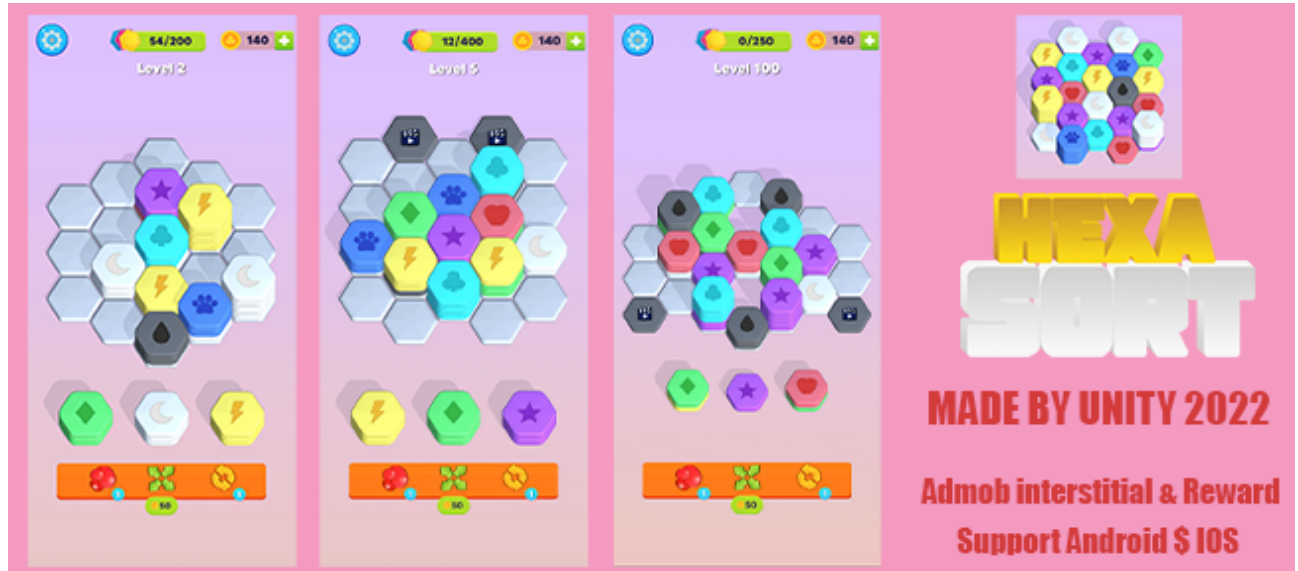


# Hexa Sort Puzzle Game Template



# Introduction

**Hexa Sort Puzzle** is the best selling and most complete hexagon puzzle game solution available for Unity.

**Hexa Sort Puzzle** redefines the hexa puzzle game with its unique blend of 3D graphics, strategic gameplay, and artistic sort design. Whether you are a small independent developer or a big studio, creating your first game or a commercial one, **Hexa Sort Puzzle** will help you bring your dreams to fruition.

## Feature Overview

- **Easy to use with Unity visual editor:** create your own, unique levels and change the properties of your game without needing a knowledge of programming.
- **200+ tested levels :** Use them as starting point for your game or creat more levels with editor.
- **Many items, booster** (with combos) and blocker types supported
- **Optimized for mobile:** the UI scales across different portrait resolutions (Android and IOS).
- **Easy re-skinning:** just replace the 2D images (png file).
- Support for **Ads Monetization** with **Admob** and **Unity Ads**.
- Support for **in-app purchases** with **Unity IAP**.
- Support for **Android and IOS**
- Support for **Unity 2022** or higher

