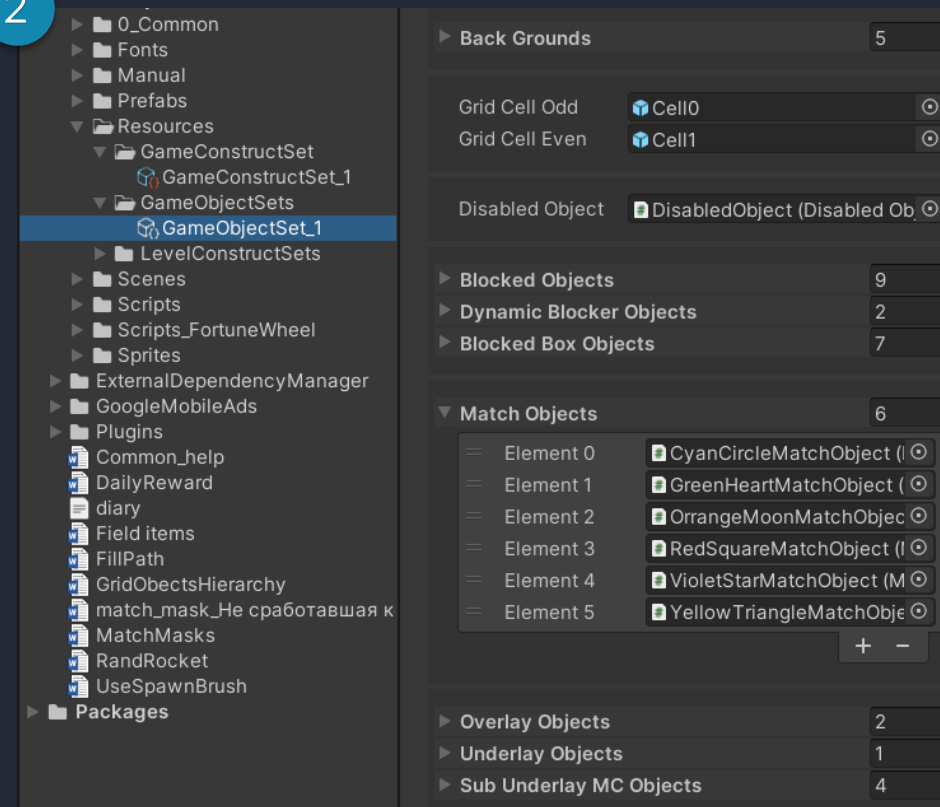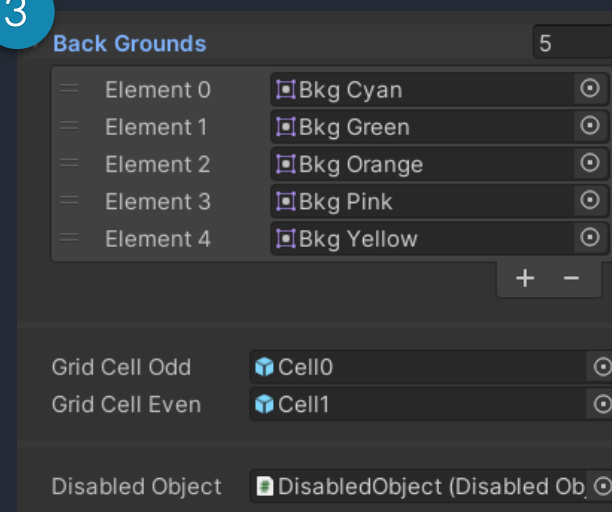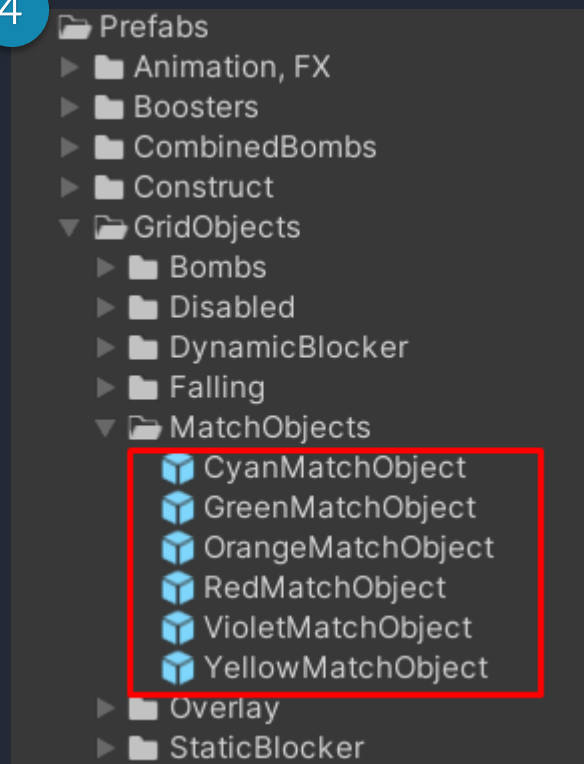
Create new objects set for your levels

4. Paste the objects images in the appropriate fields of prefab. If the object has additional states, paste its in the array <Protection State Images> for destroyable objects like stone, steam ... Object can has a different image for the GUI. Then you need paste a GUI image too.

- If the object can used as level target, then check it.
- If the overlay protector block match (like steam), then check it

