

Word Palace Documentation

Overview

The **Word Palace** is thoughtfully developed and user-friendly. Function names are clear, and scripts provide step-by-step guidance. This documentation explains the project folders functions and how to add new levels. If you encounter any issues, please contact us at joysmashgames@gmail.com.

Project Structure

1. Art

The Art folder is subdivided into three categories:

- **Animation:** This folder contains 4 subfolders and 40 animation controllers of menus that you can use.
- **Sprites:** It has three subfolders of Applcons, CoinPacks and UI Containing 72 unique sprites (PNG), including background images, button UIs and etc.
- **Materials:** Contains 25 various materials used in the game for particles mainly which can be customized with different colours or sprites.

2. Prefabs

The Prefabs folder includes two main categories and total of 27 prefabs:

- **Particle:** 2 unique particle effects.

- **UI:** 25 prefabs of the game menus. If adding new menus, update UIData scriptable object accordingly.

3. Scenes

- **Levels:** the levels of the game and main game
- **MainMenu:** the main scene of the game and where the game starts

4. Scriptable Objects

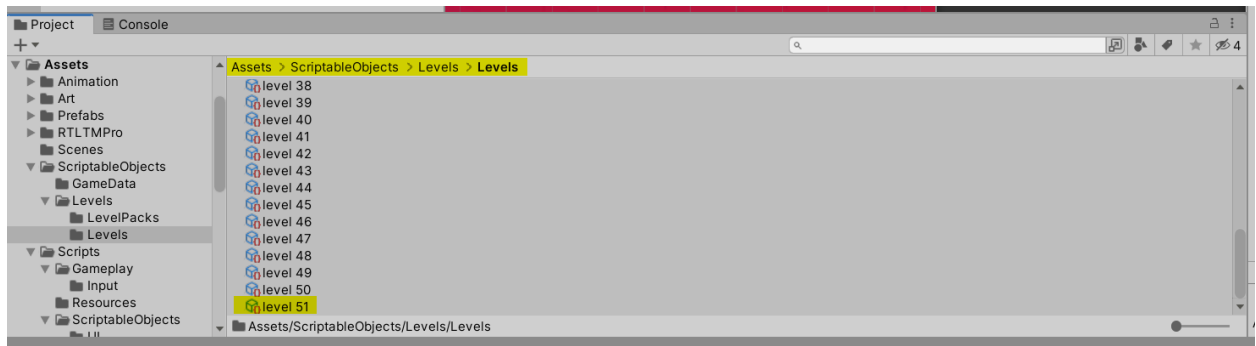
- **Game Data:** 6 Scriptable objects needed in the game like Main storage of game data (Saving score and level number)
- **Levels:** all the levels and level packs in the game