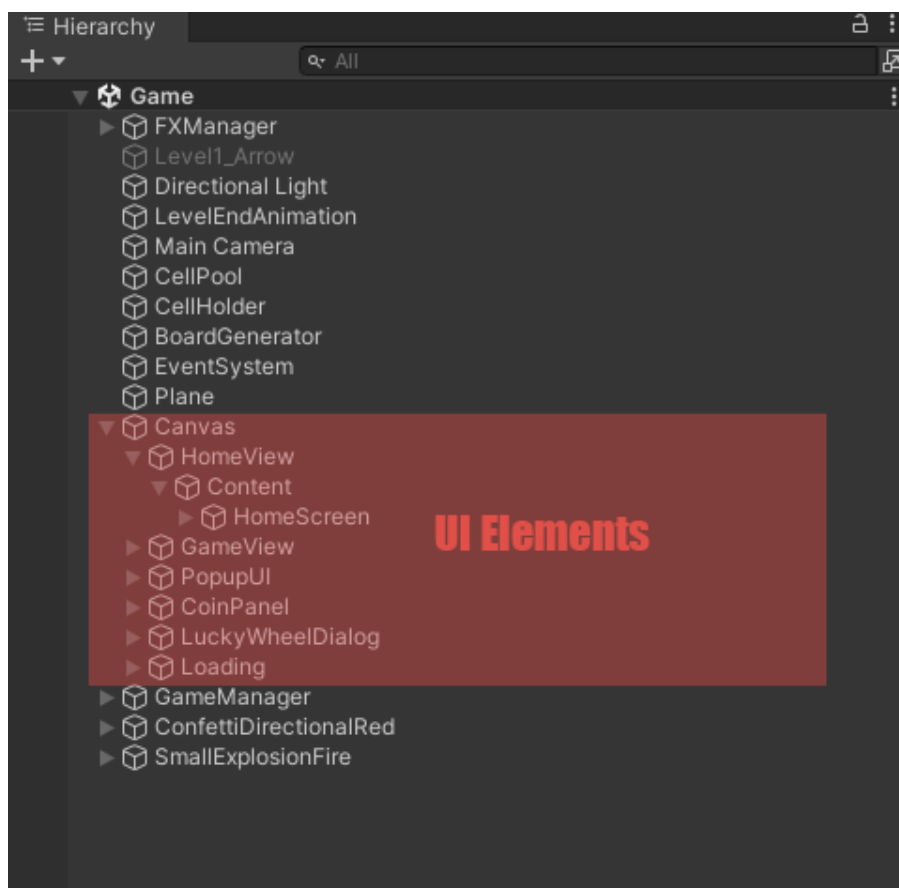
# Re-skinning guide

If you want to change some or all of the graphics in the game template, it is very easy to do so. The game template makes extensive use of fundamental building blocks in Unity like scenes and prefabs, so if you are familiar with them the process will mainly be a matter of replacing their sprites accordingly.

How to customize the game screens?

All the screens in the game are Unity scenes located in the Assets/*Scenes* folder that use Unity's built-in UI system.

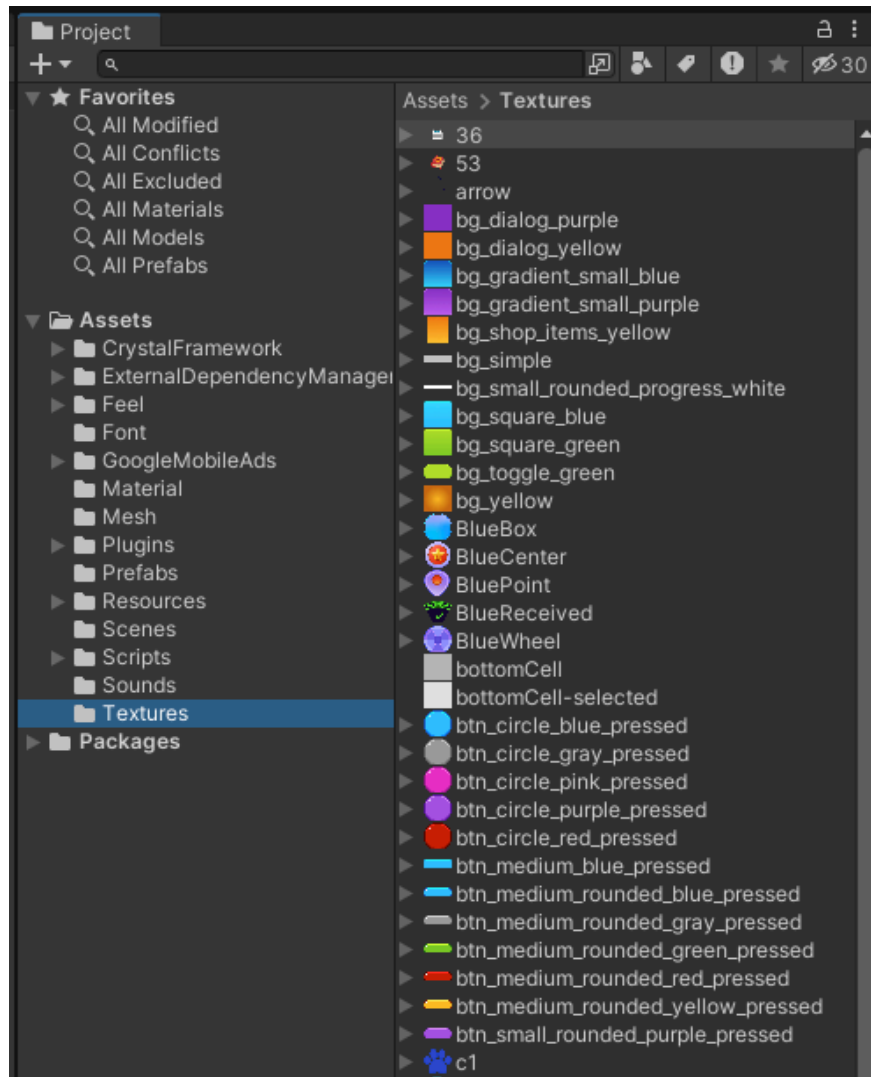
How to customize the game's UI popups?



