15 puzzle
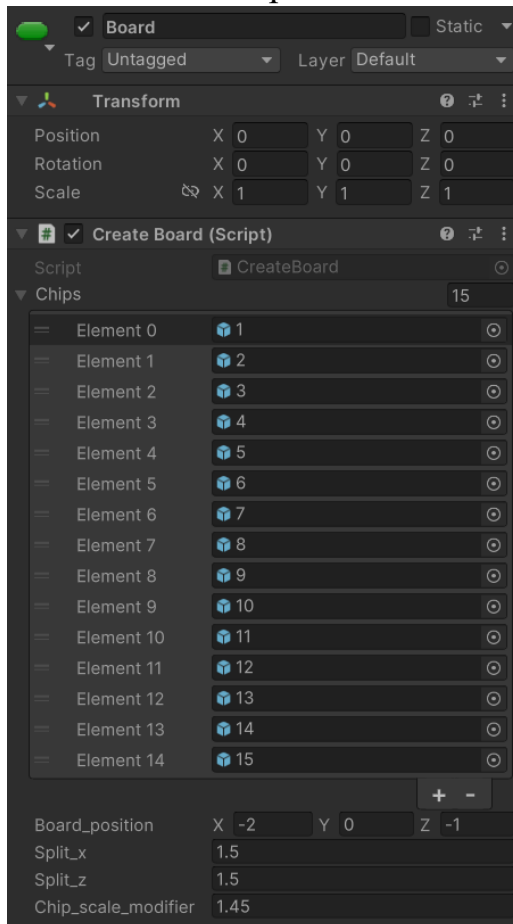
1) For customization of chips Add chips to the CreateBoard component. The CreateBoard component is located on the Bord object

- Board_position – board generation position
- Split_x – distance between the chips on the X axis
- Split_z – distance between the chips along the Z axis
- Chip Scale Modifier – increase the chip size

2)

```
C# CreateBoard.cs ×    C# ShuffleChips.cs ×    C# ChipMove.cs ×    third-party-notices.txt ×

14
15            private GameObject ui_completed;
16
17            private bool canMoveChip;
              Event function    Savva Molotkov
18            void Start()
19            {
20                speed = 4;
21                number_chip = int.Parse(gameObject.name);
22                ui_motion = GameObject.Find("Motion");
23                ui_completed = GameObject.Find("Completed");
24                buttonText = GameObject.Find("ShuffleText").GetComponent<Text>();
25                ScoreText = GameObject.Find("ScoreText").GetComponent<Text>();
26                best = GameObject.Find("Best").GetComponent<Text>();
27            }
```

To avoid Singlton and other dependencies , a search is conducted by name . It is
not advisable to change names on the scene.
3) To mix the chips, use the method ShuffleChips.Shuffle();

4) If the chips are set correctly, the record within the current session is displayed in
the console
ChipMove.CheckOnComplete();

5) All information is stored by using PlayerPrefs

```
public class BestScore : MonoBehaviour
{
    Event function    Savva Molotkov
    void Start()
    {
        GetComponent<Text>().text = PlayerPrefs.GetInt( key: "best").ToString();
    }
}
```