



-Instruction-

Forest Match-3 Game Asset
with Level Constructor

What Included

Graphic

Editable PSD and PNG

- Premade Game screen in PSD and PNG. 100% GUI editable, 2048 X 2732. All elements are also in PNG, ready for code.
- Premade Map screen in PSD and PNG. 100% GUI editable, 2048 X 2732. All elements are also in PNG, ready for code.
- 7 game Icons for match-3 in PSD and PNG.
- 28 Blockers and Boosters for game in PSD and PNG.
- 50 Icons for your own design.
- 11 Premade Pop Up (Settings, Achievements, Profile, Mission, Win, Failed, Coins Shop, Life Shop, Booster Shop, Message, Out of moves) in 100% editable PSD. All elements also in PNG, ready for code.
- 8 Premade Backgrounds for Game and 8 for Level Map Screen in PNG, 2048 X 2732.
- Premade GUI elements, including hover effects in PNG and PSD. 100% editable with different styles.

Font Not Included

Berlin Sans FB Bold

[Link](#)

Code

Ready game

Forest Match-3 Game Asset is a powerful full game asset with complete solution of match-3 game with 100% code, 100% graphics, basic animations and sounds ready in casual, forest, wood, colorful style for your mobile/web/video game. It included premade Game Scene, Map, Pop Ups, etc. Working on IOS, Android, Web. The package is provided with complete properly commented source code, graphics files, and with a detailed documentation for easy getting started.

In the asset realized next functionality:

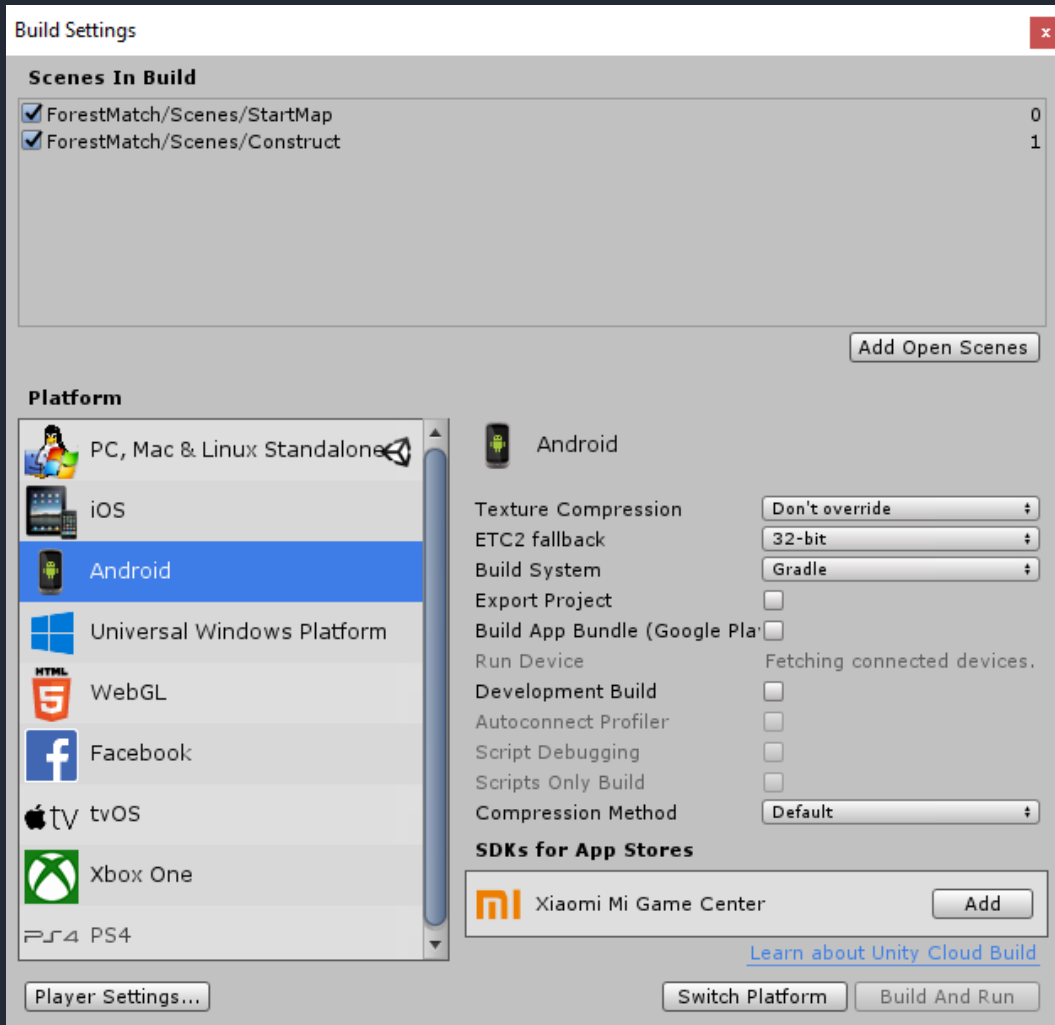
- *Full Match-3 game functionality;*
- *Customizable Boosters functionality;*
- *20 tested levels with different targets (you can add any numbers of levels);*
- *Easy to use Visual Level Constructor;*
- *Included Animations for every events;*
- *Included Levels Map functionality for 160 Levels;*
- *Shops (life, coins, boosters);*
- *Connect player to Facebook;*
- *In App Purchasing;*
- *Sounds (included only for testing);*
- Asset realize system of the players data saving (like coins, player level and game settings) on the device.
- Two premade Scene Match-3 Game and Level Map with ready buttons and Pop Ups functionality.
- GUI controller with Pop Ups

Note:

