-Instruction-

Grand Mahjong Game Asset
with Level Constructor

Contents

Description

Grand Mahjong Asset is a powerful modern template with complete Mahjong possibilities and level constructor for quick start in Chinese tile game world! It includes Game Screen, Level Map with 100 Levels, Pop Ups, GUI elements, Animations, icons, background in realistic, oriental, wood 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 Admob unity plugin here

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.

What Included

Graphics

Editable PSD and PNG

- Game screen in PSD 1080 X 1920. 100% GUI editable. All elements are also in PNG, ready for code.
- Splash screen in PSD 1080 X 1920 with editable game title.
- 42 Classic style Tiles and 42 Simple style Tiles. Fully editable vector shapes.
- 10 Pop Up: Settings, About, Message, Task, Task Reward, Profile, Win, Theme, No Matches, Get Free in 100% editable PSD. All elements also in PNG, ready for code.

Font

Free, Not Included

Nunito   Link

Code

Ready game

In the asset realized next functionality:

- Full Mahjong Solitaire game functionality.
- Shuffle, Hint and Undo game functionality.
- Display of remaining possible moves.
- Enable/disable illumination of free tiles.
- Ability to change tile skins.
- Easy to use Visual Level Constructor.
- Auto collect tiles in Test mode.
- Game Animations for main events.
- Infinity Levels Map functionality.
- 100 tested levels with different targets (you can add any numbers of levels).
- Load Screen functionality.
- GUI controller with 10 Pop Ups.
- Admob and Rewarded ads.
- Players data saving (like player level and game settings) on the device.
- Free sounds with sounds controller.

Creating project
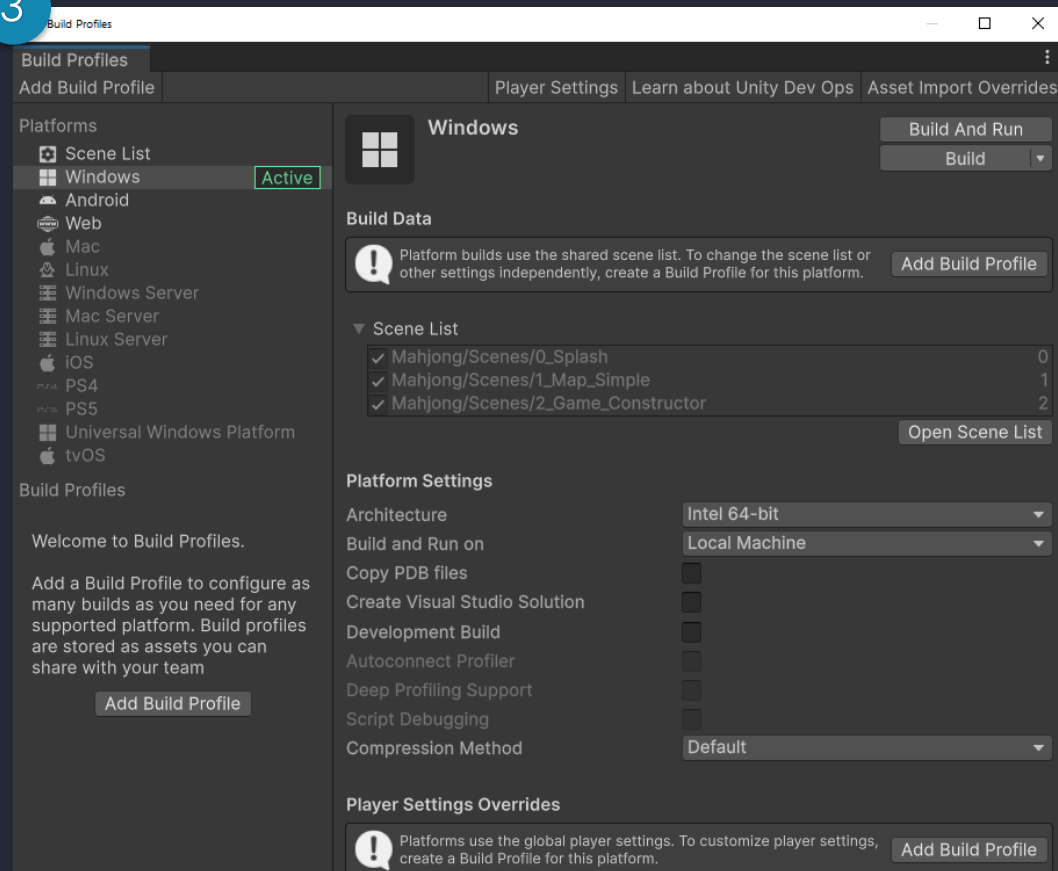
1. Create new project (check unity editor version before importing asset). Use 2D (Built-In render pipeline) template.

2. Import Grand Mahjong asset.

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

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

5. Open scene 0_Splash, press play

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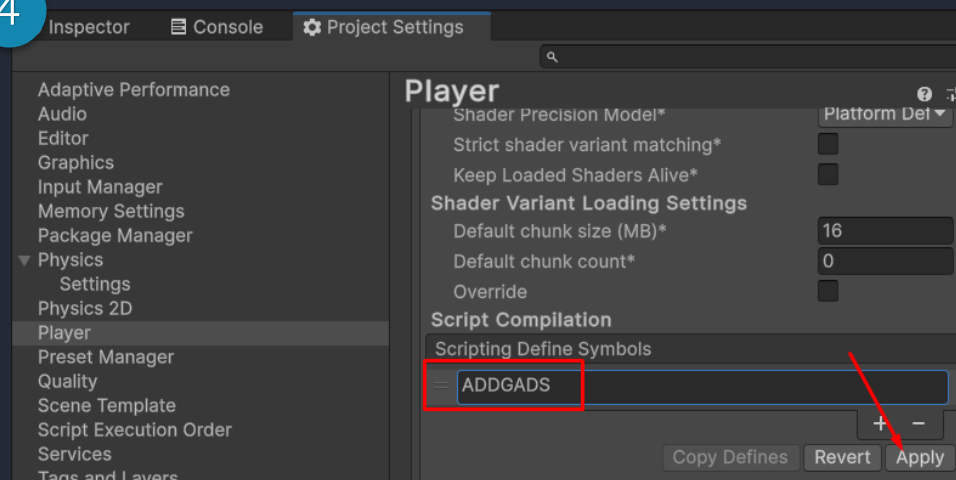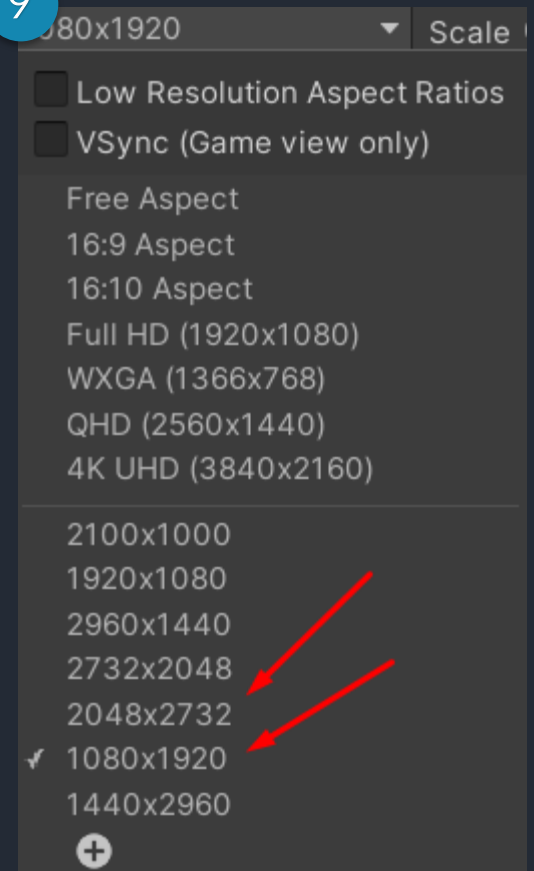
Scenes Description