5. GameConstructSet contain Reference to current GameObjectSet
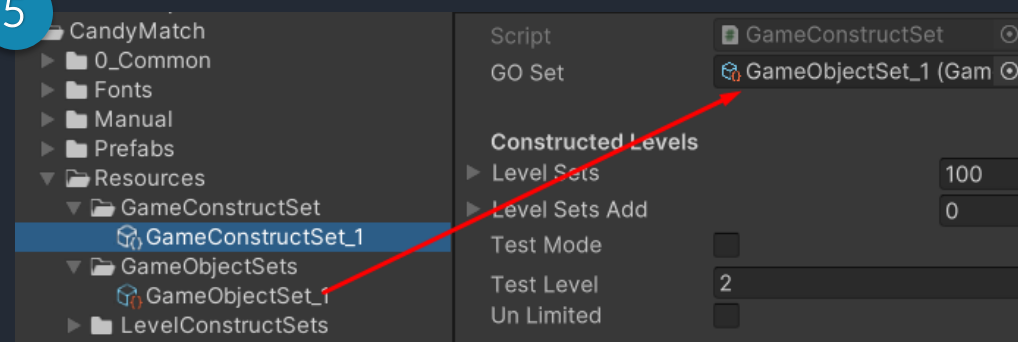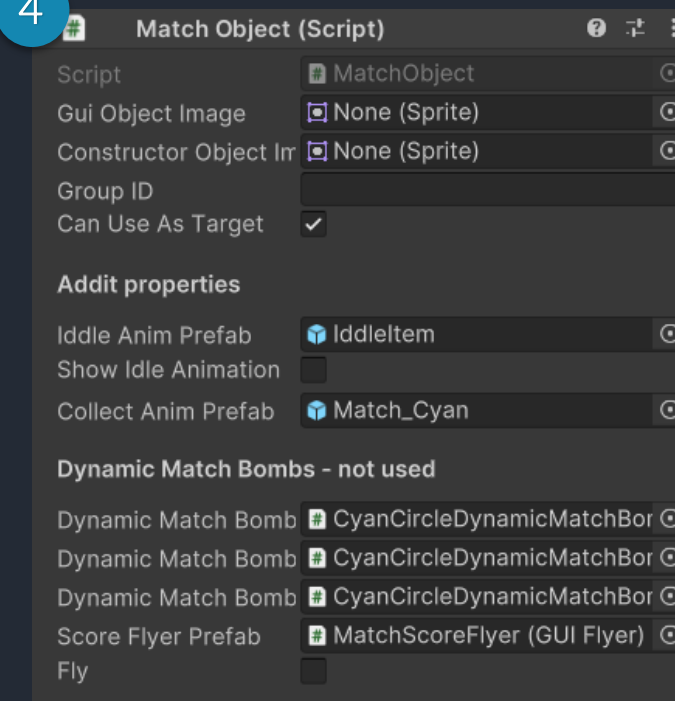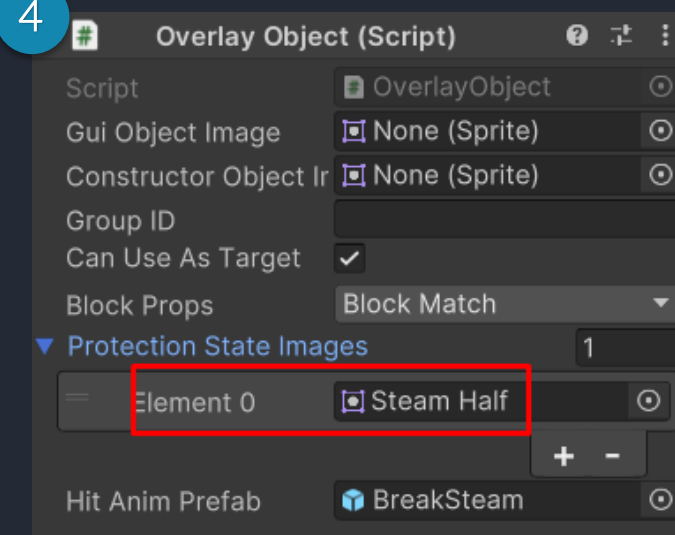
Level Constructor

Create and edit levels
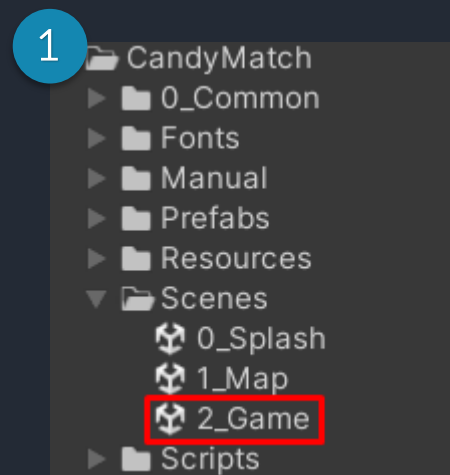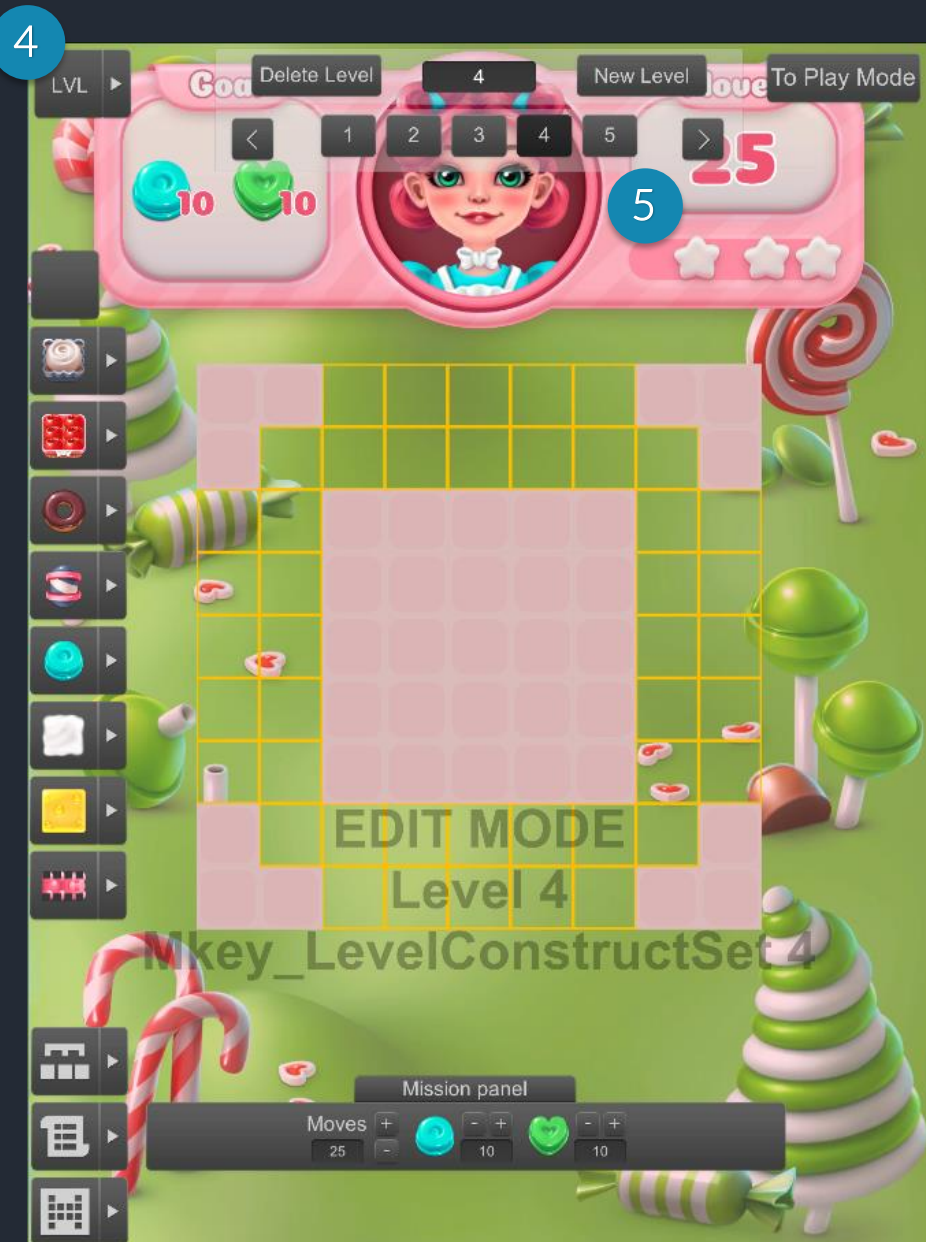
1. Load 2_Game scene and press Play Button.

