**ASSIGNMENT 03 MATCH3 GAME**

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1. OUTLINE/THEME

It’s a regular match 3 game and the theme is the sprites I had in the project so far

1. INPUT AND OVERALL SYSTEM

The input works with the mouse once the player clicks on a piece of the board the possible plays become green, the next play you can only click in one of the green tiles, once a green tile is chosen the tiles swap and a test of the combinations start. You can only play again once the matches stopped happening.

Once a match is detected the tiles become blue for a short period of time and disappear right after and the next tiles go down to occupy that space.

Every tile that disappears counts as 5 points and the goal of the game is to get the amount of goal points in the before the time ends.

If there is a match five on a line or a column a bomb will appear, the bomb explodes a square around itself.

1. DIFFICULTY

The Game has three difficulties in all of them you got to try and get and certain number of points before the time ends.

Easy: the player has 2 minutes to open the get the points, the goal points are 1000 and there are 3 different tiles.

Medium: the player has 1:30 minutes to open the get the points, the goal points are 2000 and there are 4 different tiles.

Hard: the player has 1:00 minutes to open the get the points, the goal points are 4000 and there are 5 different tiles.