1. Start map with next level button
2. Settings button
3. Goals (Achievements) button.
4. Current Level number
5. Score counter
6. Possible Matches counter
7. Settings button
8. Exit to map button
9. Shuffle Tiles button
10. Match Hint button
11. Undo Match button
12. Edit Mode button

Tiles

Simple Style

Suit: Dots

Suit: Bamboo

Suit: Symbols

一 二 三 四 伍 六 七 八 九

Winds

東 南 西 北

Dragons

中 發 □

Flowers

Seasons

Classic Style

Suit: Dots

Suit: Bamboo

Suit: Symbols

一萬 二萬 三萬 四萬 五萬 六萬 七萬 八萬 九萬

Winds

東 南 西 北

Dragons

中 發 □

Flowers

梅 1 蘭 2 菊 3 竹 4

Seasons

1 春 2 夏 3 秋 4 冬

All Pop Ups

8

Settings

Varvara Krasa — Edit

Sound — Off

Music — On

Highlight Free Tiles — On

Restart

Theme

About

Theme

Simple

Classic

Confirm

Profile

Varvara Krasa

Save

Season Titles:
Each season can be matched with any other season

Task

Match 5 Times
2/5 — Play

Win 5 Levels
4/5 — Play

Use 1 Hint
1/1 — ✓

Watch video +1

Get Free ▷

About

MASTER KEY

Privacy Policy

Terms of Use

No Moves

Use Shuffle -1

Shuffle

Restart

EXCEPTIONAL!

Win

Score
21600

Level 15

Task Reward

Collect x2 ▷

Collect

Level Constructor
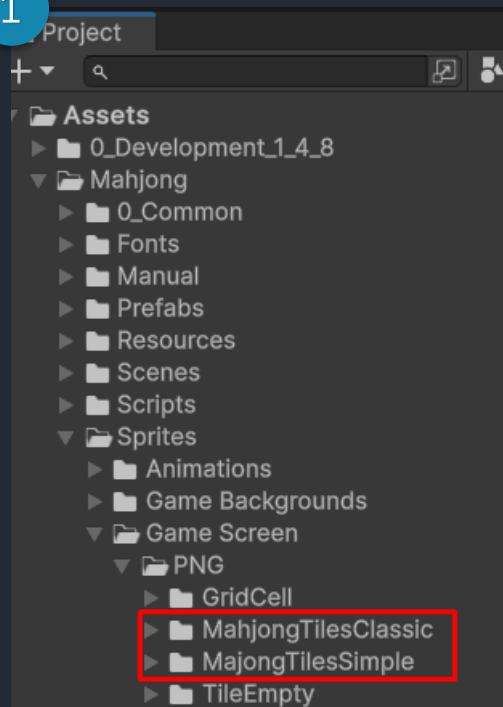
Mahjong theme

1. In this asset we use 2 themes - classic and simple. Each theme consists of a collection of sprites. The theme scriptable object (ThemeSpritesHolder) contains a collection of classic sprites that can only be matched with themselves. And also groups of special sprites. Within a group, they can be matched with each other, despite the different pictures.

2. The theme sprites holder contains links to all the theme sprites. You can also add the required number of special sprite groups to the theme. To be able to switch between themes in the game, the number of sprites and special sprite groups in each theme must be the same.