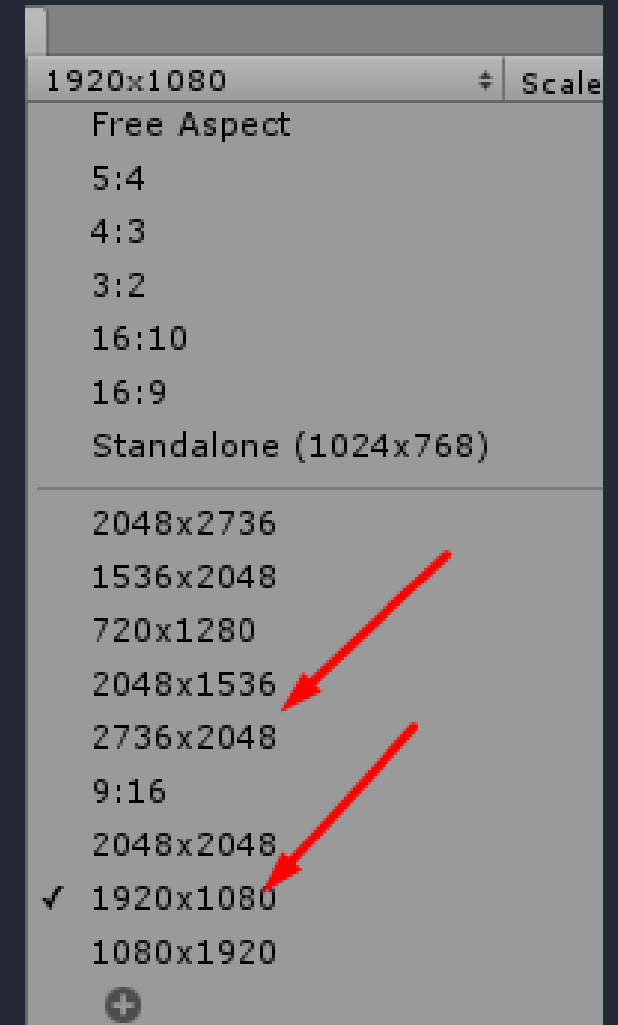
For working with our asset, you need to download Facebook SDK for Unity [Here](#), and import in-app purchasing. For this please watch our video instruction or [Unity instruction video](#). **To work with layer styles in PSD files you need minimum Photoshop CC 2015 with Multiple Layer Styles.**

Creating project

3

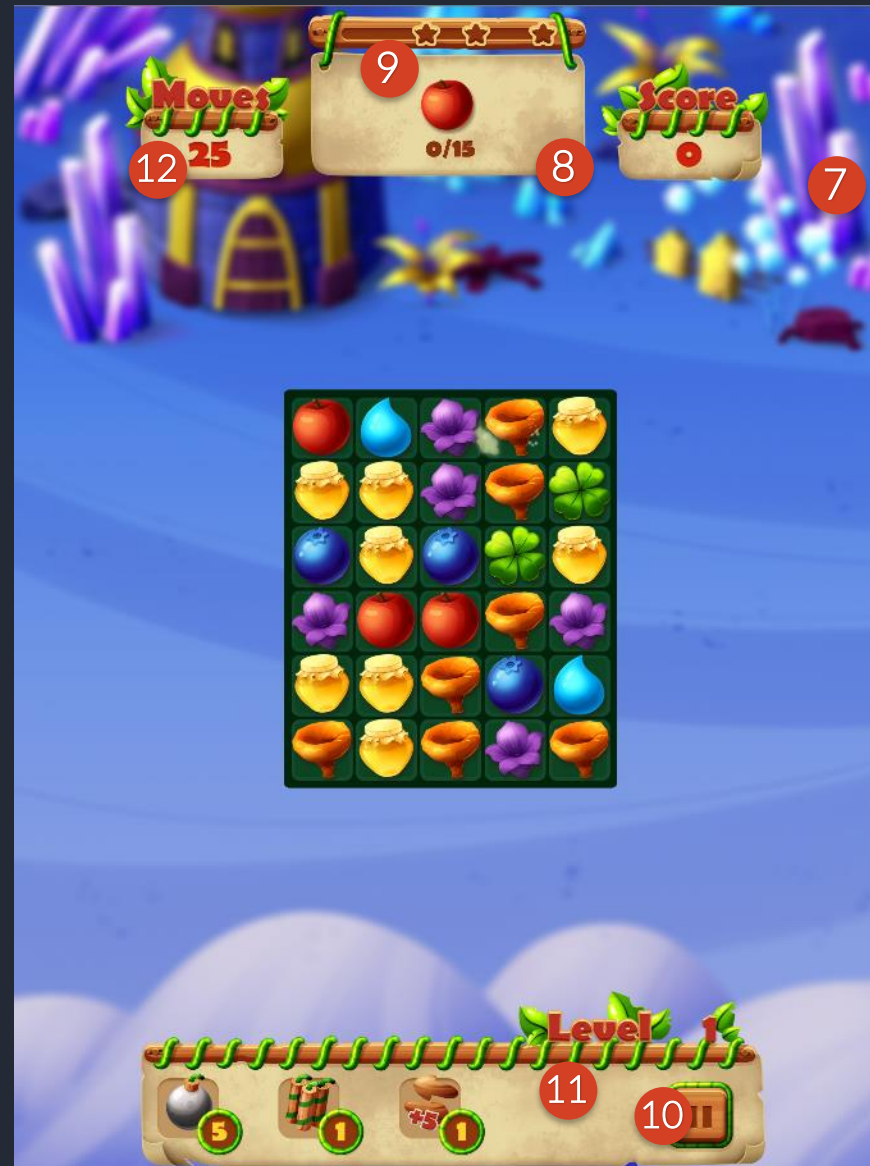


1. Create new project
2. Add Facebook SDK
3. Add in-app purchasing
4. Import ForesMatch3 asset
5. Open Build Settings and add existing scenes
6. Close Build Settings
7. Open scene StartMap, press play
8. Set resolution for best fit (1080 x1920, 2048 x 2736, or 1536 x 2048)



Scenes Description

4



1. Scroll map with level buttons
2. Settings button
3. Coins shop button
4. Life shop button
5. Life timer
7. Score counter
8. Target counter
9. Score strip
10. Pause button
11. Boosters
12. Moves counter

Objects used in MatchSet



Apple

Type Match

Drag and drop Item



Bluebell

Type Match

Drag and drop Item



Chanterelle

Type Match

Drag and drop Item



Clover

Type Match

Drag and drop Item



Honey

Type Match

Drag and drop Item

Type Match

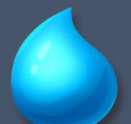
Drag and drop Item



Blueberry

Type Match

Drag and drop Item



Drop

Type Protector

Lay under Items. Allow to drag Items.
Can use as a level target. Has 1 stages of
destruction.



Grass

Type Protector

Lay under Items. Allow to drag Items.
Can use as a level target. Has 1 stages of
destruction.



Swamp

Type Protector

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



Wood

Objects used in MatchSet



Honey

Type Protector

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



Ice

Type Protector

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



Leaves

Type Protector

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



Lianna

Type Protector

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



Stone

Type Blocked

Cover the Items. Blocks the cell.

