Nine Men's Morris Unity game solution

Architecture of the project:

Scripts:

1. **GameManager.cs** – Game logic: turn switching, mill checking, win detection
2. **BoardPosition.cs** – Placeable spot script: checks if occupied, checks if move possibile
3. **Piece.cs** – Each piece: has owner variable, moves the pieces
4. **UIManager.cs** – UI element manager: Win screen, updating turn text and instructions
5. **PauseManager.cs** – ESC Menu manager: Handles click ESC and ESC menu buttons functions
6. **SettingsManager.cs** – Controls player name and color selection in main menu scene
7. **AudioManager.cs** – Manages audio, plays Background sound and plays other sounds when needed
8. **PanelSlideManager.cs** – Manages slider to animate restarting the game
9. **WinEvent.cs** – Win event that is called once the game is over

Scenes:

1. **Main Menu Scene** – Main Menu UI that lets player star the game or change name/color.
2. **Game Scene –** Game scene

Audio:

1. Background music that loops
2. Click sounds for buttons, Wood knock sound for placing and moving pieces, NO sound for invalid actions, Win sound for game end

How to Play

1. **Placement phase**

   a. Players take turns placing 9 pieces each on available board spots

   b. Forming a mill (3 in a row, both vertically or horizontally) lets the player remove one of the opponent's pieces

2. **Movement phase**
   a. Players move pieces to available adjacent spots
   b. Forming mills and removing pieces until one player is left with 3 pieces or game is won

3. **Flying phase**
   a. When player has only 3 pieces left, he is able to move his pieces to any of the open spots on the board

4. **Win condition**
   a. A player wins when the opponent has only 2 pieces left or the opponent has no legal moves to make

Controlling the Pieces:

1. **Left-Click** – Placing pieces, choosing and moving pieces, clicking buttons
2. **ESC** – Opens up the pause menu