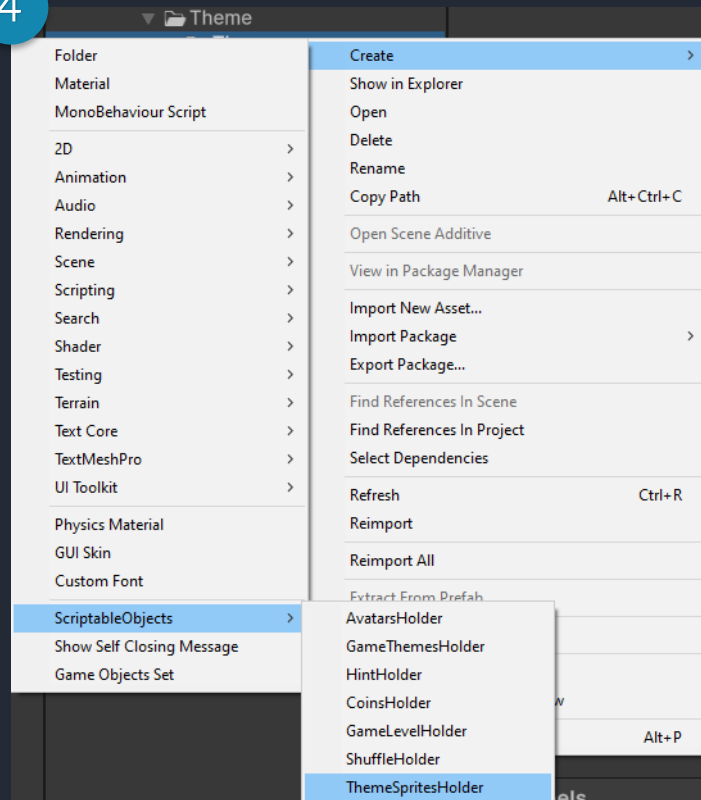3. In turn, the GameThemesHolder object contains links to all theme objects (ThemeSpritesHolder).
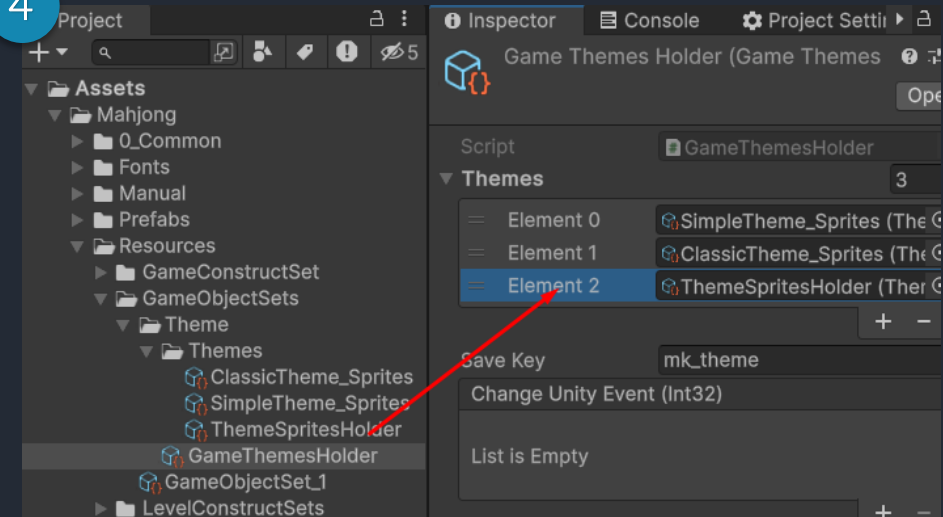
Level Constructor
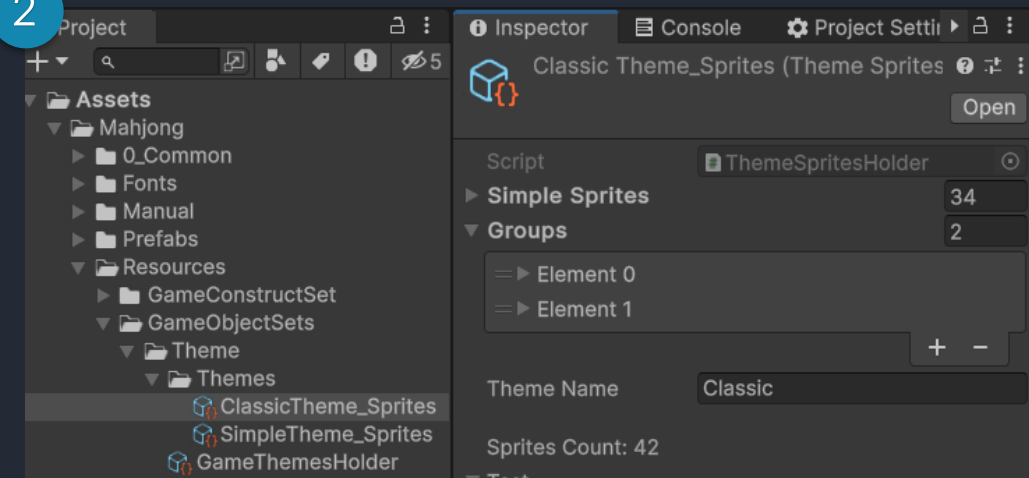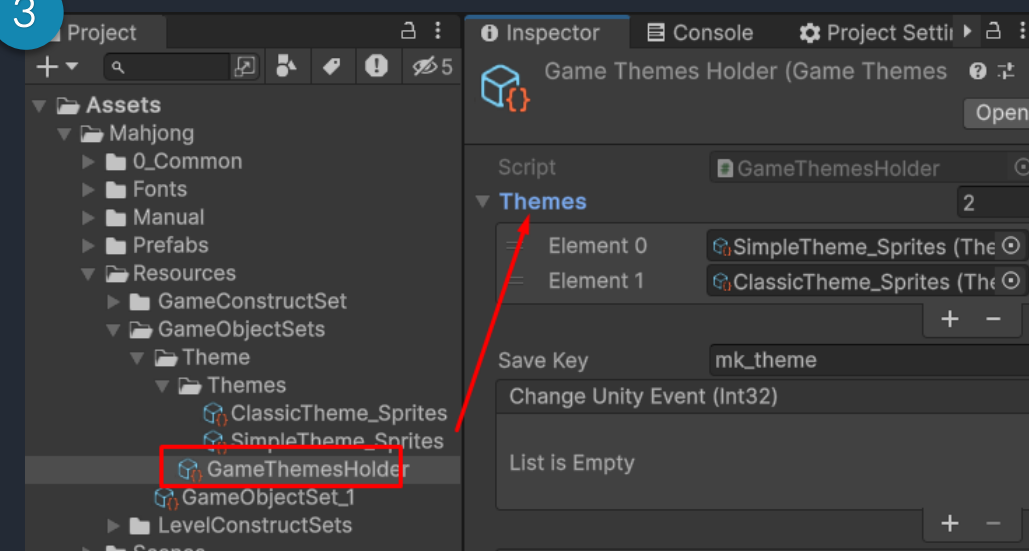
Mahjong theme

4. To create your theme: import a new sprite collection in project, create an object to store references to your sprites, add a reference to your theme object to the GameThemesHolder.
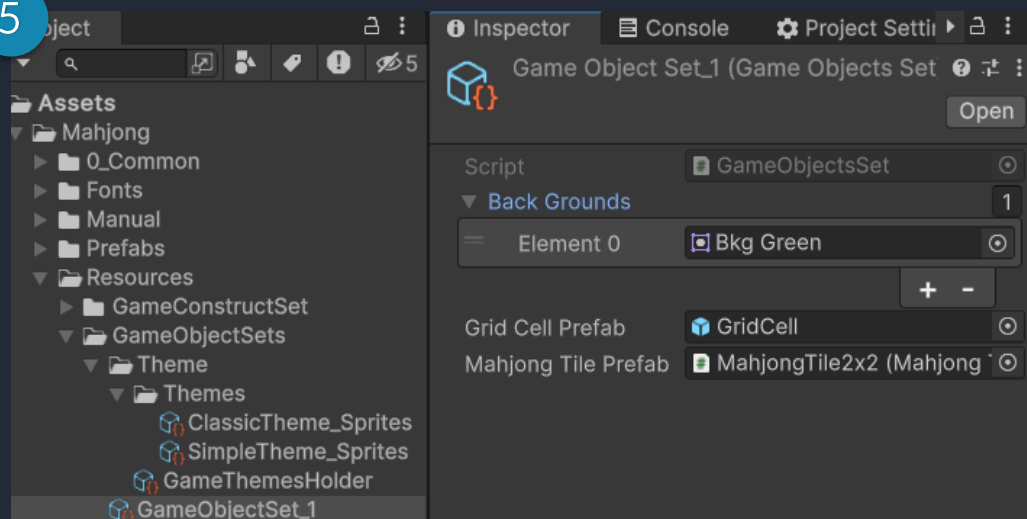
5. GameObjectSet - The object contains references to tile prefabs, grid cell prefab and backgrounds.