2. Set resolution for game window 2048x2732.

3. Press on the button <To Edit Mode>.

4. Create or Edit Levels in RunTime mode.

5. In upper constructor panel you can select, create and delete levels. The selected level number and its grid are immediately display.

Grid panel

Mission panel

Match Objects on Level
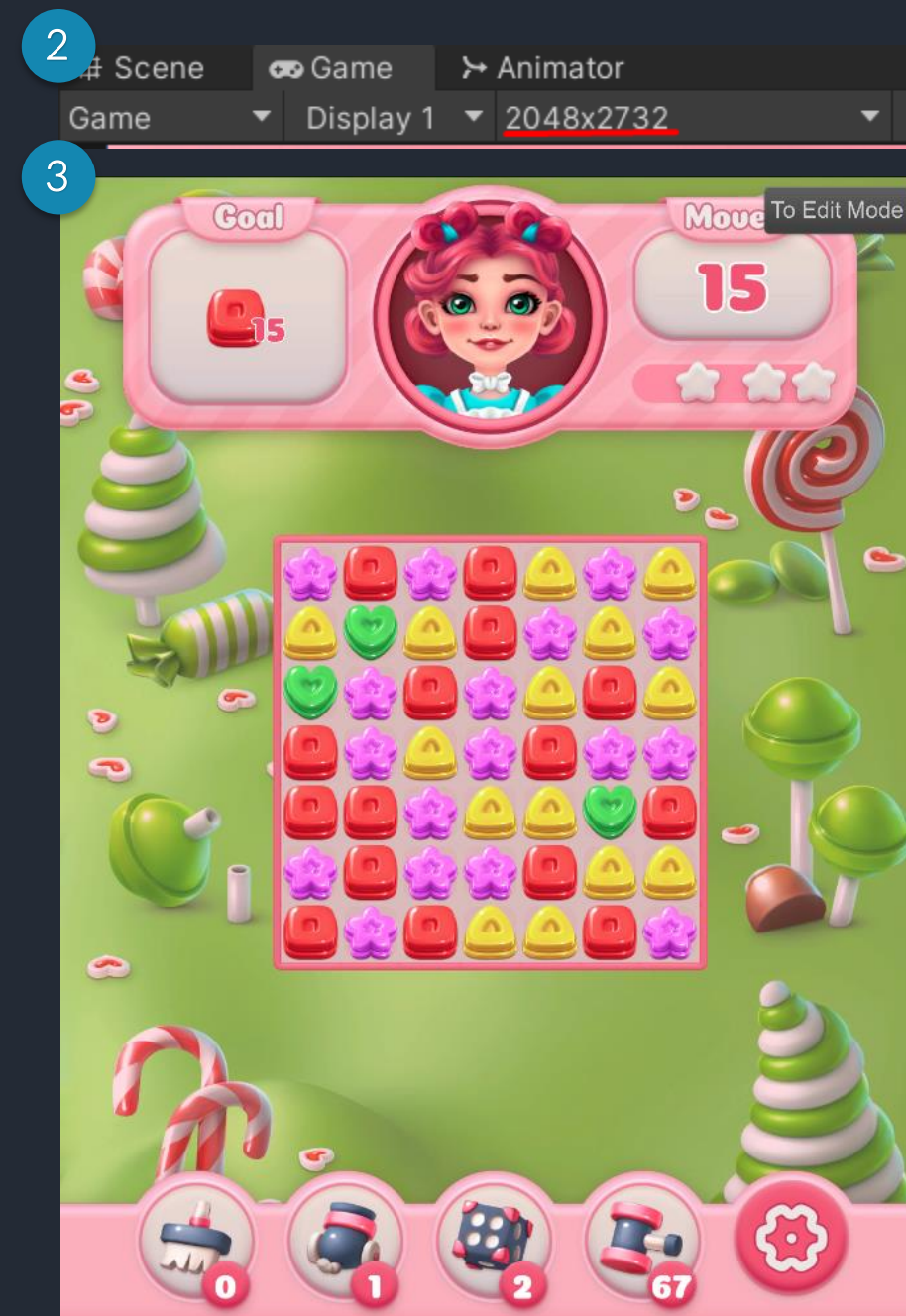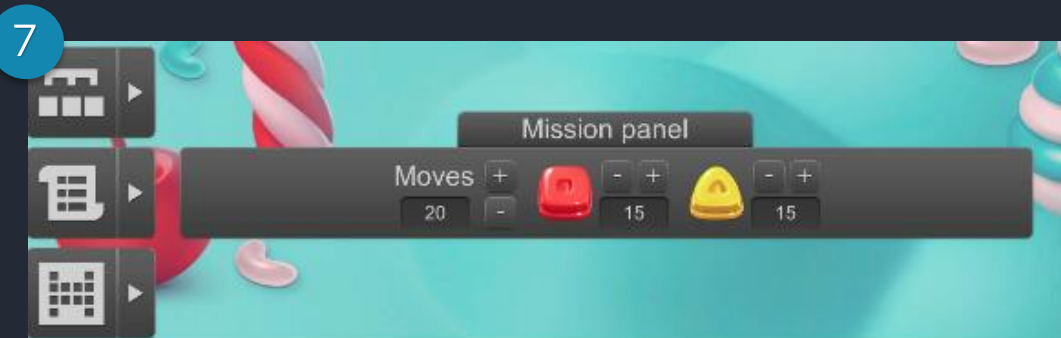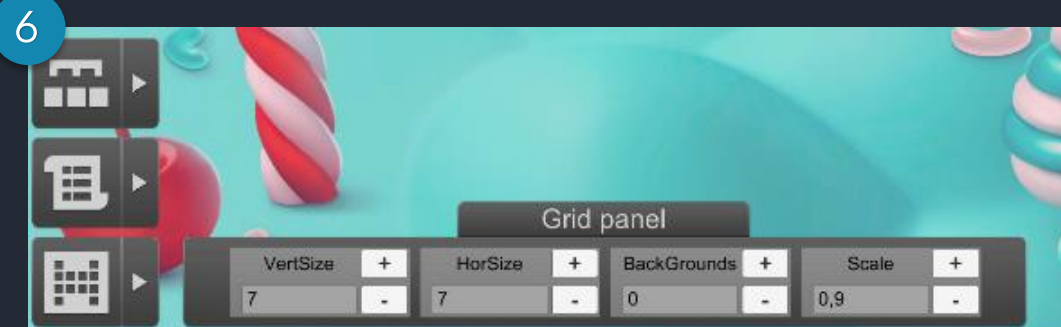
5. Brushes : disabled, blocked, falling, bombs(preset), matchobjects(preset), overlay, underlay, subunderlay

