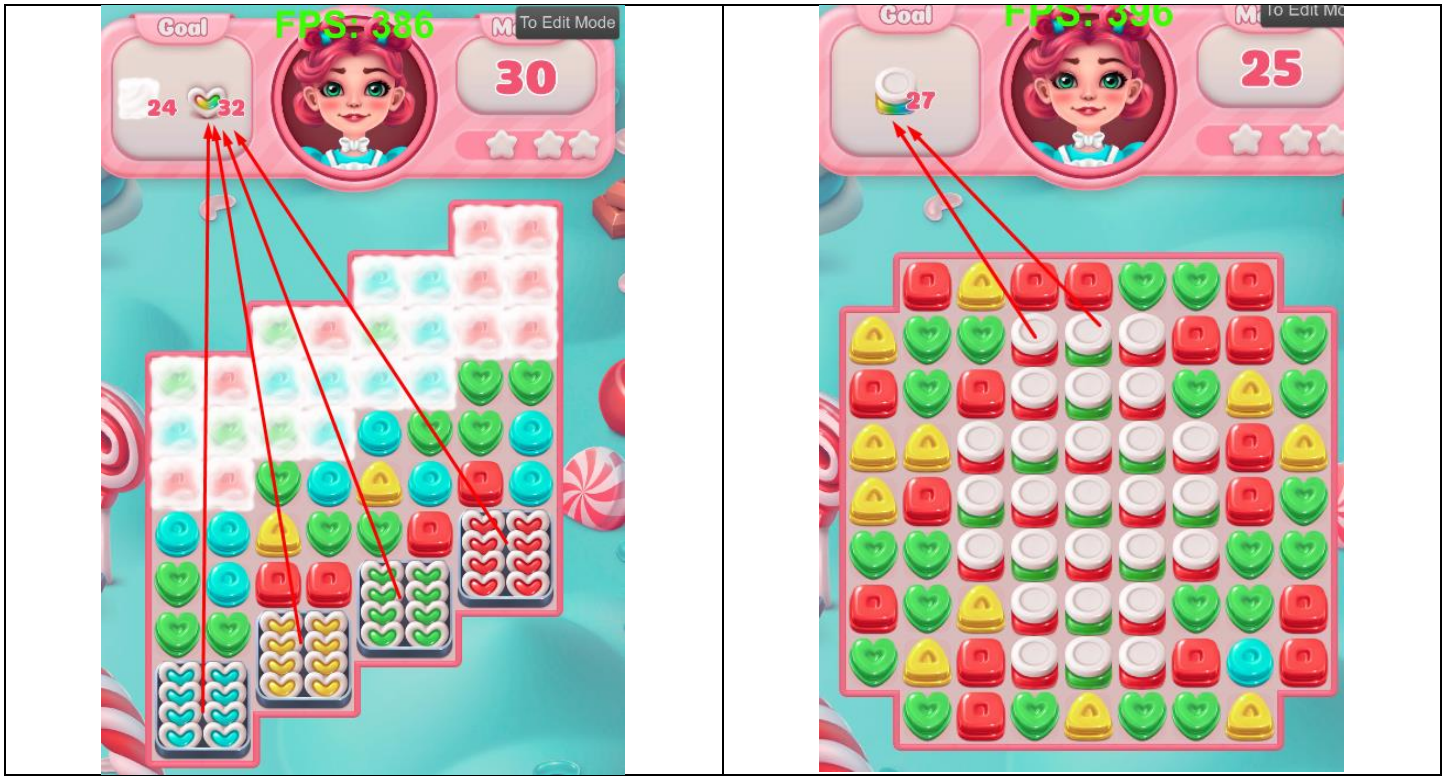
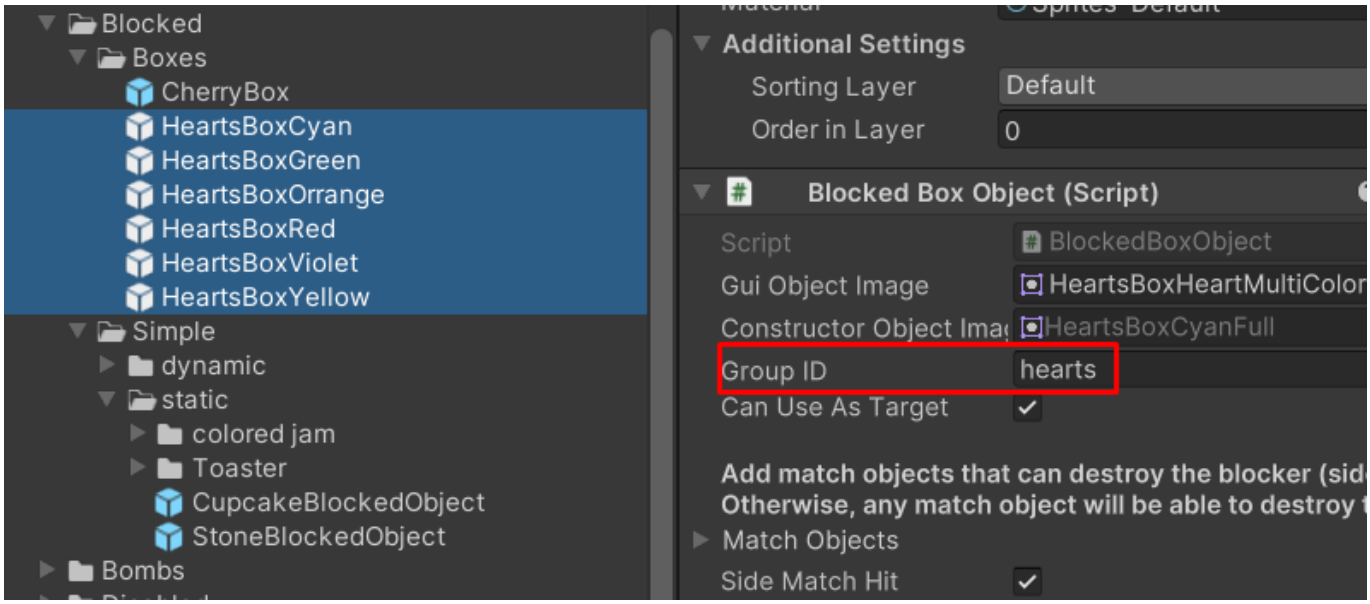
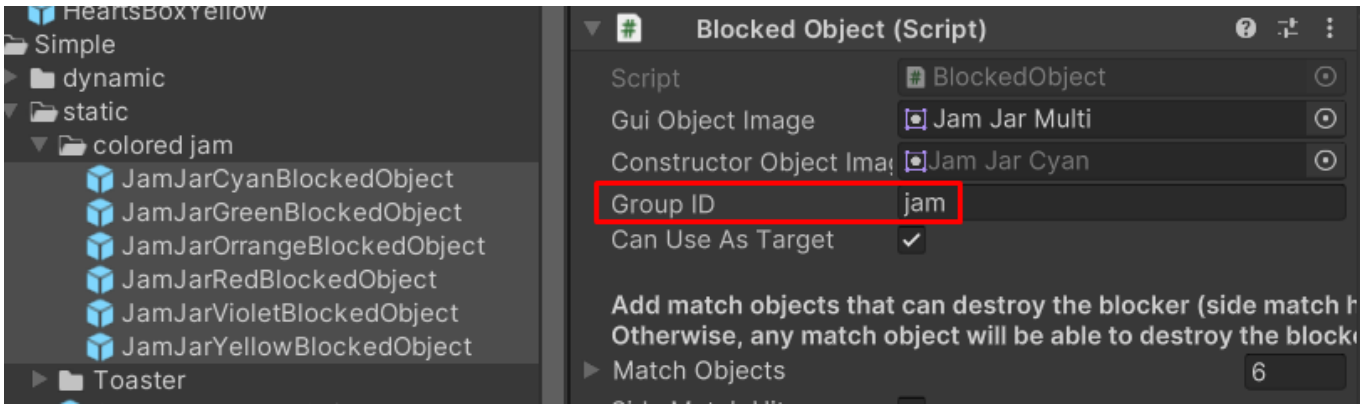
In some cases, it is necessary to have different objects on the game board, but when collected, these objects are collected into one common target.

For example



To do this, you need to add a unique group identifier to the object prefab:




HeartsBoxYellow
Simple
dynamic
static
colored jam
JamJarCyanBlockedObject
JamJarGreenBlockedObject
JamJarOrrangeBlockedObject
JamJarRedBlockedObject
JamJarVioletBlockedObject
JamJarYellowBlockedObject
Toaster
Blocked Object (Script)
Script
BlockedObject
Gui Object Image
Jam Jar Multi
Constructor Object Ima
Jam Jar Cyan
Group ID
jam
Can Use As Target
Add match objects that can destroy the blocker (side match h
Otherwise, any match object will be able to destroy the block
Match Objects
6