Type Booster

Gathers all Items of the selected type from the field.



Wand

Type Booster

Breaks and collects the Item from a cell.



Hammer

Type Booster

Explodes and collects all nearby Items around the cell with explode radius = 2.



Bomb

Type Booster

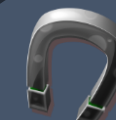
Attracts and collects all nearby Items same type around the cell



Color Bomb

Type Booster

Attracts and collects the entire horizontal row with the selected cell.



Magnet

Objects used in MatchSet

7



Move Plus 5

Type Booster

Adds five moves.



Time Plus 5

Type Booster

Adds five seconds.



Shuffle

Type Booster

Shuffles the field.



Explosive

Type Booster

Explodes and collects all nearby Items around the cell.



Pine

Type Falling

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

Type Bombs

Occurs when match 5 or more Items cross. During the explosion, it collects a horizontal and vertical row.

You can set 3 types of this bombs:
static match, dynamic match and click.



Cross Bomb

Type Bombs

Occurs when match 4 or more Items vertically.
During the explosion, it collects a vertical row.

You can set 3 types of this bombs:
static match, dynamic match and click



Vertical Bomb

Type Bombs

Occurs when match 4 or more Items horizontally.
During the explosion, it collects a horizontal row.

You can set 3 types of this bombs:
static match, dynamic match and click



Horizontal Bomb



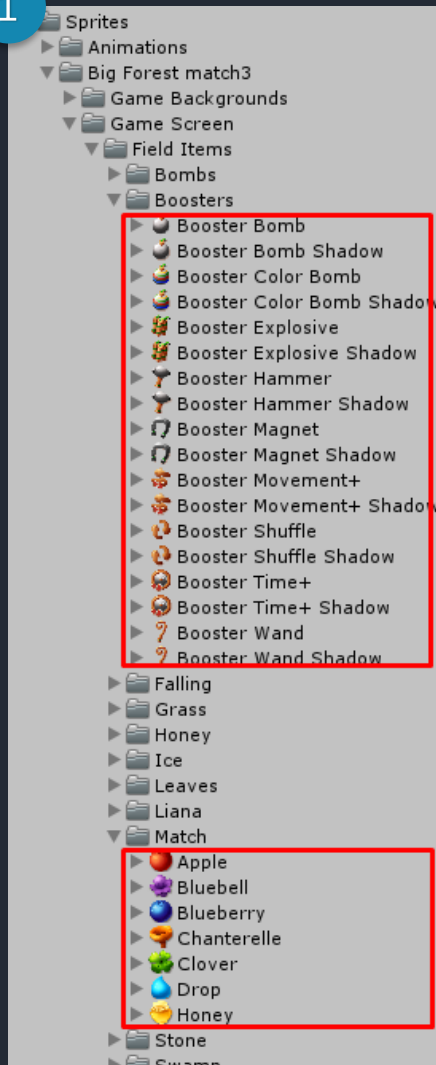
Note!

There is no Profile Pop Up functionality in this version. Only PSD file. We are planning to add them in the future updates.