6. Grid settings panel.

7. Mission panel. You can set moves constrain, targets.

8. MissionConstruct.cs with mission fields.

9. Choose match objects for Level.

10. For more convenient work in the constructor, you can select the necessary options in the settings.

BlockedBox brush panel

EDIT MODE
Level 1


```
public class MissionConstruct
{
    #region serialized fields
    [SerializeField]
    private string description = "Mission";

    [SerializeField]
    private int timeConstrain = 0;

    [SerializeField]
    private int movesConstrain = 10;

    [SerializeField]
    private int scoreTarget = 0;

    [SerializeField]
    private ObjectSetCollection targets;
    #endregion serialized fields
```

Manual Levels Edit

You can delete, add and adjust levels manually. The Object storing the game settings is GameConstuctSet_1.

GameConstuctSet_1 consists some set of levels. It can be edited as ordinary objects in Unity in the Inspector Window.

Each level has its own LevelConstructSet object. It can be edited manually also.

Check Hard Flag if you want to mark the level as hard. In this case, the hard level button will be automatically displayed on the level map.

Path TELBR - This flag allows vertical filling of field cells through disabled cells.
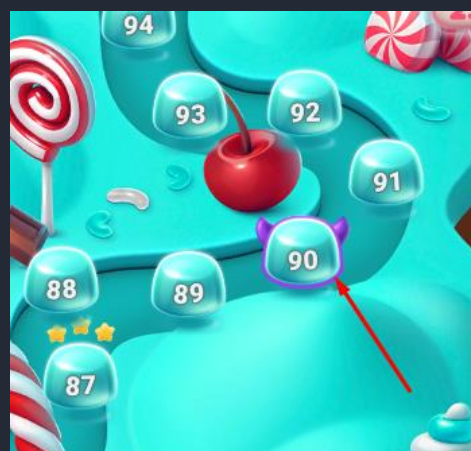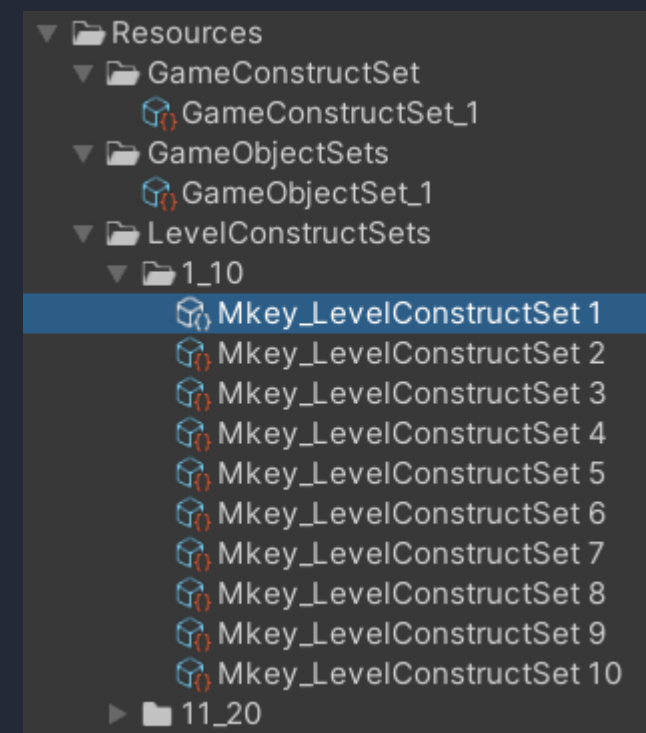
All LevelConstructSet objects are located in the Resources folder.
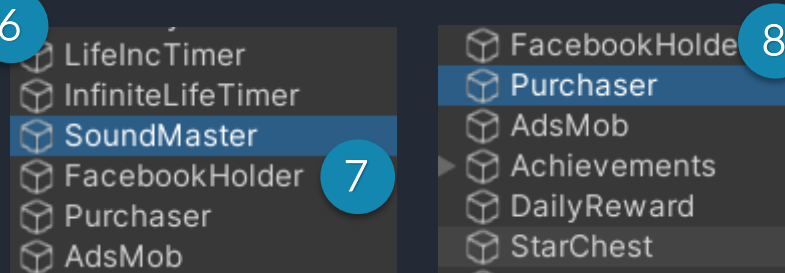
Map scene scripts and settings
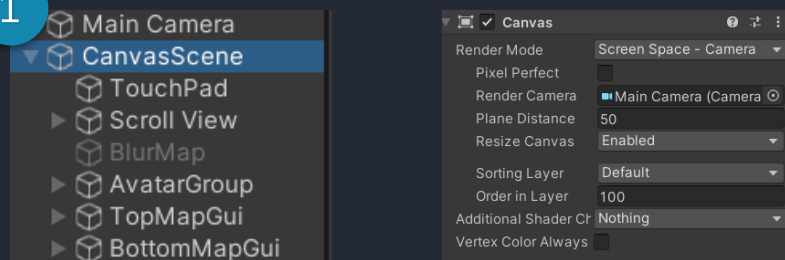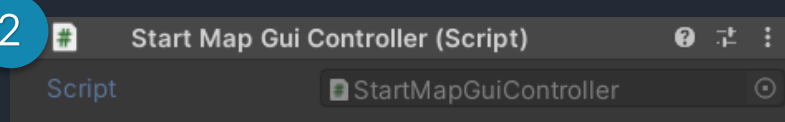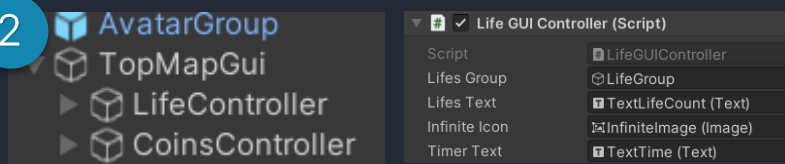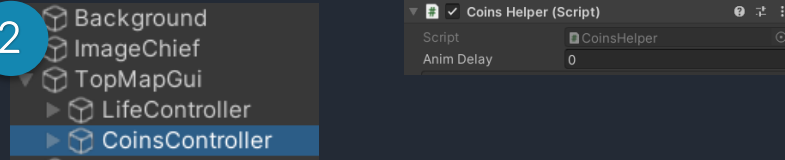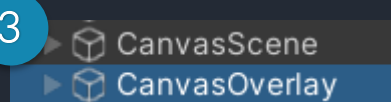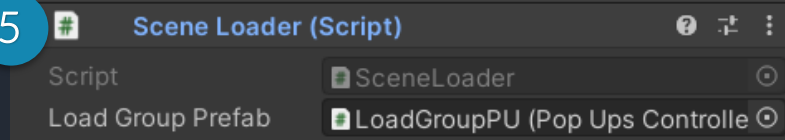
1. All object in map scene created on canvas. Canvas sort order = 100 (bottom canvas).

