Uniting Twist User’s Manual

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Github: <https://github.com/IanDavis1995/P5>

# Introduction

Uniting Twist is a single player arcade game like Hexic and various Bubble Popping mobile games, but with a unique “twist.” In Uniting Twist, flying hexagons of different colors will float toward a single gray hexagon in the center of the screen, until touching the gray hexagon or any other colored hexagon already attached.

# Controls

Upon first launching the game, simply tap the hexagon in the center to begin playing. The hexagons can be controlled in flight by rotating the device horizontally. When a hexagon attaches to the gray center hexagon, or any other hexagon already attached, a new flying hexagon enters the board.

Scoring  
Players score points by matching 3 or more hexagons of the same color on any adjacent side. When hexagons are matched, they are removed from the board, and any hexagons that are attached only to the matched hexagons are also removed.

# Winning

There is no winning Uniting Twist as the goal of the game is to score as many points as you can. The game ends when hexagons overflow outside of the gray circle centered around the single gray hexagon in the center of the screen. When the game ends, you will be returned to the title screen.

# Interface

On the title screen, your previous game score, as well as your highest score of all time are displayed in the bottom center. While playing the game, you can see your current score at the top center of the screen.

 

 