Level Constructor

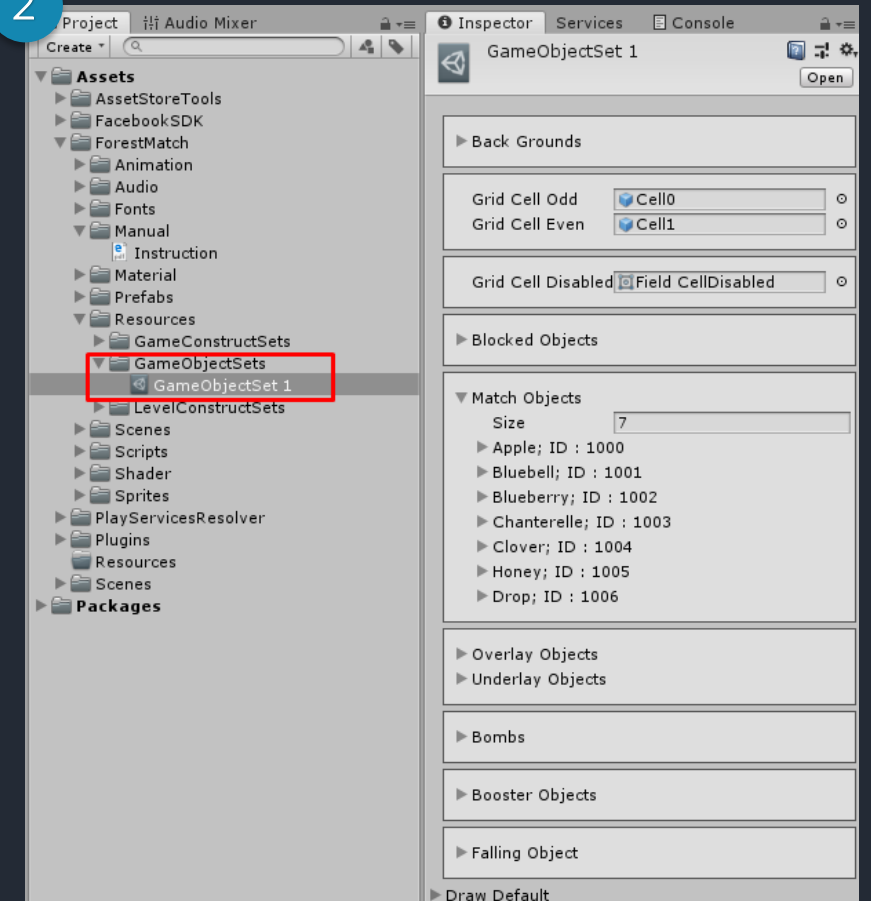
Create new objects set for your levels

1

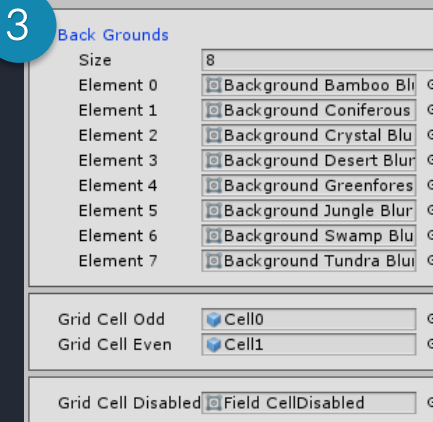


- Copy a new images set in its own folder. Like here.
- Duplicate the object GameObjectSet 1 (in the Folder Resources / GameObjectSets) CTRL + D. Or simple change images and prefabs in existing object set (GameObjectSet 1). We use 7 types of objects: match object, overlay, underlay, booster, bomb, falling, blocked. The match object is located on the game grid. Overlay and underlay used only with main object as protection.
 - Backgrounds – level backgrounds.
 - Gridcell (odd or even) prefab – for match grid construct.
 - Gridcell disabled – sprite to highlight empty cells in edit mode.
- In this section:
 - Backgrounds – level backgrounds.
 - Gridcell (odd or even) prefab – for match grid construct.
 - Gridcell disabled – sprite to highlight empty cells in edit mode.
- Paste the objects images in the appropriate fields. If the object has additional states, paste its in the array <Protection State Images> for destroyable objects like wood, ice ... Object can has a different image for the GUI. Then you need paste a GUI images too.
 - If the object can used as level target, then check it.
 - If the overlay protector block match (like wood), then check it

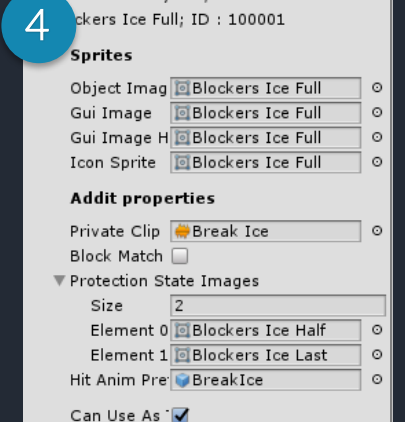
2



3

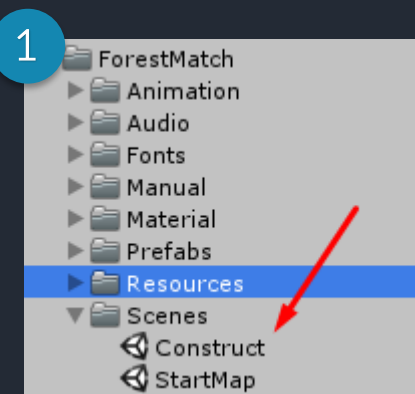
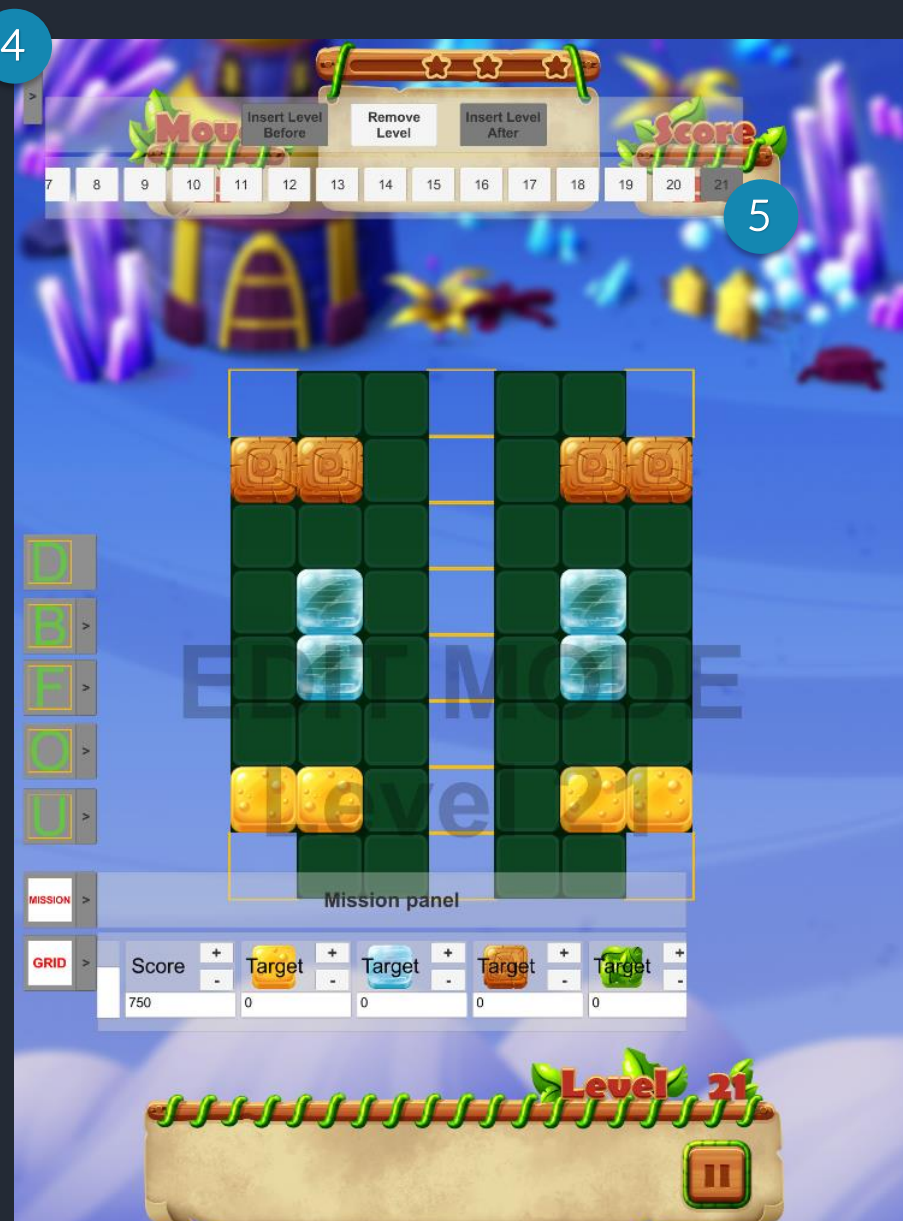