2. CanvasScene has attached script – StartMapGuiController.cs. Object Canvas contains LifeGUIController, CoinsHelper, StarChestGUIController, DailyRewardGUIController, AchievementsGUIController, DealSaleGUIController.

3. Overlay canvas (sort order 105) are used for instantiating pop up windows, and also contains LoadGroup object – simple pop up with scene loading progress. CanvasOverlay has 2 attached scripts:
   - GuiController.cs;
   - SceneLoader.cs;

4. GuiController.cs – used for all pop up window instantiating.

5. SceneLoader.cs – used for loading scenes and show loading progress image.

6. Scene object SoundMaster – object that controls game sounds.

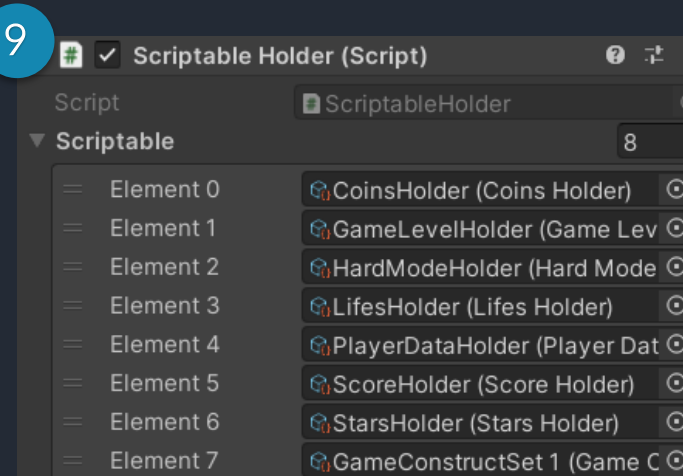7. Scene object FacebookHolder. FBHolder.cs contains methods for login, logout, get player info.

8. Scene objects Purchaser. Contains data for the shop pop up.

9. ScriptableHolder – contains references to scriptable holders. They are required to save player data.
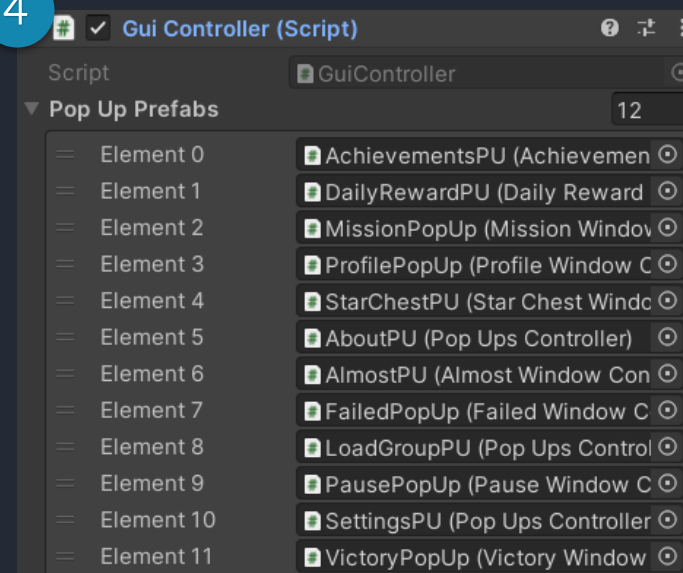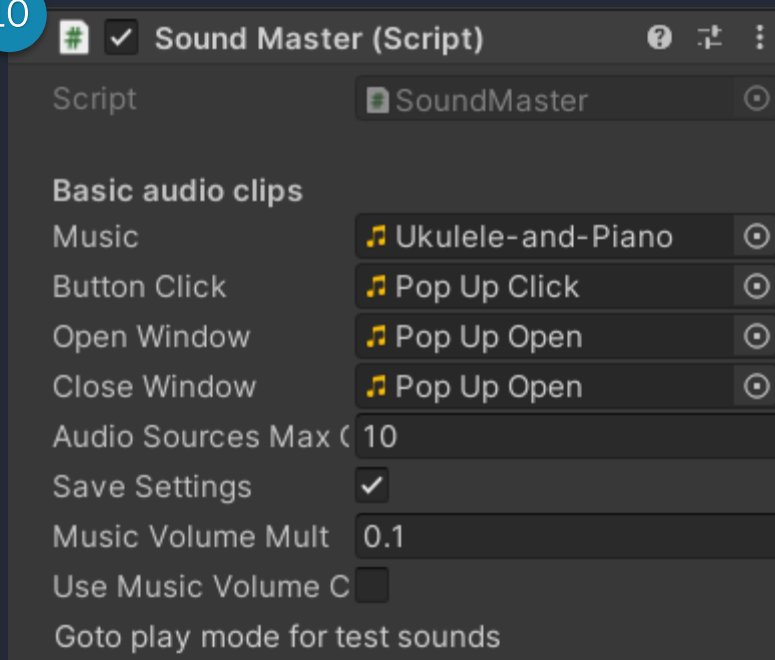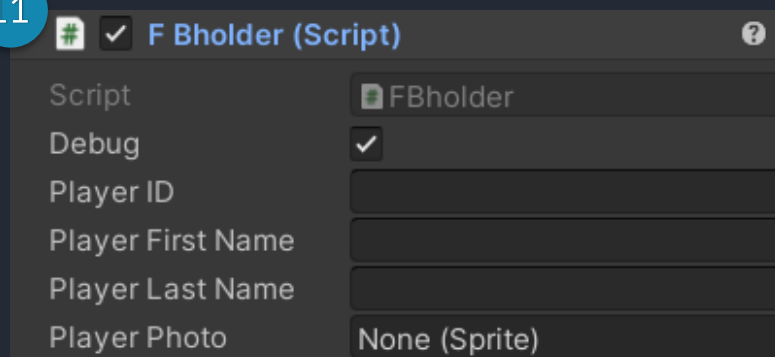
Map scene scripts and settings

10. SoundMaster settings. Contains basic sound clips. You can add your own audio clips here. Included audio is only for demo purpose. For playing any clip call SoundMaster.Instance.Play...();

