

Computer Graphics and Games Assignment Report

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1 Abstract

2 Tools used

Tool	Version
Unity Editor	2022.3.4f1
Microsoft Visual Studio Community 2022 (64-bit)	17.6.4

3 Introduction

The goal of this assignment was to create a tile-matching game in the unity engine, the game needed to contain a rectangular grid of cells each containing various cell items; these items can be jewels, blockers or sand which have different interaction and falling rules. Jewels can be eliminated in either a match three or 2x2 grid, when a jewel has nothing below it, it should fall. Sand can not be eliminated but can fall, it falls if the cell to either side and the cell below that is empty(diagonally down), or straight down if there's nothing below. Blockers are static objects that do not fall and can not be eliminated.