5. Scripts

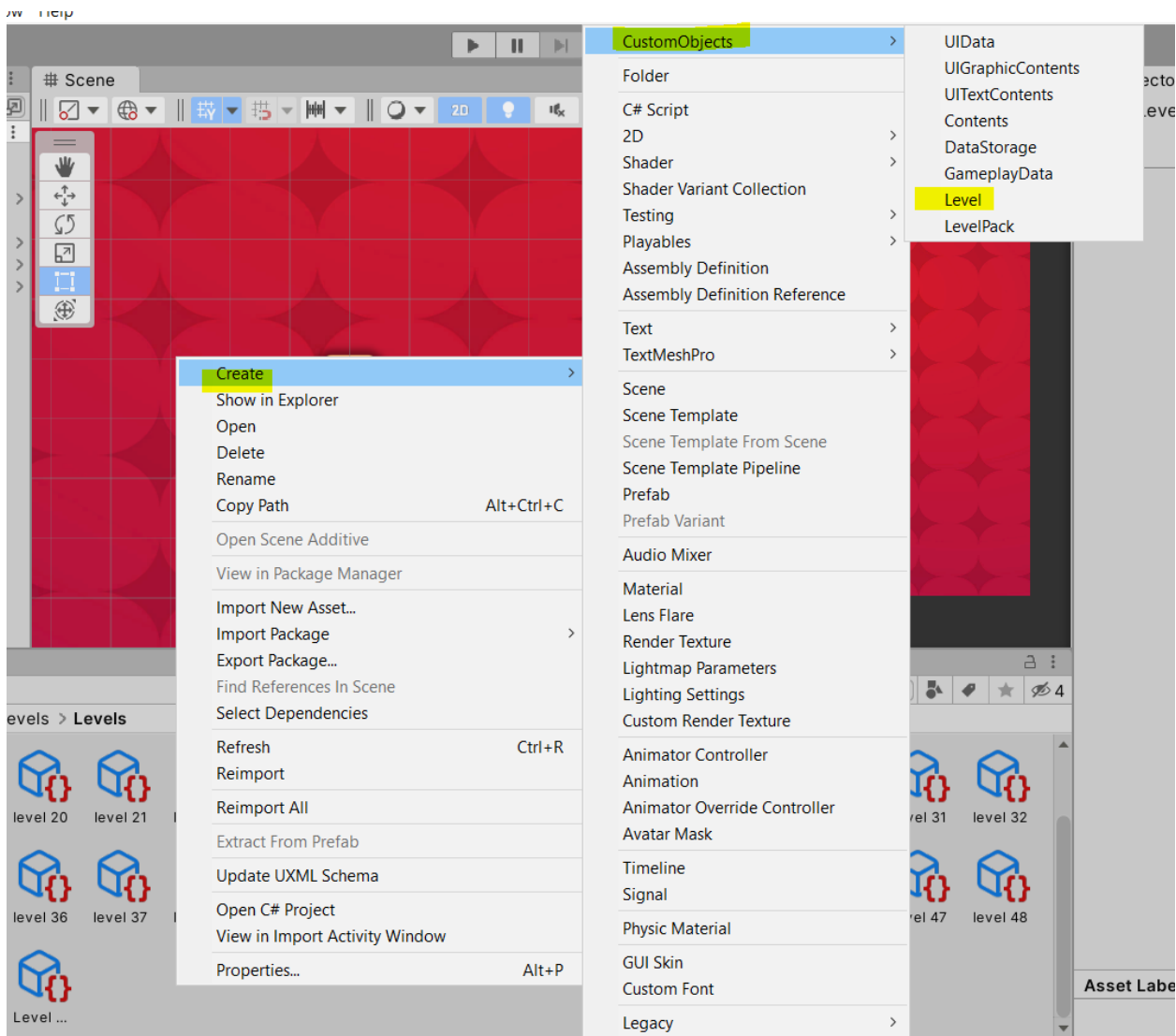
Scripts are categorized into nine folders, with clear names and functions to ensure easy understanding.

How to add new levels:

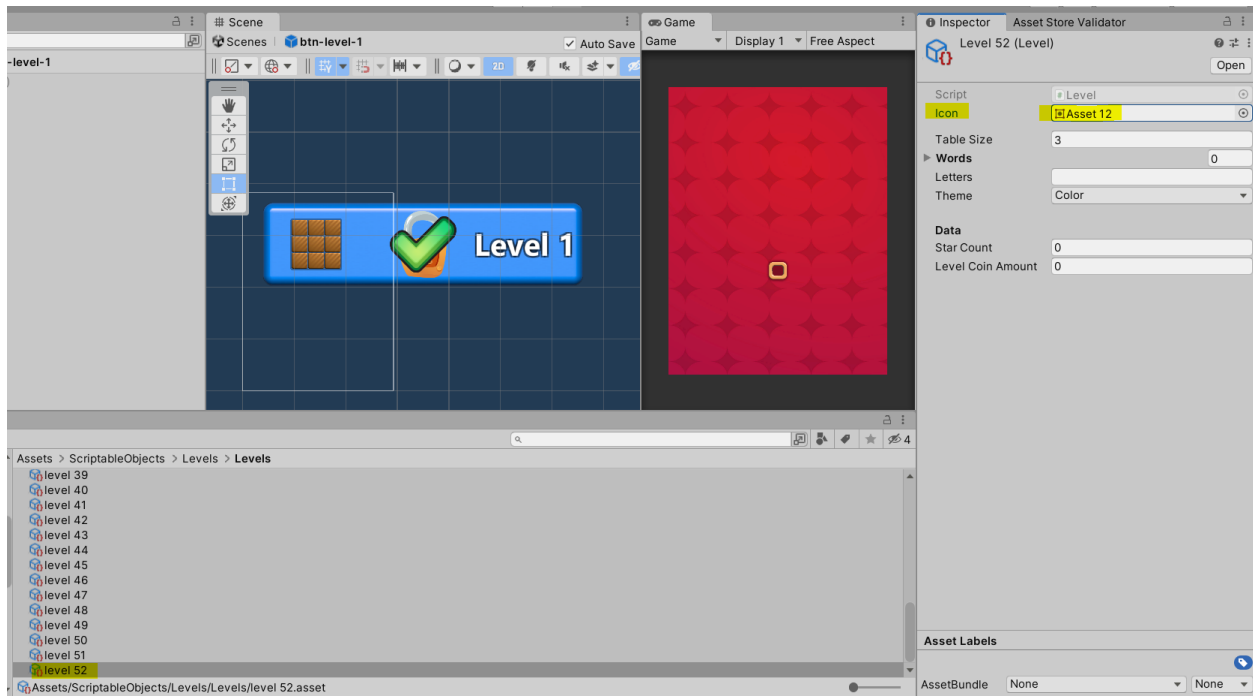
- 1- Navigate to Project – Scriptable Objects – levels -- levels folder. For the start we have 51 sample levels that you can see.