11. After login on Facebook, script is automatically fill next fields – playerID, player first name, player last name, player photo. You can access Facebook data using FBHolder.Instance.playerID FBHolder.Instance.playerFirstName, etc.
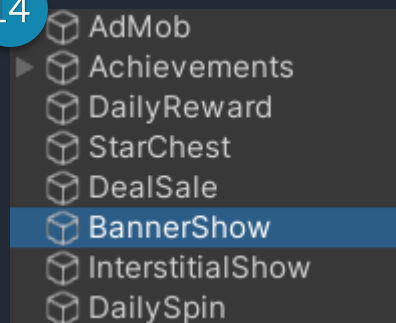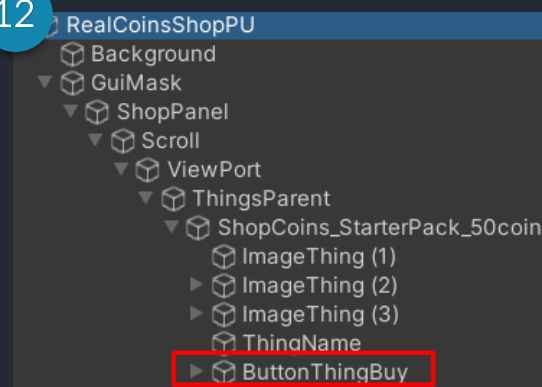
12. Store purchasing (for real money) settings. You can add your own consumables or non consumables goods here. Set unique ID for each product. Create product buy button.
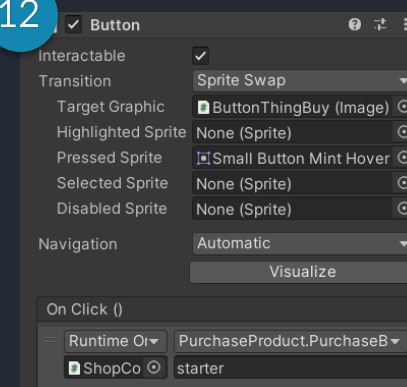
13. LifeIncTimer and InfiniteLifeTimer – life control timers.

14. AdMob, Achievements, DealSale, DailyReward, StarChest, DailySpin – gameobjectst that contains appropriate controller component.
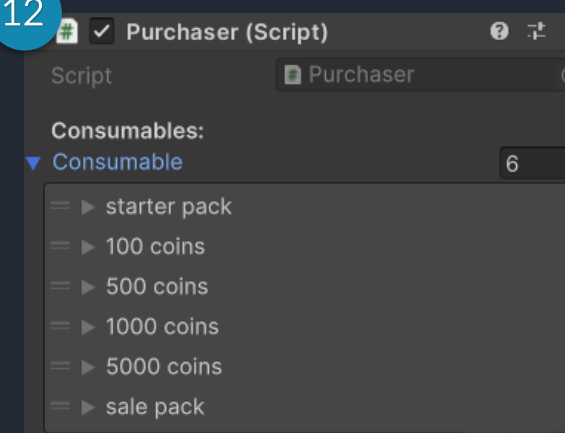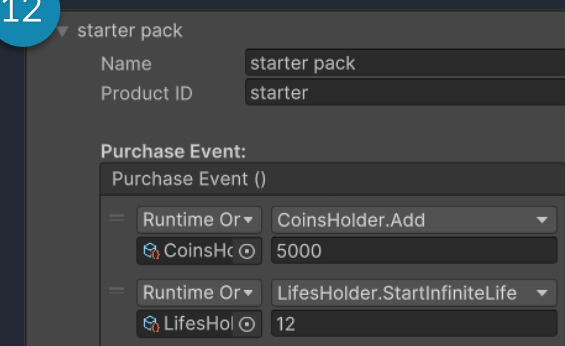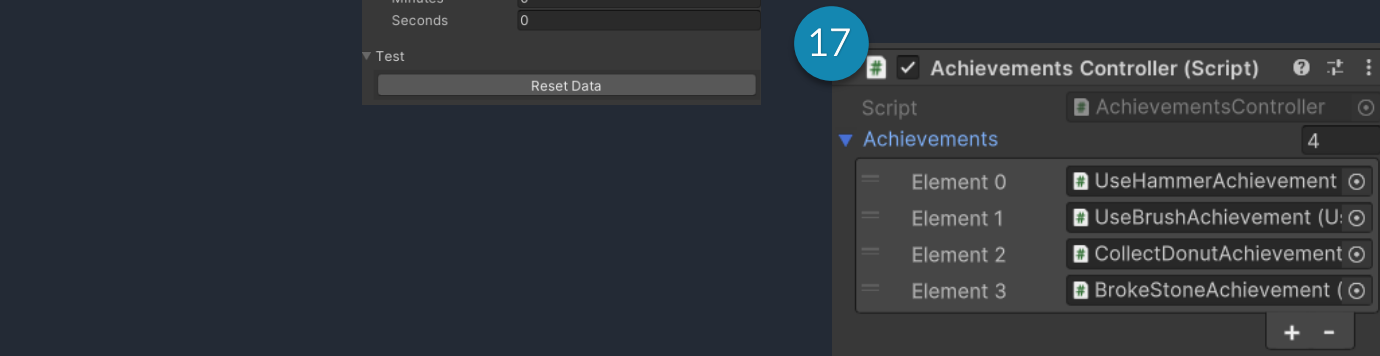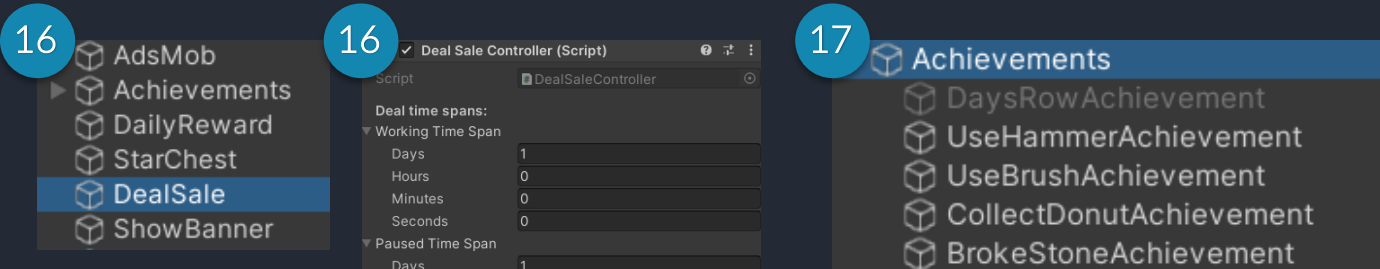
Map scene scripts and settings

15 BannerShow
InterstitialShow

15 Banner Control (Script)
Script — BannerControl
Banner — Show

15 ✔ Show Interstitial Ad (Script)
Script — ShowInterstitialAd
Starts Per Show — 3
Show On First Start — ☐
Delay — 0.5
Single Ton — ✔

16 AdsMob
▶ Achievements
DailyReward
StarChest
DealSale
ShowBanner

16 ✔ Deal Sale Controller (Script)
Script — DealSaleController
Deal time spans:
▼ Working Time Span
  Days — 1
  Hours — 0
  Minutes — 0
  Seconds — 0
▼ Paused Time Span
  Days — 1
  Hours — 0
  Minutes — 0
  Seconds — 0
▼ Test
Reset Data