4

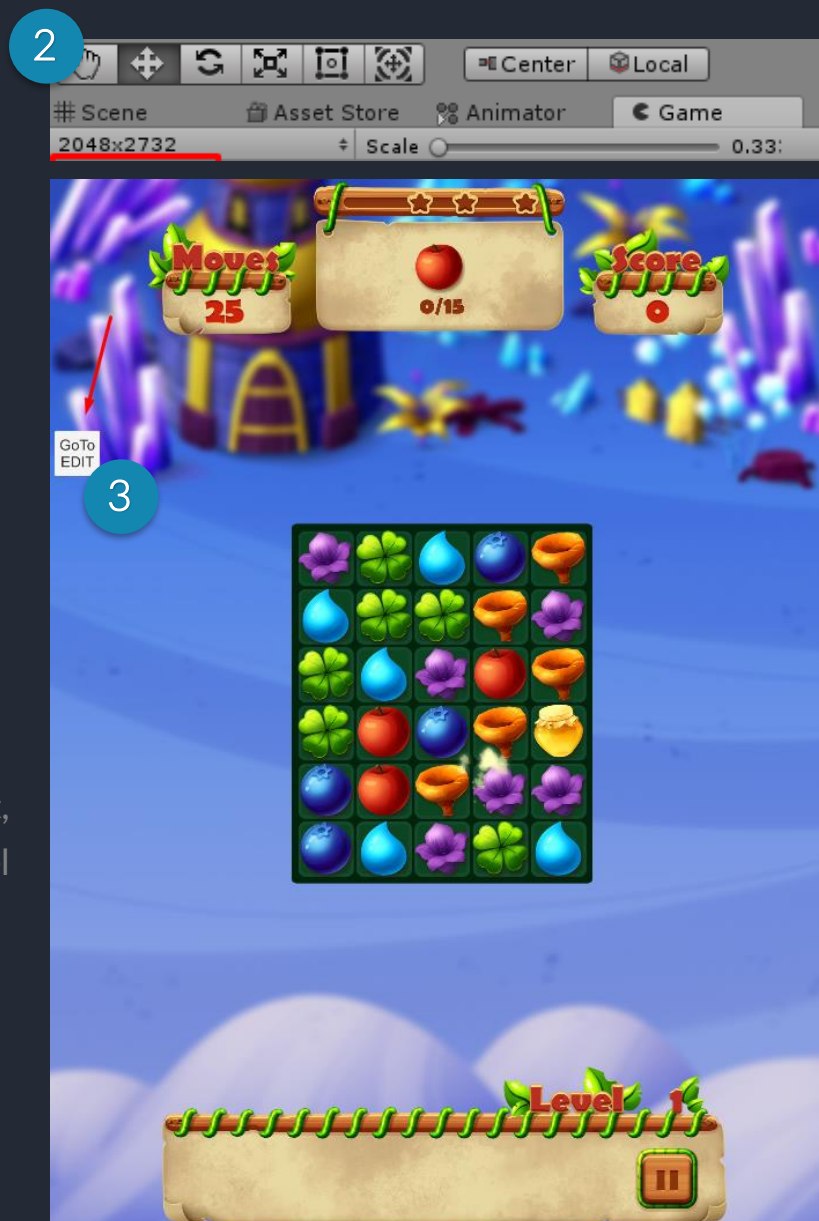


Level Constructor

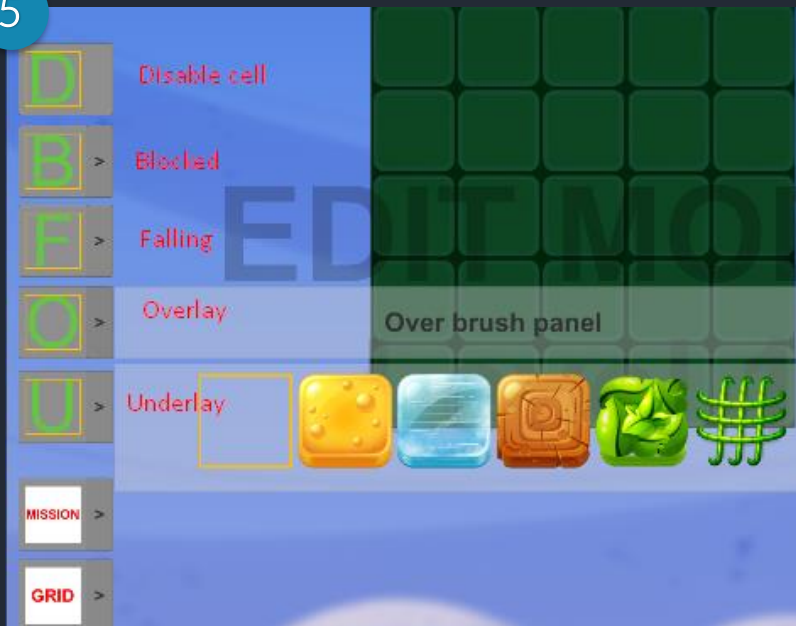
Create and edit levels



1. Load Construct Scene and press Play Button.
2. Set resolution for game window 2048x2732.
3. Press on the button <GoTo EDIT>.
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.



5



5. Brushes : disabled, blocked, falling, overlay, underlay
6. Grid settings panel.
7. Mission panel. You can set moves constrain or time constrain, targets.
8. MissionConstruct.cs with mission fields.

6



8

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

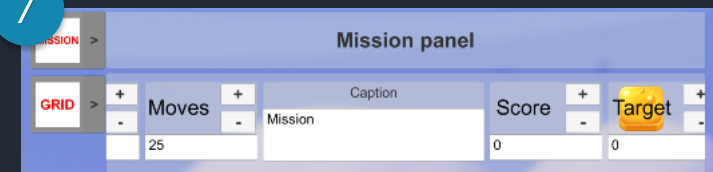
    [SerializeField]
    private int timeConstrain = 0;

    [SerializeField]
    private int movesConstrain = 10;

    [SerializeField]
    private int scoreTarget = 0;