- 2- The best way to add a new level is to right click in Scriptable Objects – levels -- levels folder, choose Create – CustomObjects—Level. Then rename the level. Here I rename it to level 52.



- 3- Choose your new level and set Icon to Asset 12 which is a star. It is up to you what image to use as your Level icon.

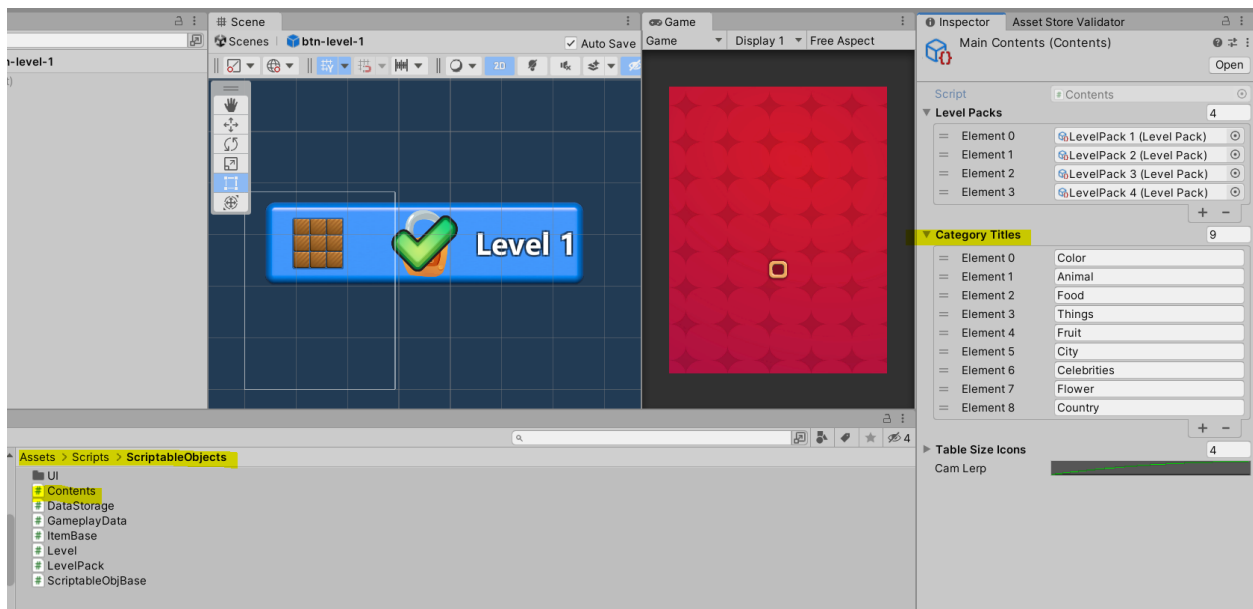


- 4- There are nine categories in the game right now. You can add more categories if you like in the level script. and also add them to contents – category title in the editor.