15. Scene admob objects. Banner control, interstitial control.

16. Sale controller.

17. Achievement container.

18. Scriptable holders folder. Holders are required to save player data (coins, stars, level, score...)

19. Daily spin controller and fortune wheel instantiator.

17 Achievements
DaysRowAchievement
UseHammerAchievement
UseBrushAchievement
CollectDonutAchievement
BrokeStoneAchievement

17 ✔ Achievements Controller (Script)
Script — AchievementsController
▼ Achievements — 4
  Element 0 — UseHammerAchievement
  Element 1 — UseBrushAchievement (U: ⊙
  Element 2 — CollectDonutAchievement ⊙
  Element 3 — BrokeStoneAchievement (⊙
  + —

19 Fortune Wheel Instantiator (Scrip)
Script — FortuneWheelInstantiato ⊙
Fortune Wheel Prefab — FortuneWheel (Wheel Cc ⊙
Fortune Wheel — None (Wheel Controller) ⊙
Ease — Ease Out Back
Auto Close — ✔
Auto Close Time — 5

▼ ✔ Daily Spin Controller (Script)
Script — DailySpinController ⊙
Hours — 12
Minutes — 0
Screen Prefab — ScreenPU (Pop Ups Cont ⊙
Timer Text Mesh — None (Text Mesh) ⊙
Timer Text — TimerText (Legacy) (Tex ⊙
Fw Instantiator — DailySpin (Fortune Whee ⊙
Timer Text Prefix — Next spin in

18 0_Common
  Audio
  ▼ Holders
    ▼ 0_CoinsHolder
      CoinsHolder
    ▼ 0_GameLevelHolder
      GameLevelHolder
    ▼ 0_HardModeHolder
      HardModeHolder
    ▼ 0_LifeHolder
      LifesHolder
    ▼ 0_PlayerDataHolder
      PlayerDataHolder
    ▼ 0_ScoreHolder
      ScoreHolder
    ▼ 0_StarsHolder
      StarsHolder

18 Script — CoinsHolder ⊙
Default data
Def Count — 500
Def FB Coins Count — 100
Save Key — mk_match_coins
Save Fb Coins Key — mk_fbcoins
Change Event (Int32)
  List is Empty
  + —
Load Event (Int32)
  List is Empty
  + —
Count: 8406
▼ Test
  Add 500 coins | Set 500 coins | Clear coins
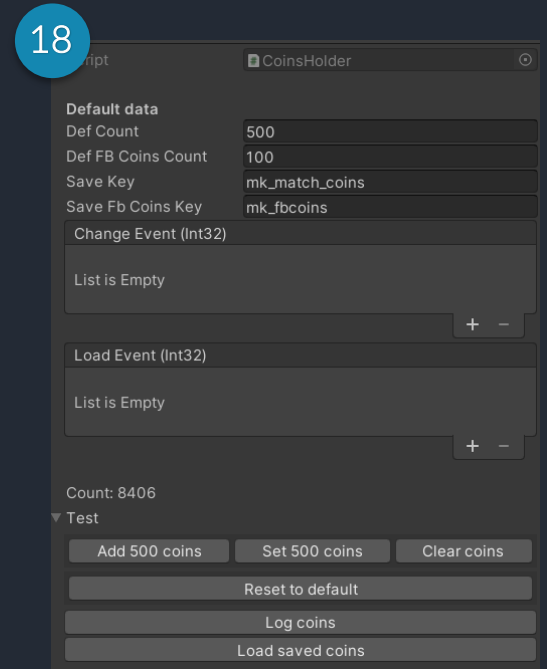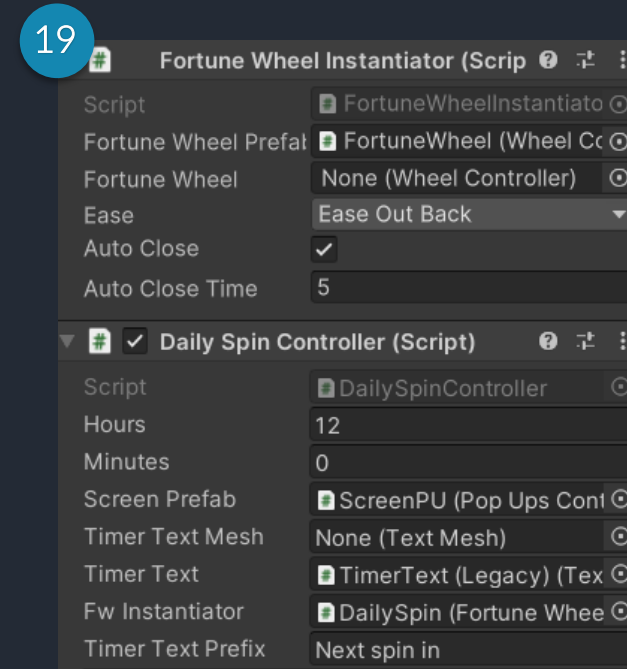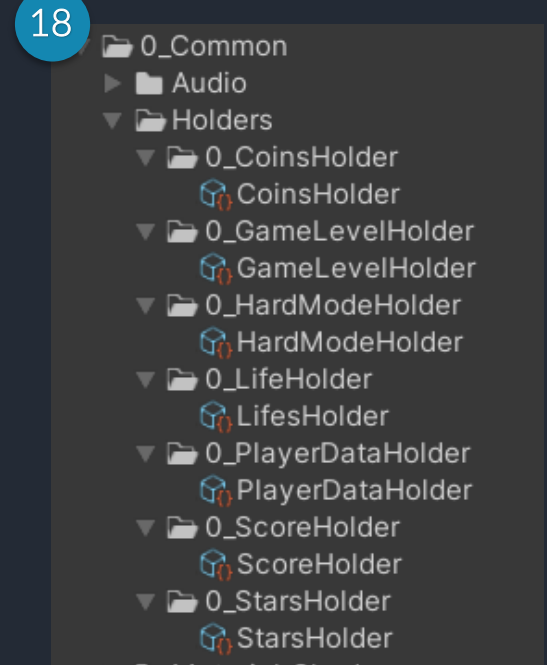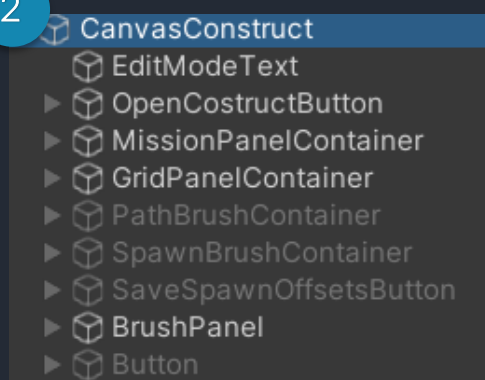 Reset to default
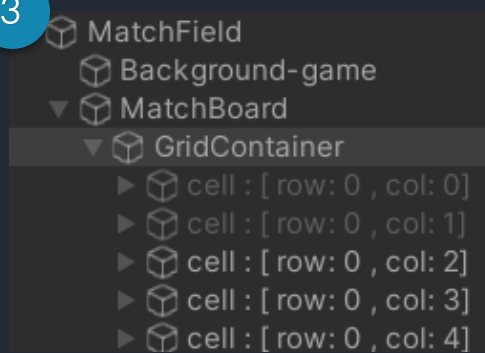 Log coins
 Load saved coins