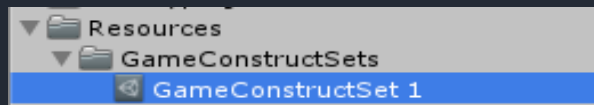
    [SerializeField]
    private ObjectSetCollection targets;
    #endregion serialized fields
}
```

7



Manual Levels Edit

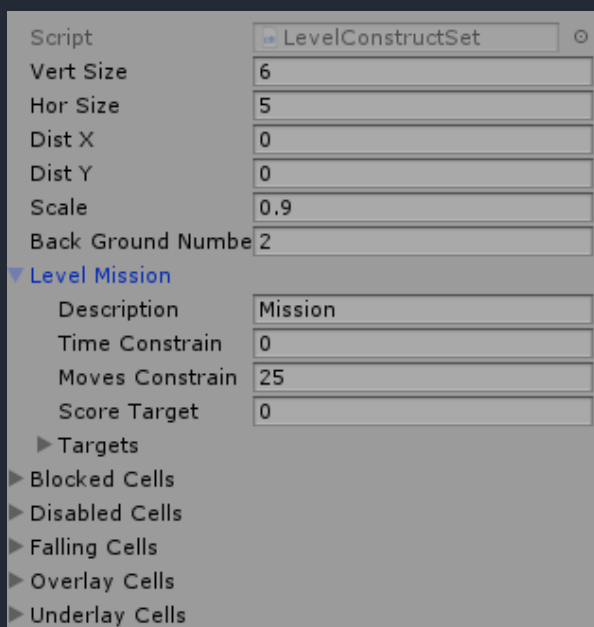
12



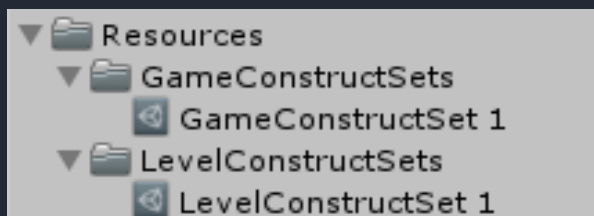
You can delete, add and adjust levels manually. The Object storing the game settings is GameConstructSet 1.



GameConstructSet 1 consists some set of levels. It can be edited as ordinary objects in Unity in the Inspector Window.

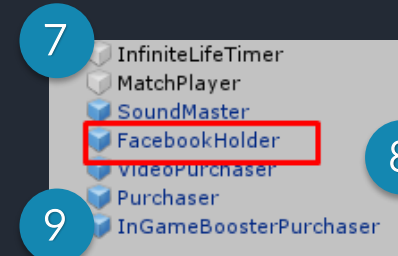
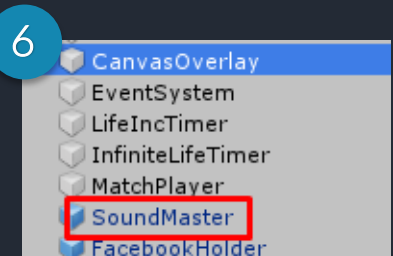
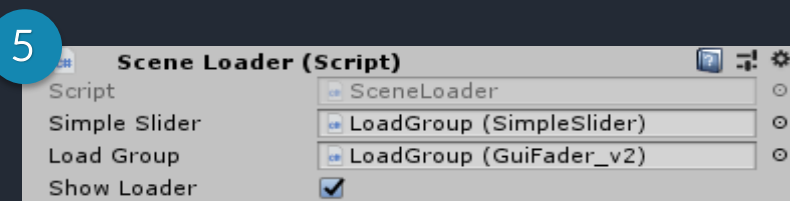
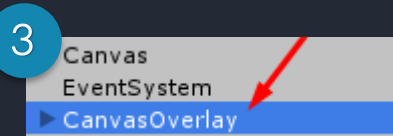
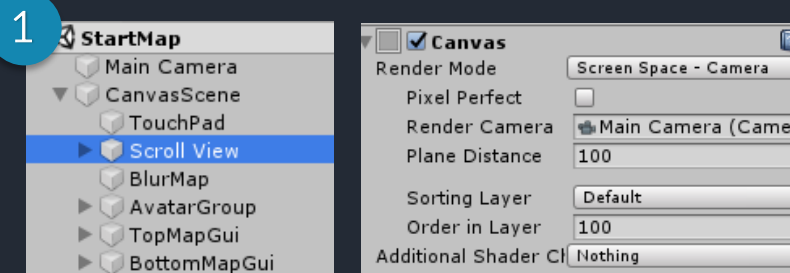


Each level has its own LevelConstructSet object. It can be edited manually also.

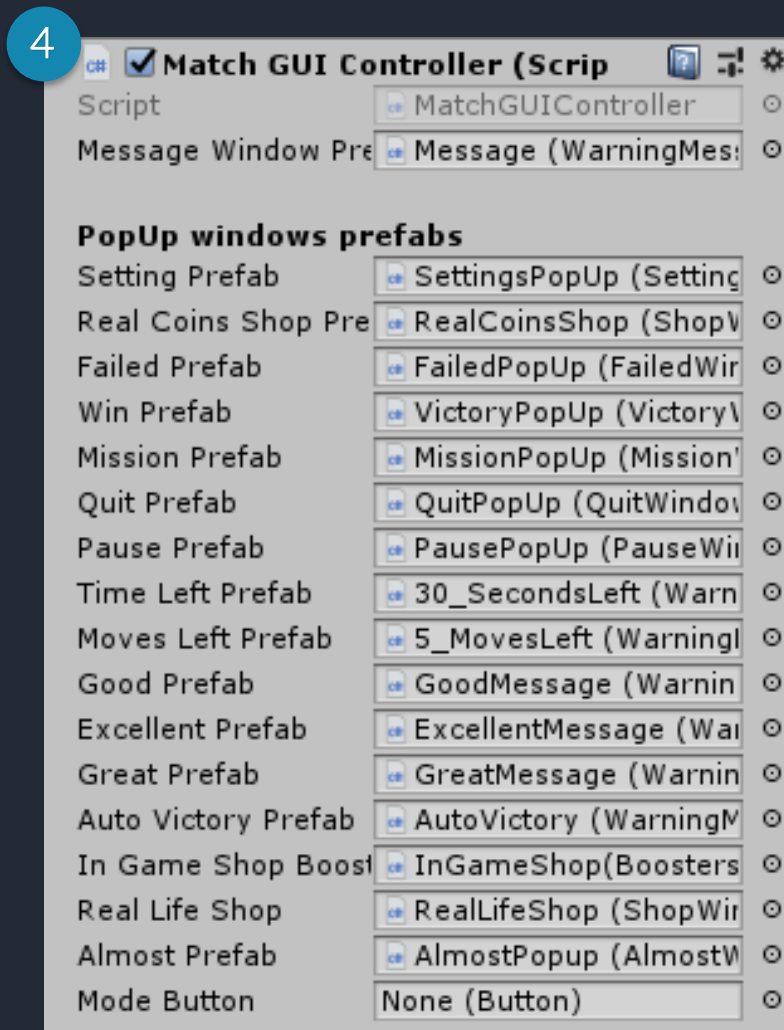


All listed objects are located in the Resources folder.

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.
3. Overlay canvas (sort order 150) are used for instantiating pop up windows, and also contains LoadGroup object – simple pop up with scene loading progress. CanvasOverlay has 2 attached scripts:
 - MatchGuiController.cs;
 - SceneLoader.cs;
4. MatchGuiController.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 VideoPurchaser, Purchaser, InGameBoosterPurchaser . Contains data for the shop pop up.



Map scene scripts and settings

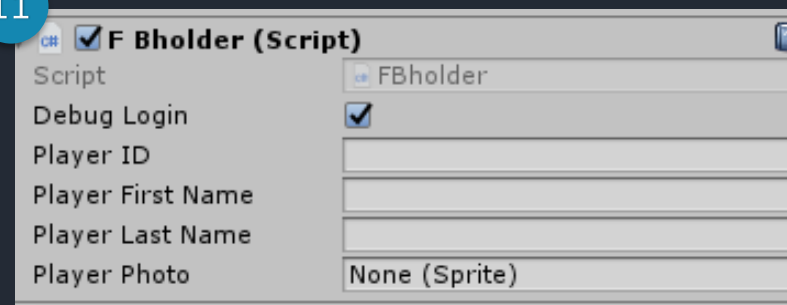
10



10. MatchSoundMaster 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 `MatchSoundMasterController.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.

11

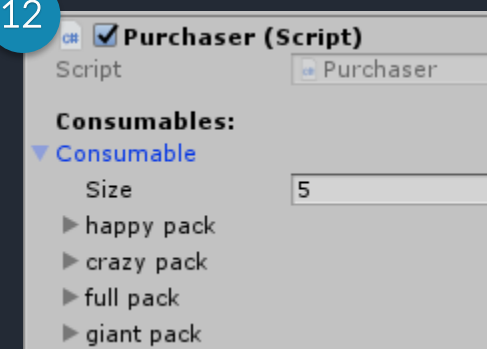


12. Purchaser (for real money) settings. You can add your own consumables or non consumables goods here. Two shops (Coins and Life). Set unique ID for each product.

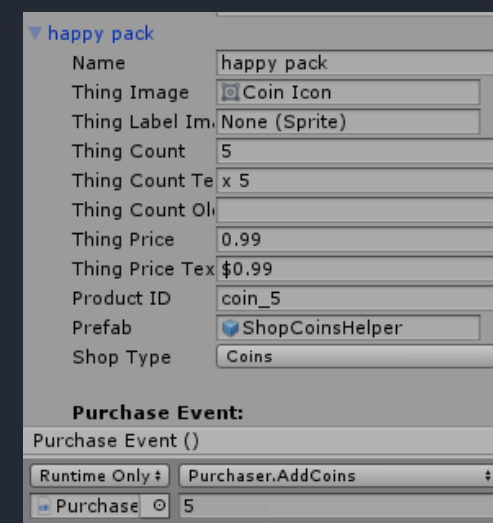
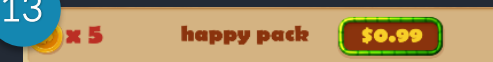
13. All settings for the goods in the shop. Look to the images to understand all fields.

14. LifeIncTimer – life control timer. Infinite life timer not used in current version.

12



13



14



Game scene scripts and settings

