

Sliding Tile Puzzle Setup Guide

By Hyper Luminal Games LTD

Version Guide:

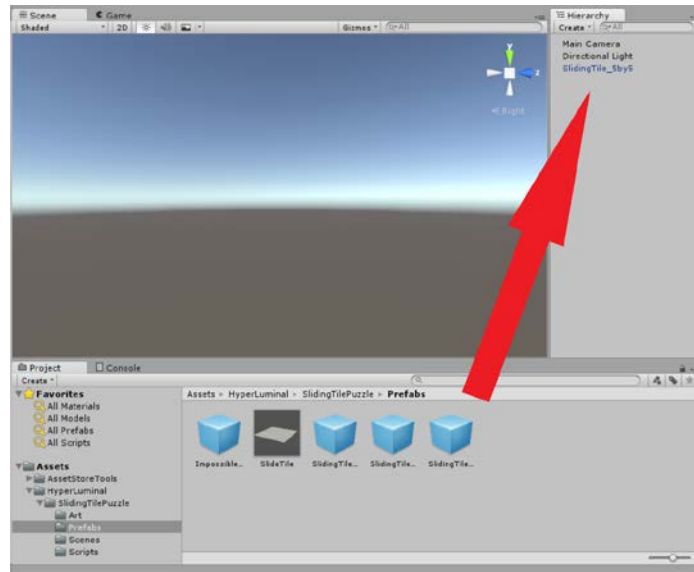
V1.0 – Initial Release

- The initial release version of the “Sliding Tile Puzzle” Asset will launch to showcase the puzzles core gameplay features. The puzzle is fully automatic, simply provide a size and image as shown in this document. The asset will include a single demo image. More gameplay content and example assets will be provided to improve the quality of this asset over the coming months.

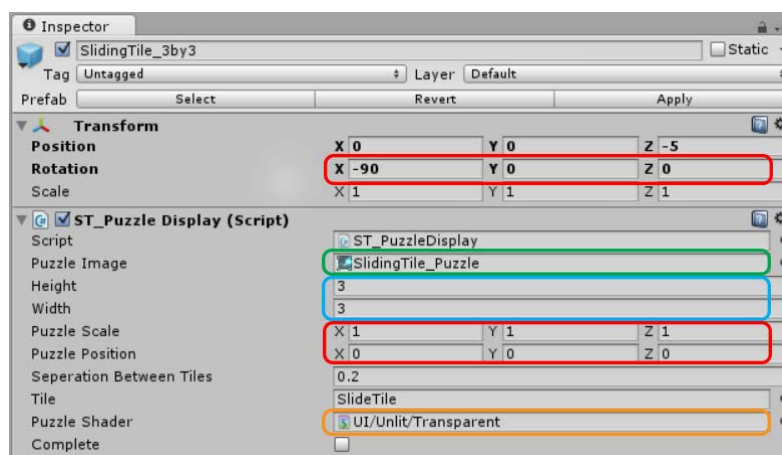
Setup Guide:

This asset has minimal setup. Below is a short guide to get started with the tile puzzle.

- Simply Drag and Drop the puzzle prefab into your game scene.



- Replace the image with your own puzzle image as shown below in **GREEN**.
- Select the desired puzzle size in width and height as shown below in **BLUE**.
- You can adjust the scale, position and rotation of the puzzle using the fields as shown below in **RED**.
- Additional advanced features such as specialist shaders can be applied to the puzzle as shown below in **ORANGE**. (This will be expanded upon more fully in later versions).



The puzzle contains logic for randomising and solving the puzzle. The puzzle is automatically randomised at launch and when the image has been reconstructed as per the puzzle. A Boolean within the puzzle script "**Complete**" will be changed to true. This will allow any custom game logic to be executed. Examples of custom game logic will be included in future releases of this asset.