Game scene scripts and settings

1. Scene object CanvasMain contains SceneGUI object with HeaderMenu and FooterMenu. SimpleTouchPad – touch input helper for touch devices. CanvasOverlay used for pop ups.

2. Scene object CanvasConstruct contains all controls for level editing and creating.

3. MatchField contains all game field objects.

4. MatchBoard script contain settings for bombs, common game setting : messages, fill type. Any swap use for testing purposes. ScoreController contains scores for matches, and bombs.

5. Image aspect ratio behavior script : adjust scale and object position by screen ratio.
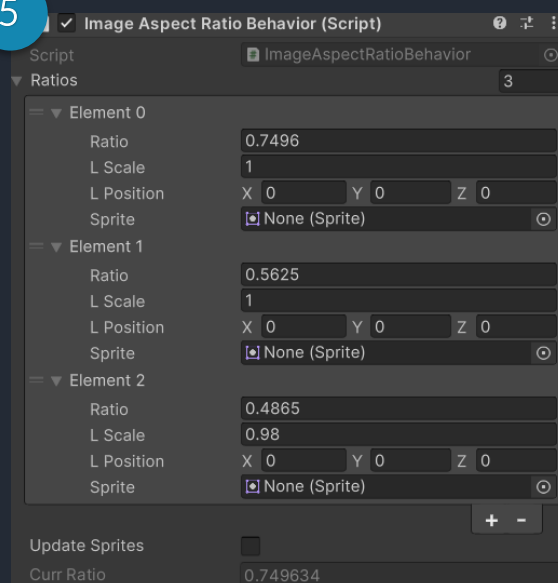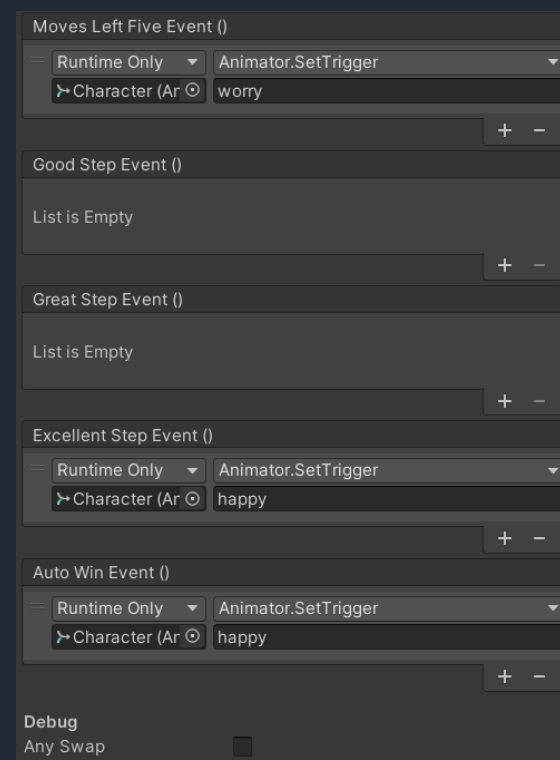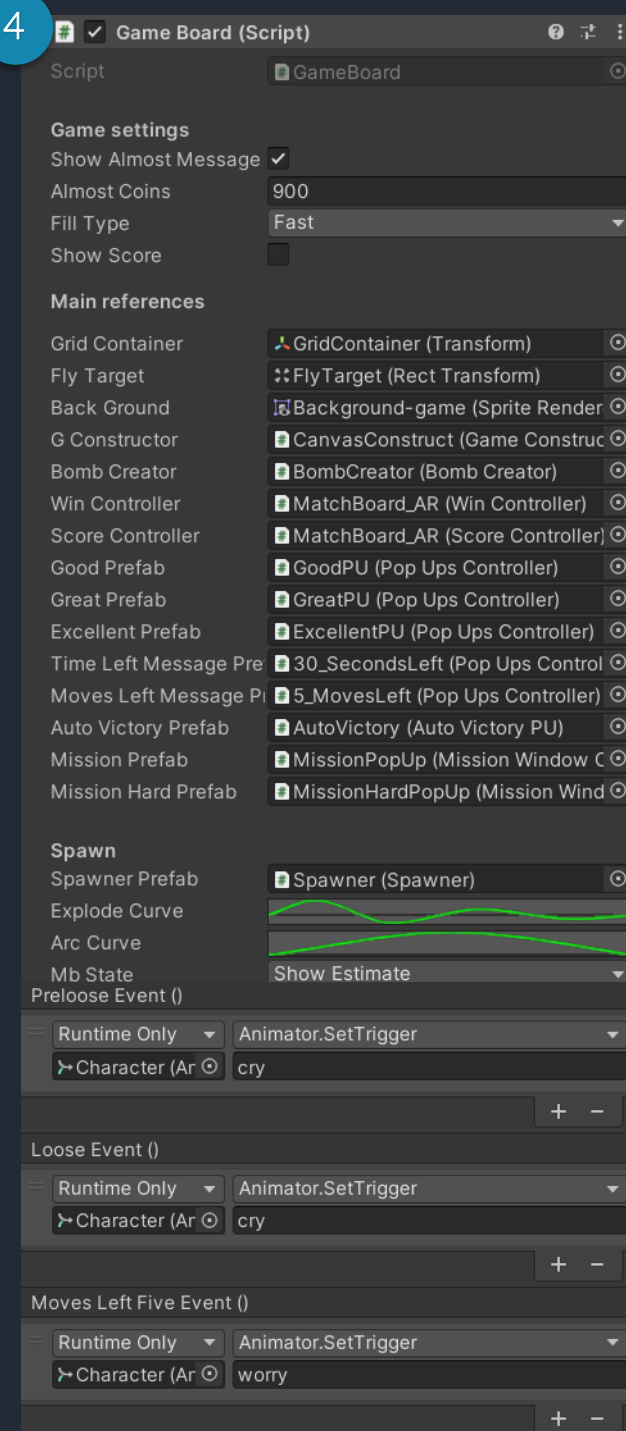
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