```

1
[Header(10, order = 0)]
[Header("Default data", order = 1)]
[Tooltip("Default coins at start")]
[SerializeField]
private int defCoinsCount = 500;

[Tooltip("Default facebook coins gift")]
[SerializeField]
private int defFBCoinsGift = 100;

[Tooltip("Default lifes count, at start")]
[SerializeField]
private int defLifesCount = 5;

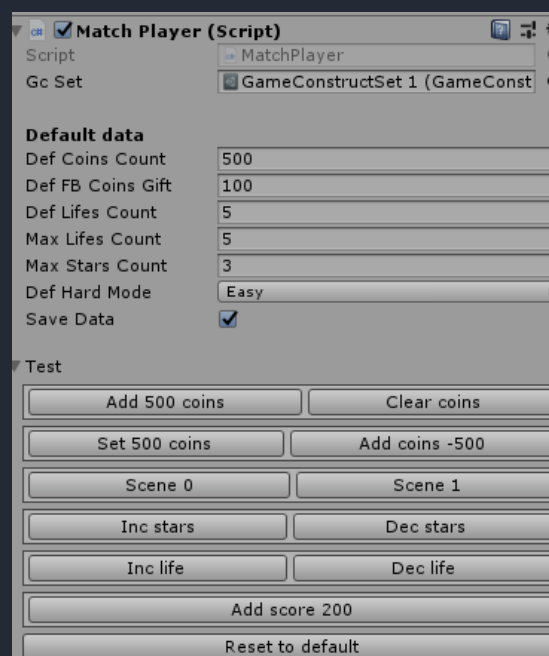
[Tooltip("Default diamonds at start")]
[SerializeField]
private int defDiamondsCount = 1;

[Tooltip("Max lifes count")]
[SerializeField]
private int maxLifesCount = 5;