6. GameConstructSet contains a reference to the current GameObjectSet as well as all levels of the game (from folder LevelConstructSets).
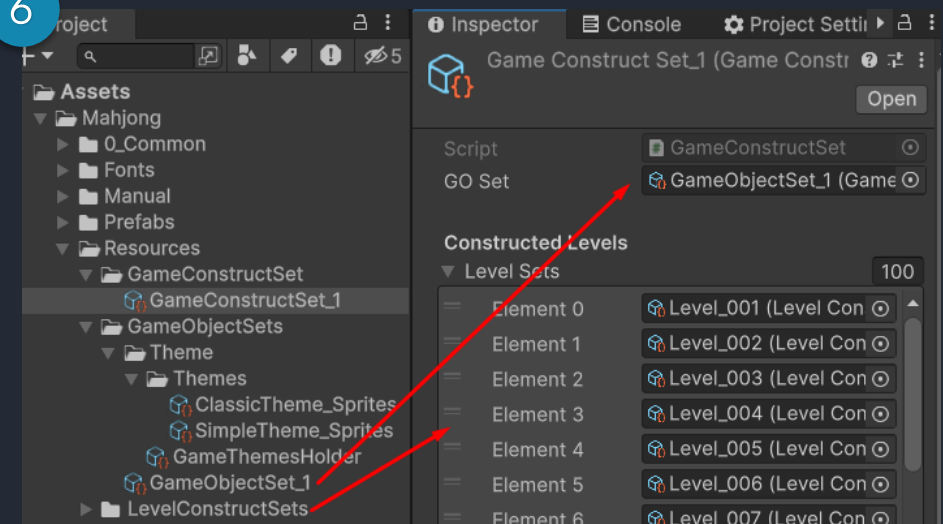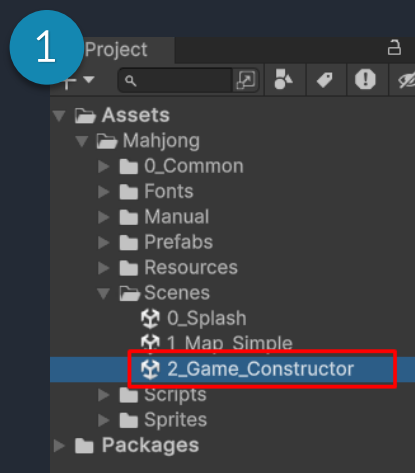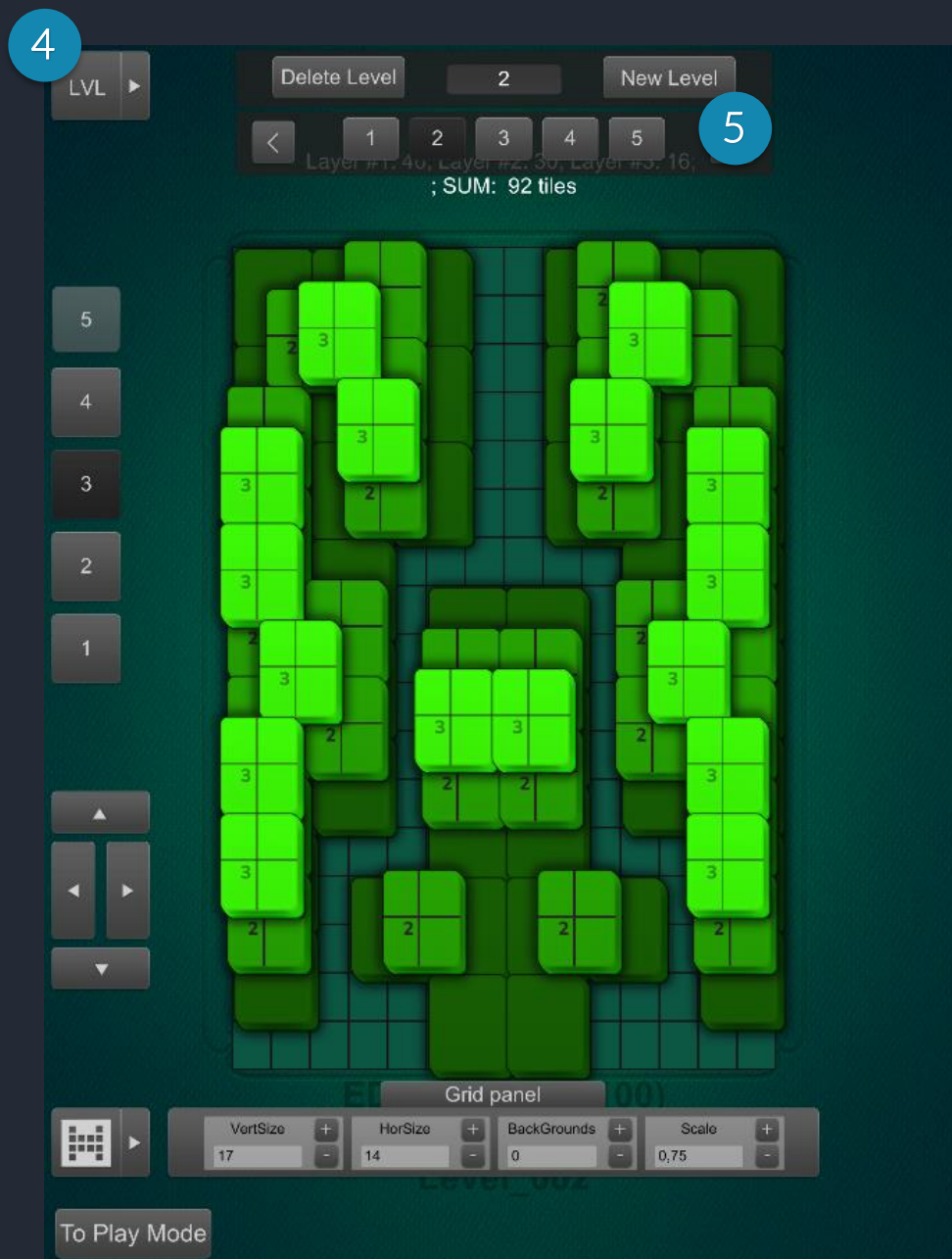
Level Constructor

## Create and edit levels

1. Open 2_Game_Constructor scene.

2. Set resolution for game window 2048x2732 and press Play Button.

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. Click New Level button - A new level will be created after the current level and open for editing.
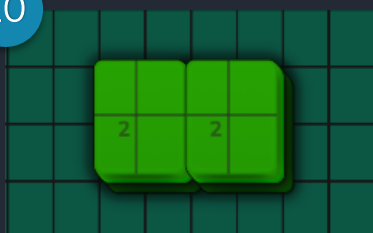
Level Constructor
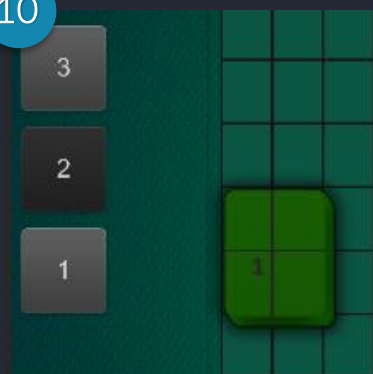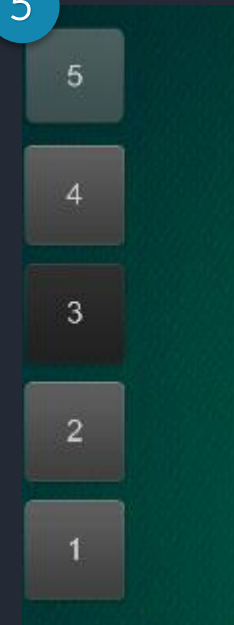
5. Layer buttons. In this asset the number of maximum layers is limited to 5 layers. A top layer object can only be placed above a bottom layer object. Top layer objects cannot be placed above empty space (even partially). Some layer buttons may be frozen until the first object appears on the bottom layer.

6. Move tiles button. You can move all tiles on the grid at once. Be careful, as tiles that go beyond the grid boundary will be deleted.

7. Grid settings panel. Here you can change the grid size vertically (new rows will be added at the bottom) and horizontally (new columns will be added at the right). Be careful when reducing the grid size, as tiles that go beyond the grid boundary will be deleted.