All the popups in the game are components located in the **Game scene**. In order to modify them, you can click over them to expand all elements to enter editing mode in Unity and apply your custom changes to them.

# How to customize the sprites?

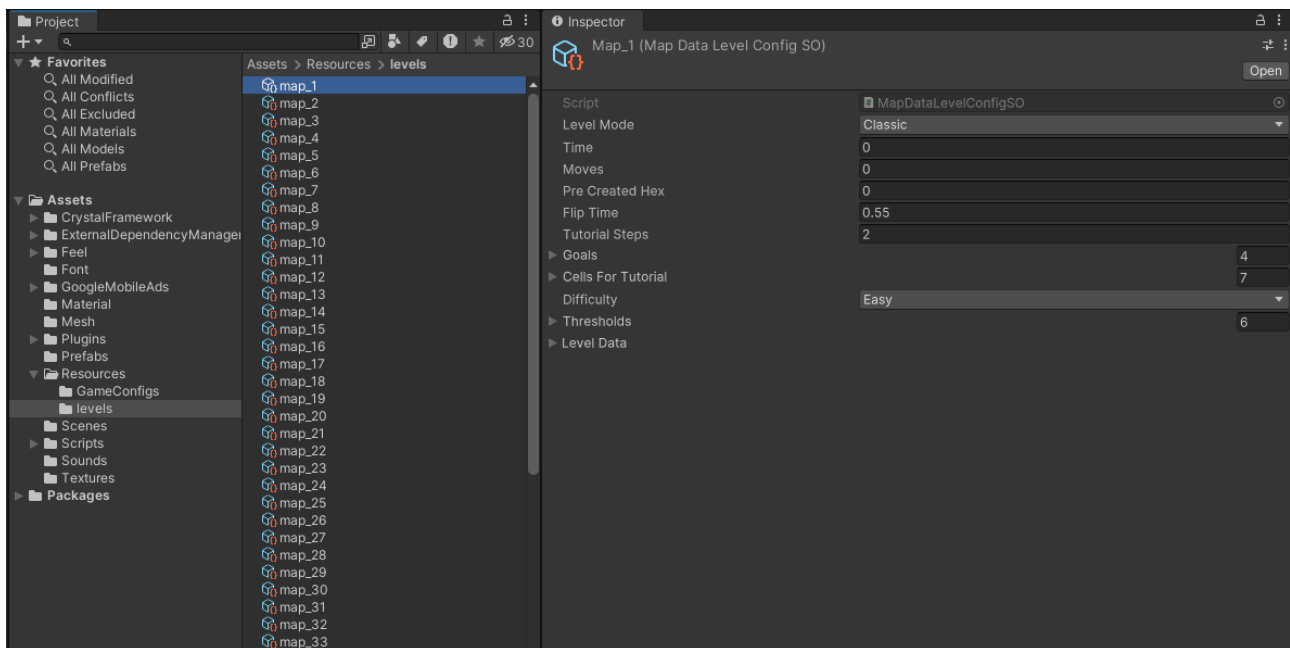
Almost all graphics located in the folder Assets/Textures/. You need just replace your art in this folders, keep the same name, same size in PNG format



# How to create more levels?

**Hexa Sort Puzzle** game template provides a visual editor that allows you to change the settings of the game and create new levels easily and without the need of programming. You can access the editor by these steps

- Go to the file Assets/Resources/levels. You will see all 200+ levels which we created and you need create new level in this folder



- Duplicate any level to clone it
- Rename your level, and change any important parameter like Goals, Difficulty, Level Data -> Cells

Inspector

Map\_35 (Map Data Level Config SO)

Open

Script

MapDataLevelConfigSO

Level Mode

Classic

Time

0

Moves

0

Pre Created Hex

50

Flip Time

0.55

Tutorial Steps

0

Goals

4

Cells For Tutorial

0

Difficulty

Medium

Thresholds

6

Level Data

Cells

22

Element 0

Element 1

Element 2

Element 3

Element 4

Element 5

Element 6

Element 7

Element 8

Element 9

Element 10

Element 11

Element 12

Element 13

Element 14

Element 15

Element 16

Element 17

Element 18

Element 19

Element 20

Element 21

Pieces

3

# Unity IAP

The kit provides a IAP shop with in-app purchasable packs of coins or items using Unity IAP. The Unity IAP integration provided by the kit needs to be enabled by you. In order to do so, please follow the official guide available [here](#).