C# Level.cs X

Assets > Scripts > ScriptableObjects > C# Level.cs > ...

```
6 namespace JSG.WordsTable.ScriptableObjects
9 public class Level : ScriptableObject
23 public int m_LevelCoinAmount = 0,
24 //
25 }
26
27 public enum m_LevelTheme
28 {
29     Color,
30     Animal,
31     Food,
32     Objects,
33     Fruit,
34     City,
35     Celebrity,
36     Flower,
37     Country
38 }
39 }
40
```

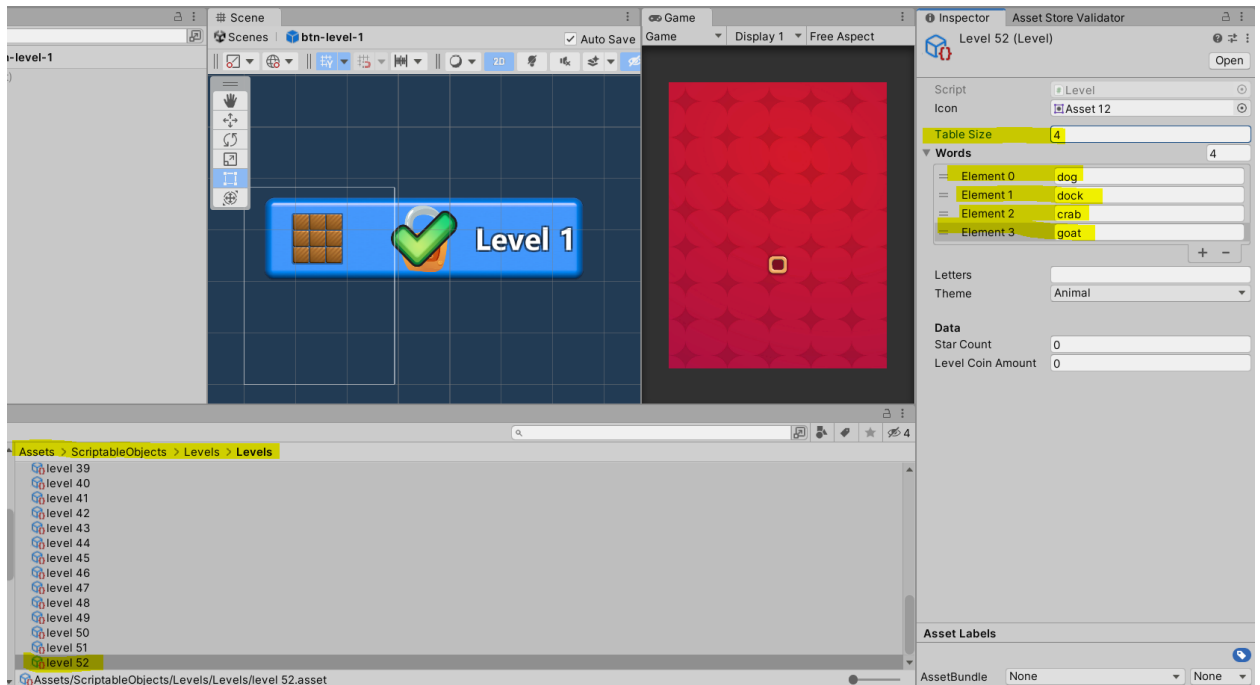


5- The easiest way to add a new table is to have the design before in accordance with the theme. So this is what I have on my mind to design. You can design your word table the way you want. I decided to add new levels to my Animal category. As you can see in the table below the red letters are the animals that I choose and the way I set them in my table (Duck - Dog – Crab – Goat). The black letters are the extra one which are used for misguidance. The numbers in green will be explained soon.