8. If you have multiple backgrounds you can link them to specific levels.

9. You can scale the grid for a more convenient display on the playing field.

10. Each tile occupies 4 cells of the playing field (2x2). The tile's pivot is in the lower left corner. In edit mode, the tile displays grid lines and a layer number. The grid lines and layer number of a tile are only visible for the current layer and the layer directly below it. All layers above the current one are invisible. Be careful when deleting tiles on lower layers, as all tiles directly above the deleted tile will be destroyed.

11. Example: If you are in layer number 2, you can only create and delete objects on that layer. Objects on other layers will not be available.
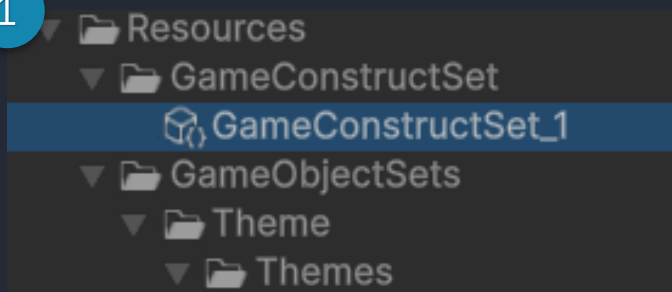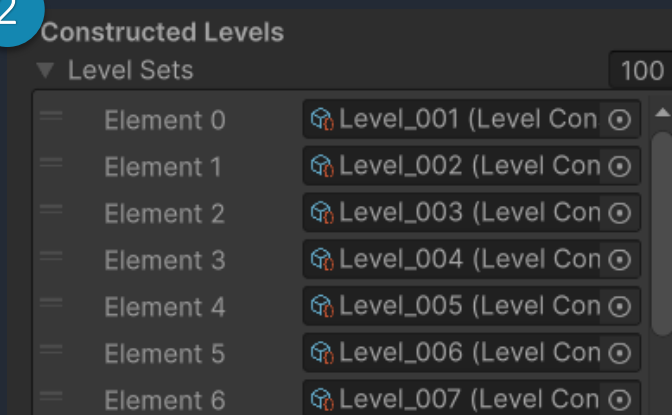
Manual Levels Edit

(1)

```
▼ 📁 Resources
  ▼ 📁 GameConstructSet
      🔲 GameConstructSet_1
  ▼ 📁 GameObjectSets
    ▼ 📁 Theme
      ▼ 📁 Themes
```

(2)

```
Constructed Levels
▼ Level Sets                        100
  ═  Element 0    🔲 Level_001 (Level Con ⊙
  ═  Element 1    🔲 Level_002 (Level Con ⊙
  ═  Element 2    🔲 Level_003 (Level Con ⊙
  ═  Element 3    🔲 Level_004 (Level Con ⊙
  ═  Element 4    🔲 Level_005 (Level Con ⊙
  ═  Element 5    🔲 Level_006 (Level Con ⊙
  ═  Element 6    🔲 Level_007 (Level Con ⊙
```
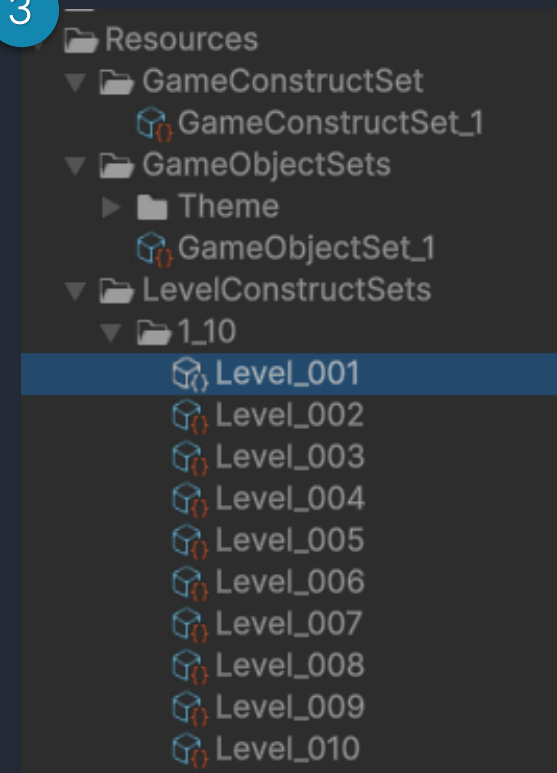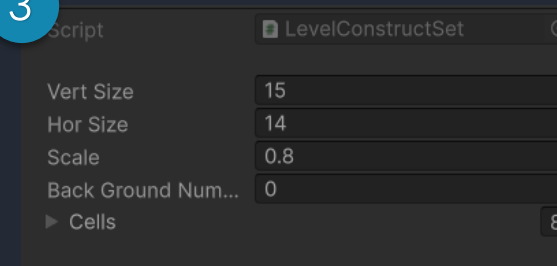
1. You can delete and add levels manually. The Object storing the game settings is GameConstuctSet_1.

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

3. Each level has its own LevelConstructSet object. All LevelConstructSet objects are located in the Resources folder
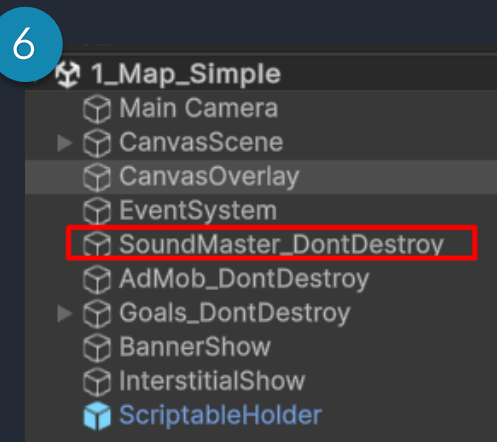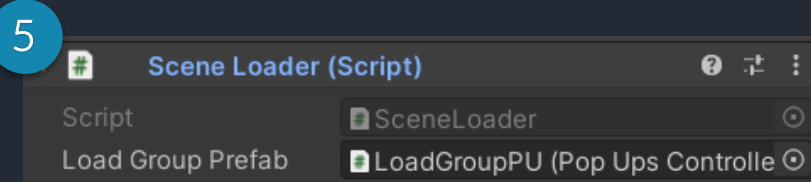
(3)

```
   ─
📁 Resources
  ▼ 📁 GameConstructSet
      🔲 GameConstructSet_1
  ▼ 📁 GameObjectSets
    ▶ 📁 Theme
      🔲 GameObjectSet_1
  ▼ 📁 LevelConstructSets
    ▼ 📁 1_10
      🔲 Level_001
      🔲 Level_002
      🔲 Level_003
      🔲 Level_004
      🔲 Level_005
      🔲 Level_006
      🔲 Level_007
      🔲 Level_008
      🔲 Level_009
      🔲 Level_010
```

(3)

```
Script            ▣ LevelConstructSet        ⊙
Vert Size         15
Hor Size          14
Scale             0.8
Back Ground Num... 0
▶ Cells                                        8
```