Once you have installed the Unity IAP package and service in your project, please edit **product ID** in project, open **Config.cs** script and edit **IAPPackageID**

The **product ID** needs to be exactly the same identifier you use in your store (App Store, Google Play, etc.),

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class Config
{
    #region IAP

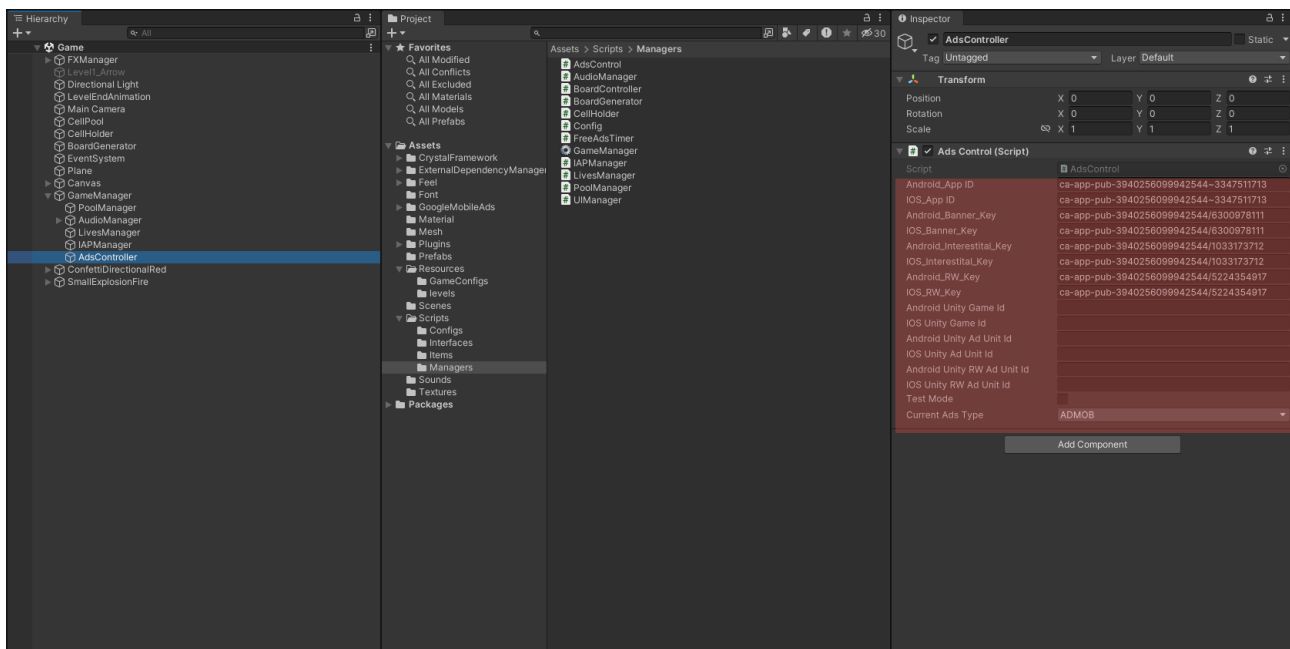
    public enum IAPPackageID
    {
        start_pack,
        NoAds,
        coin_150,
        coin_700,
        coin_1800,
        coin_4000,
        coin_7000,
        coin_15000,
        live_30,
        live_1day,
        live_7day,
        hammer_2,
        move_4,
        shuffle_10,
        hammer_30,
        move_40,
        shuffle_60,
        special_offer
    }

    #endregion
}
```

# Ads Monetization (Admob and Unity Ads)

The kit provides a rewarded ad button in the level scene that allows the player to earn some extra coins or boost items after completely watching an ad provided by Google Admob or Unity Ads. Also the kit show banner or interstitial ads in game play

Open **Game Scene**, choose **GameManager/AdsController** and fill your keys





For Admob, you need fill your **Ads Setting Key**

Click Create/Google Mobile Ads/Settings...