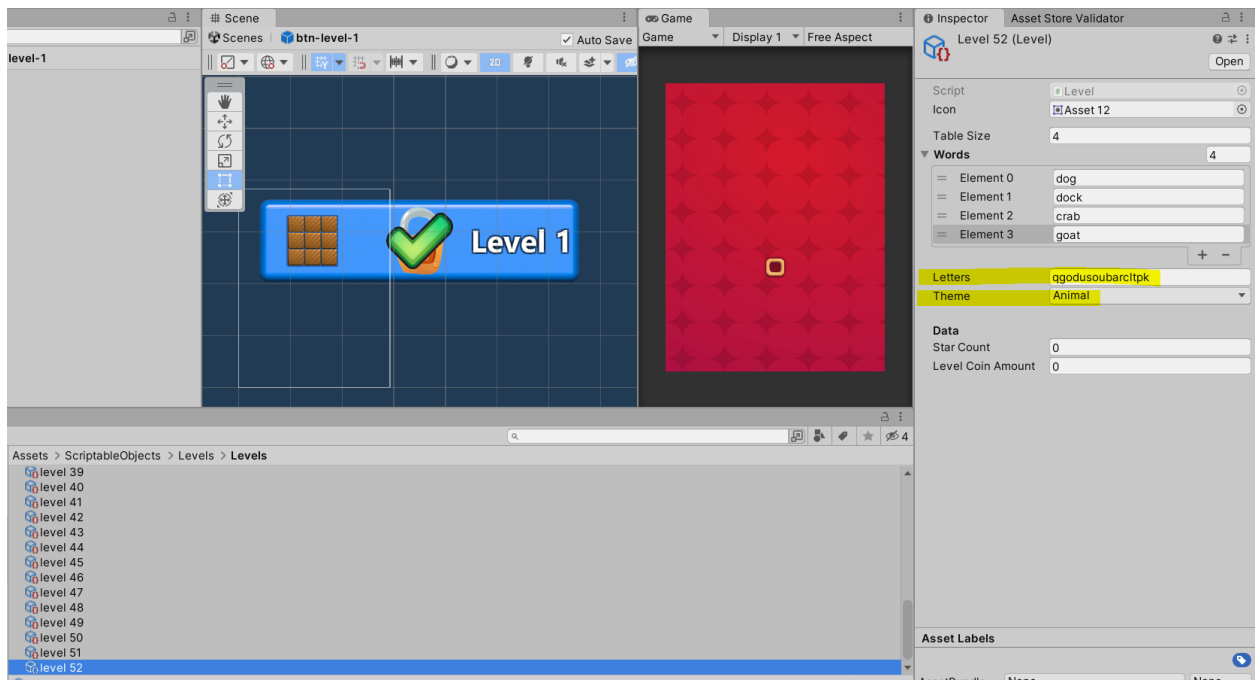
(4)D	(3)O	(2)G	(1)Q
(8)U	(7)S	(6)O	(5)U
(12)C	(11)R	(10)A	(9)B
(16)K	(15)P	(14)T	(13)L

6- As you can see, my table has 4 rows and columns. So, I set Table Size to 4. Then I add the correct words of my table to the Words

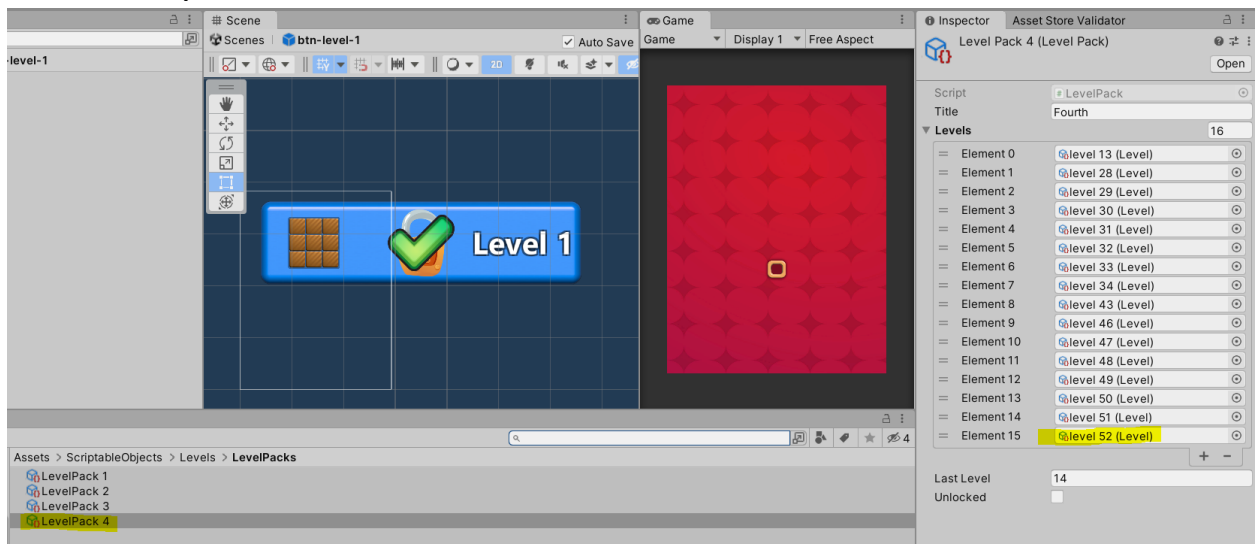
variable.