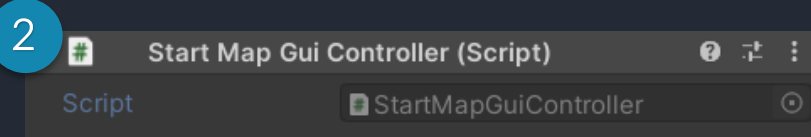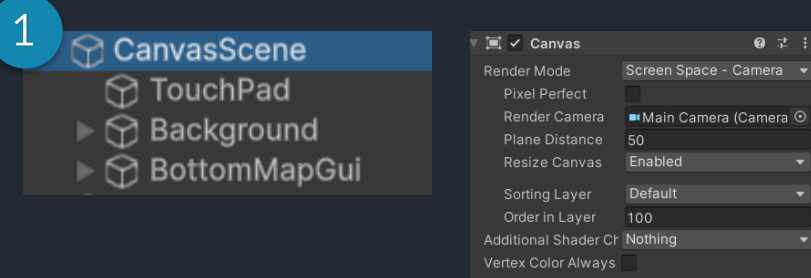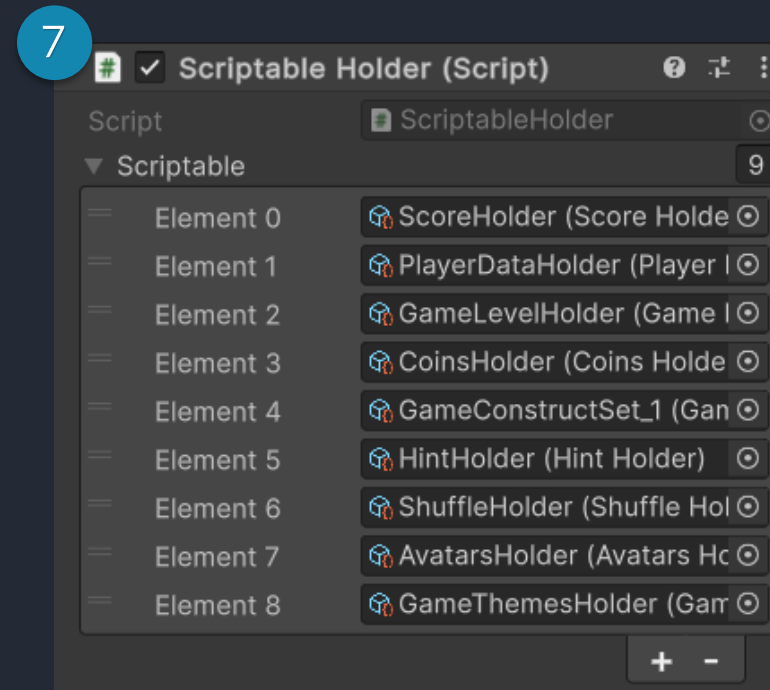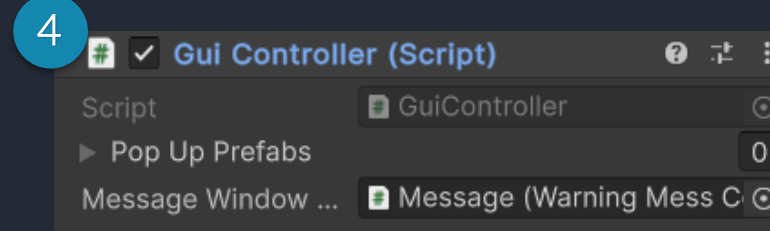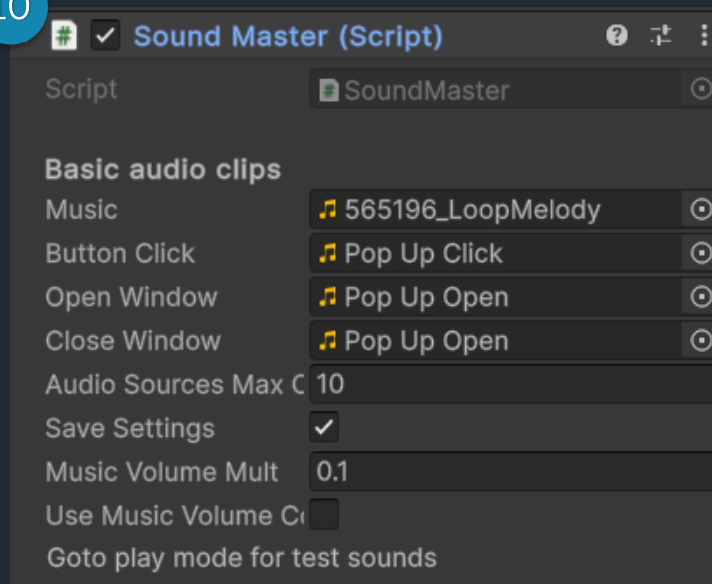# Map scene scripts and settings
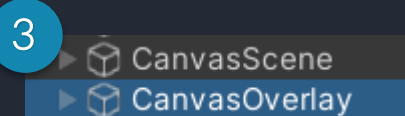
1. All object in map scene created on canvas. Canvas sort order = 100 (bottom canvas).

2. CanvasScene has attached script – StartMapGuiController.cs.

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. ScriptableHolder – contains references to scriptable holders. They are required to save player data.

Map scene scripts and settings

10

Sound Master (Script)

Script	SoundMaster

Basic audio clips

Music	565196_LoopMelody
Button Click	Pop Up Click
Open Window	Pop Up Open
Close Window	Pop Up Open
Audio Sources Max C	10
Save Settings	✓
Music Volume Mult	0.1
Use Music Volume Cc	☐
Goto play mode for test sounds	