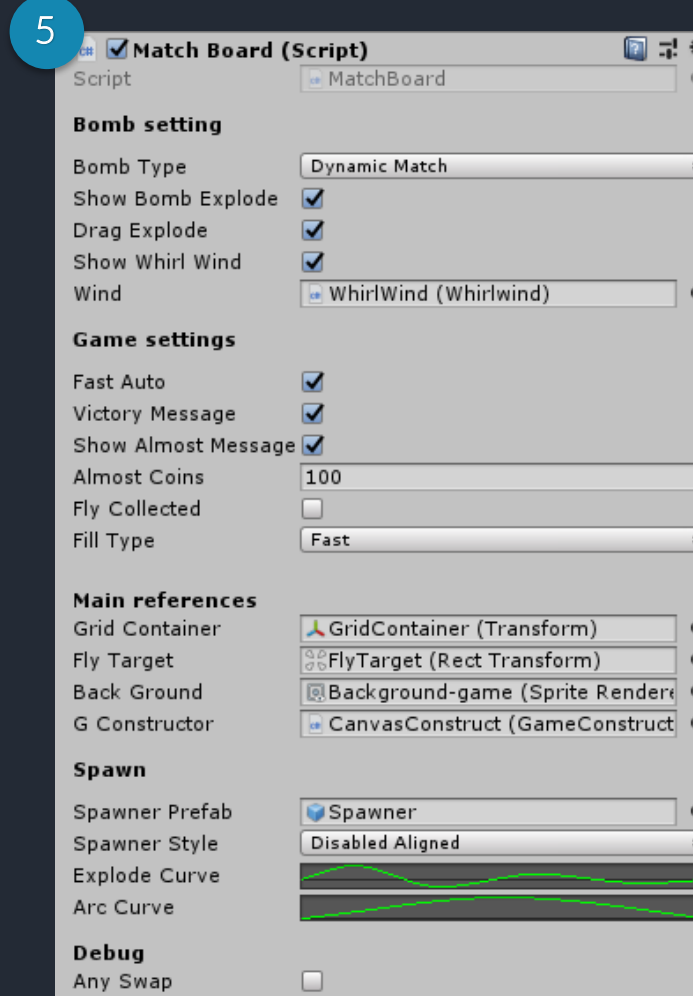
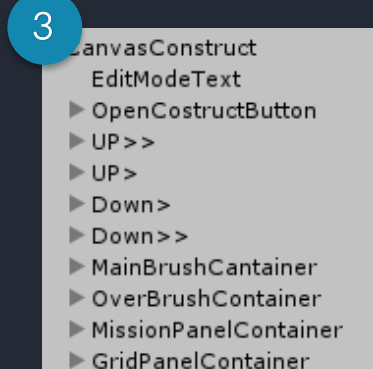
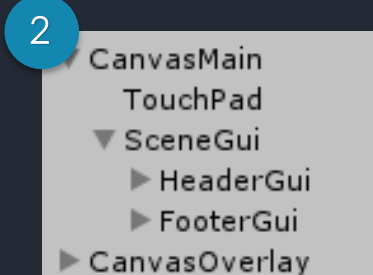
[Tooltip("Max stars count")]
[SerializeField]
private int maxStarsCount = 3;

[Tooltip("Default Hard mode")]
[SerializeField]
private HardMode defHardMode = HardMode.Easy;

```



1. Match player default settings, see MatchPlayer.cs .For testing you can use buttons.
2. Scene object CanvasMain contains SceneGUI object with HeaderMenu and FooterMenu. SimpleTouchPad – touch input helper for touch devices. CanvasOverlay used for pop ups.
3. Scene object CanvasConstruct contains all controls for level editing and creating.
4. MatchController contains all game field objects.
5. MatchBoard script contain settings for bombs, common game setting : autoplay type, messages, fill type. Any swap use for testing purposes.



Game scene scripts and settings

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1



Match Spawner styles

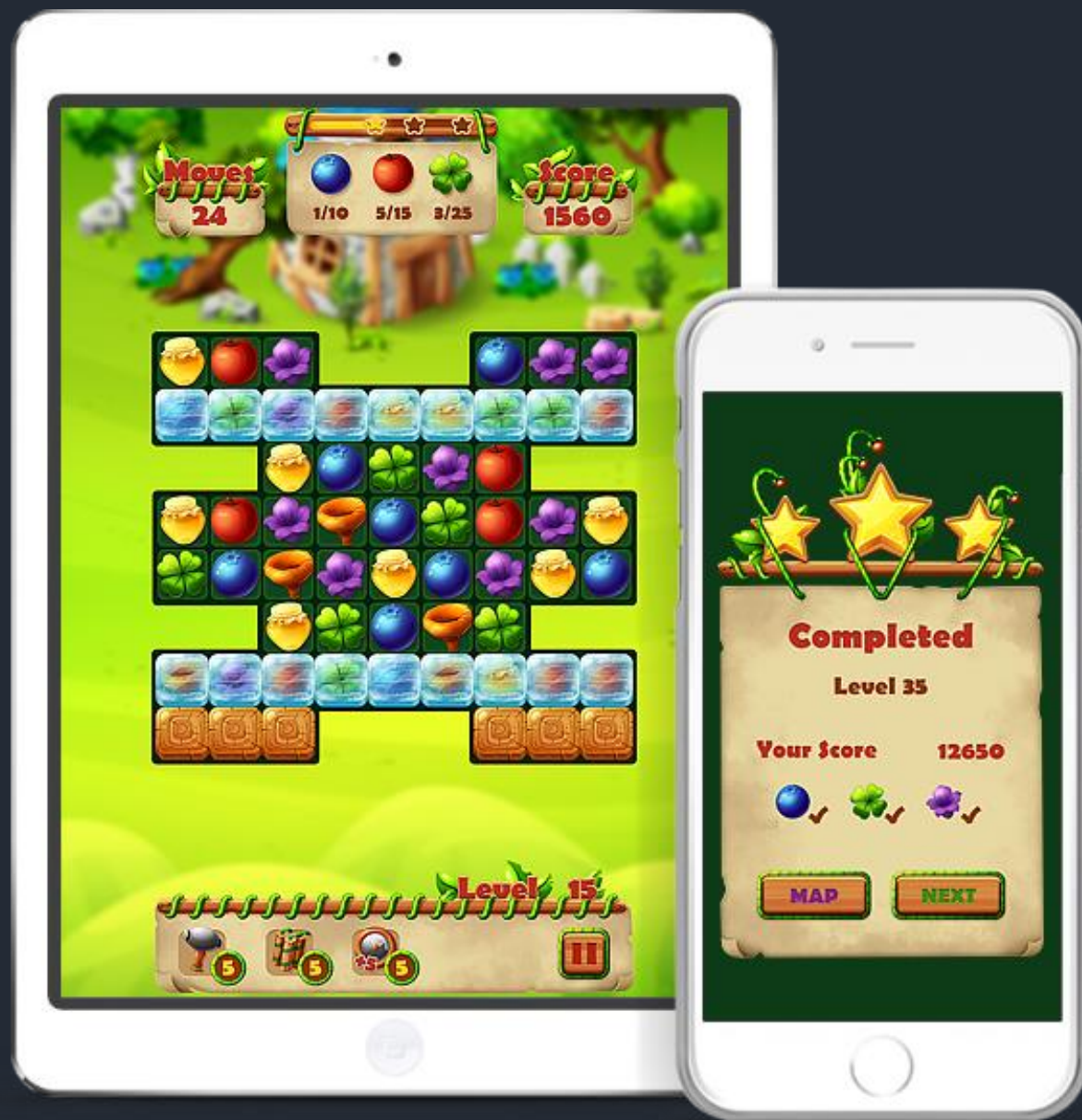
1. Disabled aligned
2. All enabled
3. All enabled align

3



2





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

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FOR NEW COOL ASSETS

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Business Support: melanitta83@gmail.com