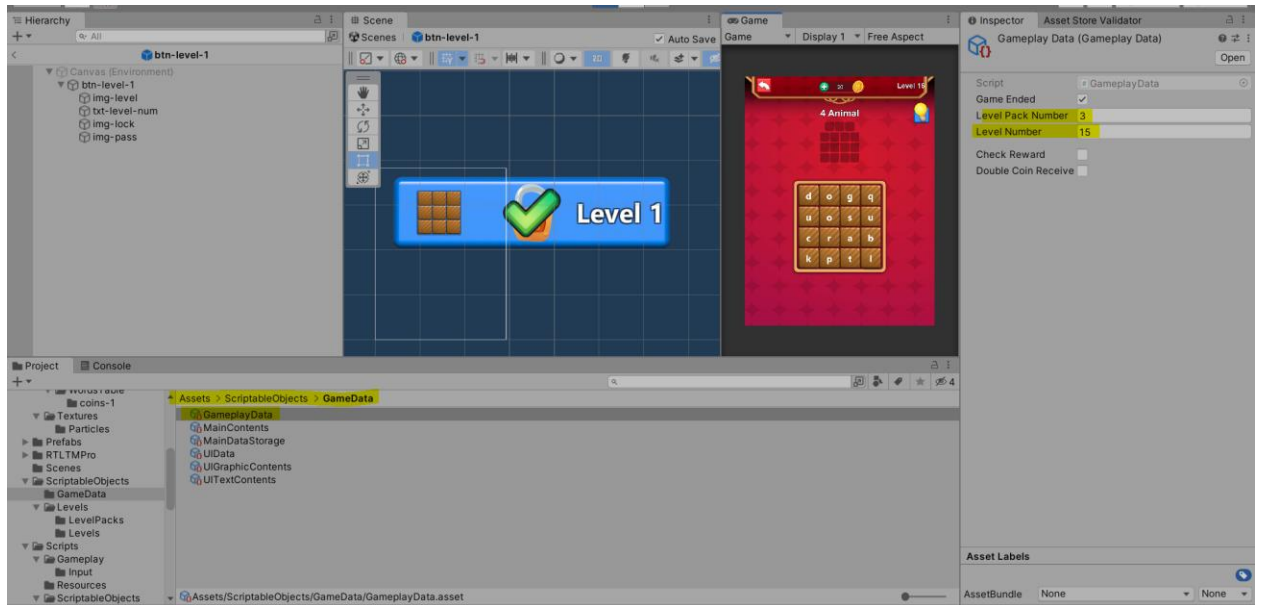
7- Now let's get back to the green numbers which start from right top (number 1) and finishes at the bottom left (number 16). These numbers define how you should write letters in Letter variable of your Level. I start writing the letters from 1 to 16. I also change the theme to Animal.



8- Now I add the level 56 to my level pack 4 in scriptable objects – levels – level packs folder. If I add lots of levels, it is logical to add a new level pack.



9- In order to test the level, I created. I should navigate to ScriptableObjects – GameData – Gameplay Data. Then I should change Level pack number to 3 and level number to 15. Lastly when I run the game in Levels scene, this is what my level look like.



For any questions or further assistance, please reach out to joysmashgames@gmail.com.