▼ ⬡ 1_Map_Simple
- ⬡ Main Camera
- ▶ ⬡ CanvasScene
- ⬡ CanvasOverlay
- ⬡ EventSystem
- ⬡ SoundMaster Don...troy
- ⬡ AdMob_DontDestroy
- ▶ ⬡ Goals_DontDestroy
- ⬡ BannerShow
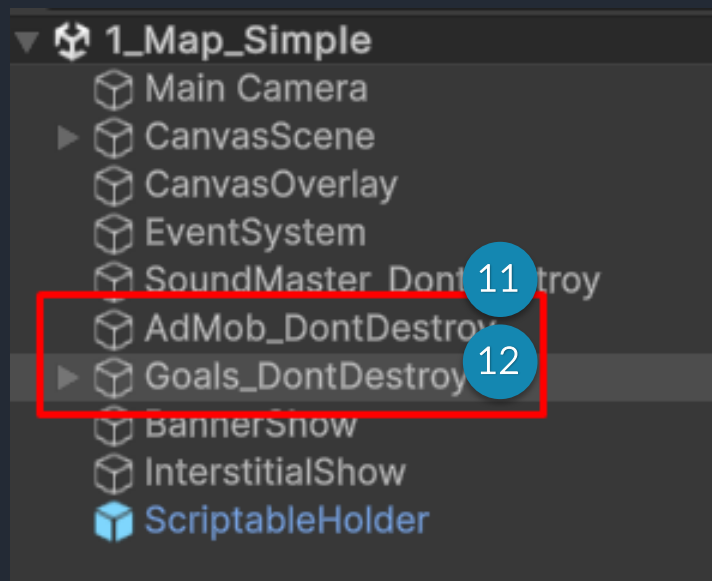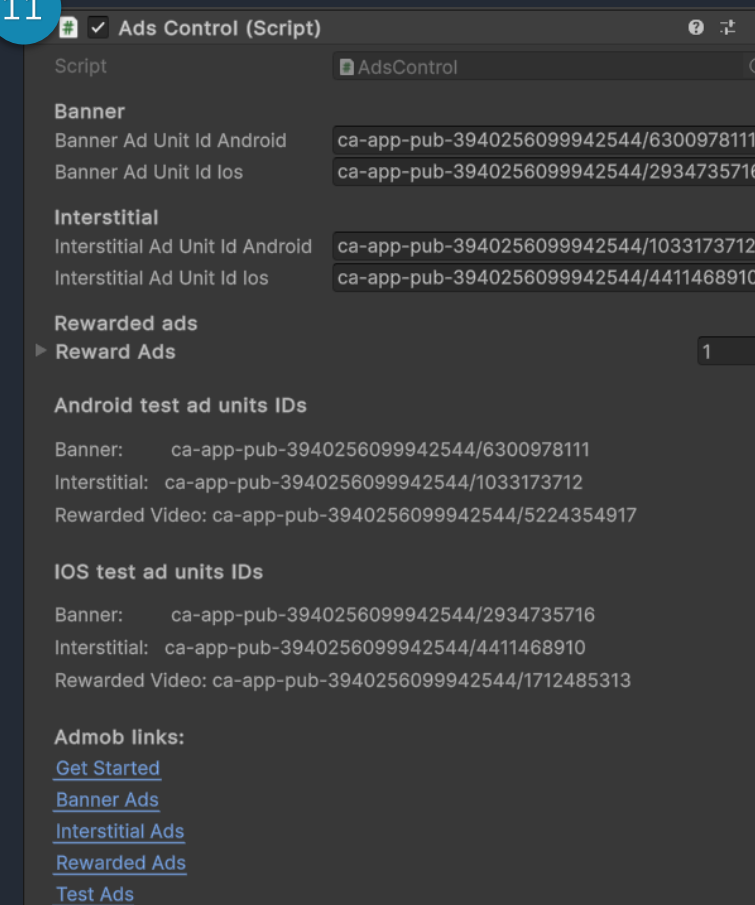- ⬡ InterstitialShow
- 📦 ScriptableHolder

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...();
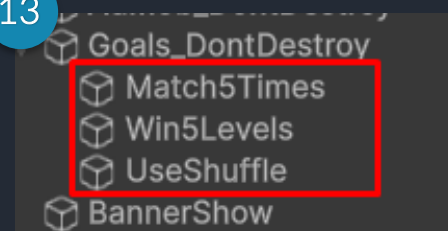
11. AdMob – google ads controller.

12. Goals – gameobjects that controls player goals.

13. Here we have 3 goals for the player. Upon reaching each of the goals, the player receives a prize. Once the goal is reached, it is reset and can be reached again.
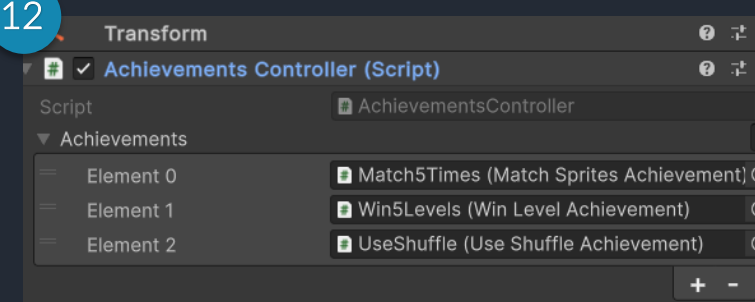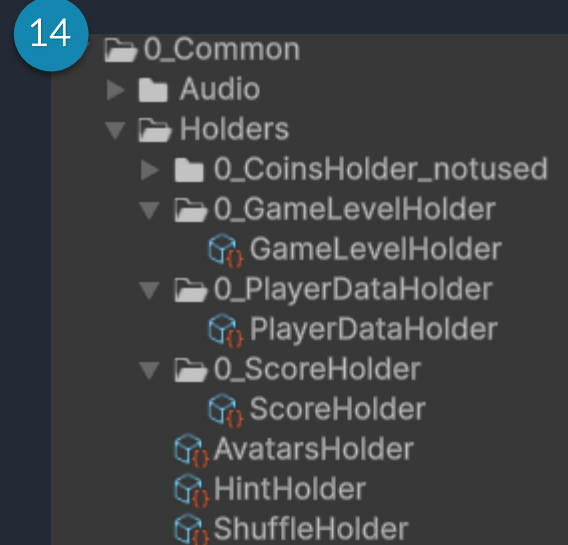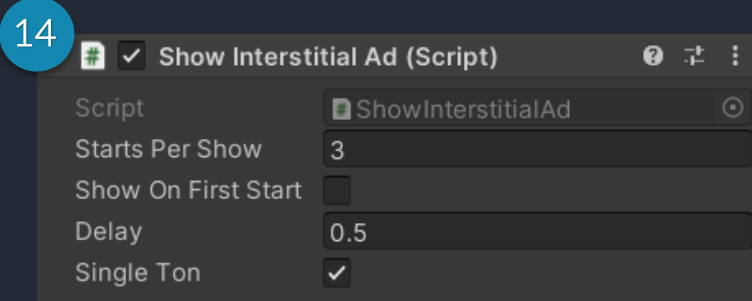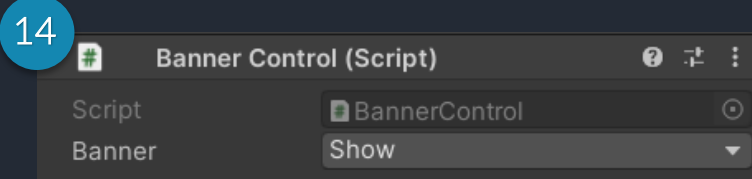
11

Ads Control (Script)

Script	AdsControl

Banner

Banner Ad Unit Id Android	ca-app-pub-3940256099942544/6300978111
Banner Ad Unit Id Ios	ca-app-pub-3940256099942544/2934735716

Interstitial

Interstitial Ad Unit Id Android	ca-app-pub-3940256099942544/1033173712
Interstitial Ad Unit Id Ios	ca-app-pub-3940256099942544/4411468910

Rewarded ads
▶ Reward Ads   1

Android test ad units IDs

Banner: ca-app-pub-3940256099942544/6300978111
Interstitial: ca-app-pub-3940256099942544/1033173712
Rewarded Video: ca-app-pub-3940256099942544/5224354917

IOS test ad units IDs

Banner: ca-app-pub-3940256099942544/2934735716
Interstitial: ca-app-pub-3940256099942544/4411468910
Rewarded Video: ca-app-pub-3940256099942544/1712485313

Admob links:
Get Started
Banner Ads
Interstitial Ads
Rewarded Ads
Test Ads

13

⬡ Goals_DontDestroy
- ⬡ Match5Times
- ⬡ Win5Levels
- ⬡ UseShuffle
- ⬡ BannerShow

13

Goals

• Match 5 times
4/5

• Win 5 Levels
5/5   Get

• Use Shuffle
0/1

12

Transform	

Achievements Controller (Script)

Script	AchievementsController

▼ Achievements   3

Element 0	Match5Times (Match Sprites Achievement)
Element 1	Win5Levels (Win Level Achievement)
Element 2	UseShuffle (Use Shuffle Achievement)

+ -

Map scene scripts and settings

14

BannerShow
InterstitialShow

14

Banner Control (Script)
Script | BannerControl
Banner | Show

14

☑ Show Interstitial Ad (Script)
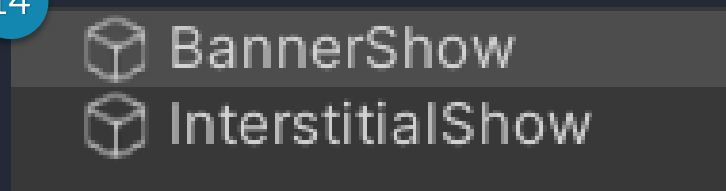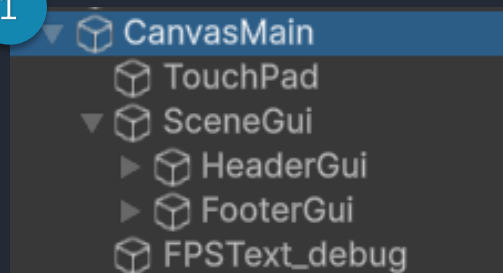Script | ShowInterstitialAd
Starts Per Show | 3
Show On First Start | ☐
Delay | 0.5
Single Ton | ☑

14. Scene admob objects. Banner control, interstitial control.
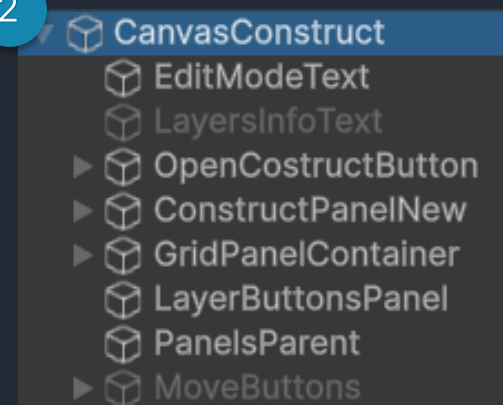
15. All game data holders (Scriptable Objects)

14

📁 0_Common
▶ 📁 Audio
▼ 📁 Holders
  ▶ 📁 0_CoinsHolder_notused
  ▼ 📁 0_GameLevelHolder
    GameLevelHolder
  ▼ 📁 0_PlayerDataHolder
    PlayerDataHolder
  ▼ 📁 0_ScoreHolder
    ScoreHolder
  AvatarsHolder
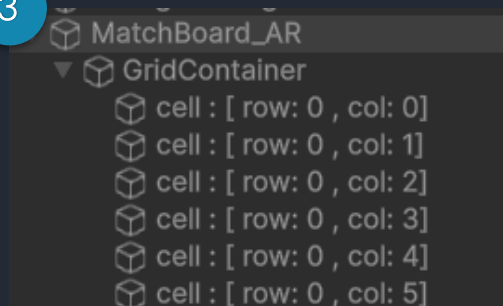 HintHolder
 ShuffleHolder

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 common game setting : messages, prefabs, collect animation properties. ScoreController contains scoring settings for matches .

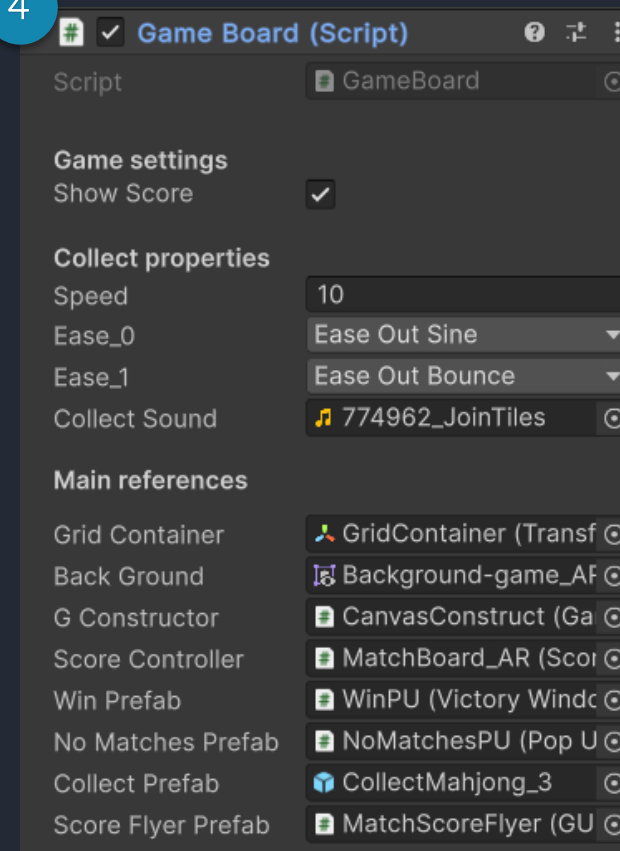5. Image aspect ratio behavior script : adjust scale and object position by screen ratio.
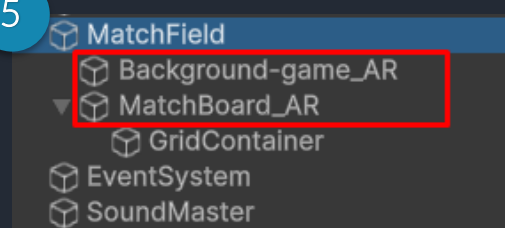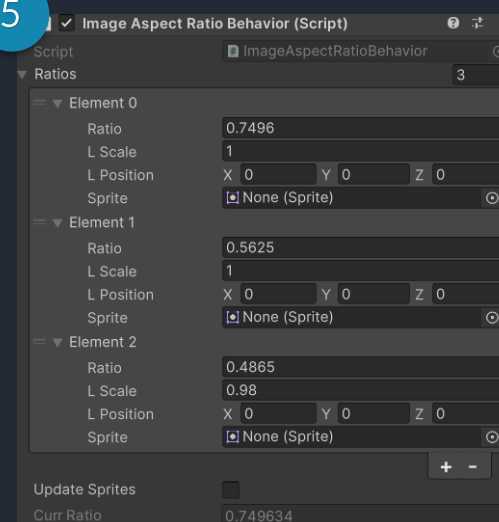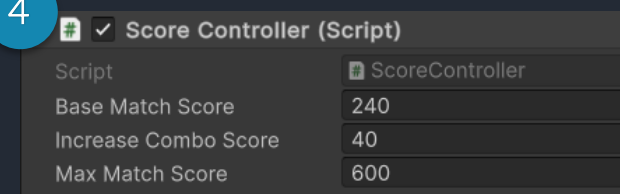
REALISTIC SLOT MACHINE

CHINA TOWN SLOT

MODERN SUITS SLOT ASSET

Thanks!

We try to make the best products, so we are always happy to help you understand the project. If you have any issue or suggestion, please email us.

MASTER KEY

RATE US ★★★★★
FOR NEW COOL ASSETS

Homepage : www.mkeystudio.com
Tech Support: putchkov1975@gmail.com
Business Support: melanitta83@gmail.com