Picross - Nonograms

Reveal a hidden image in a fun and challenging puzzles! You will discover a hidden picture by filling in cells on a game field. With a large number of puzzles, you won't let you get bored!

In this asset, a program has been developed for the simplest addition of new picross.

Description folders:

Animations: Many animations for game objects.

Img: This folder contains the images used in the game.

Prefabs: Prefabs of different objects are created in this folder.

Resources:

- ImgLvl – count image defines number of levels (Backgrounds levels).

Scenes:

- Game – Immediately the scene itself with the game.
- Menu – Here we select the level we want to play or choose the game that has already started.

Scripts: the most important project content are scripts…

Tile: here are the tiles that create the grid of the playing field and which are set in the cells on the playing field.

Describe the main scripts:

1. Game\Game – class with the logic of the game (the description of variables and functions, made in the file).
2. Game\GameSett – class with settings (description of variables and functions, made in the file).
3. Game\Msg – class popup message that disappears after a while.
4. Game \MyRay – In the classroom, determined by made a tap on UI.
5. Game \PinchZoom – movement and zoom of the camera.
6. Game\SaveGameXML – the class of conservation levels that are already running.
7. Menu\ItemImg – class for prefab "ItemImg", which determines the level.
8. Menu\ItemsColl – creates a list of levels in UI.
9. Menu\ItemsCollStarted – creates a list of levels already started in UI.
10. Menu\Menu – class manager UI on the stage Menu.

To run the project:

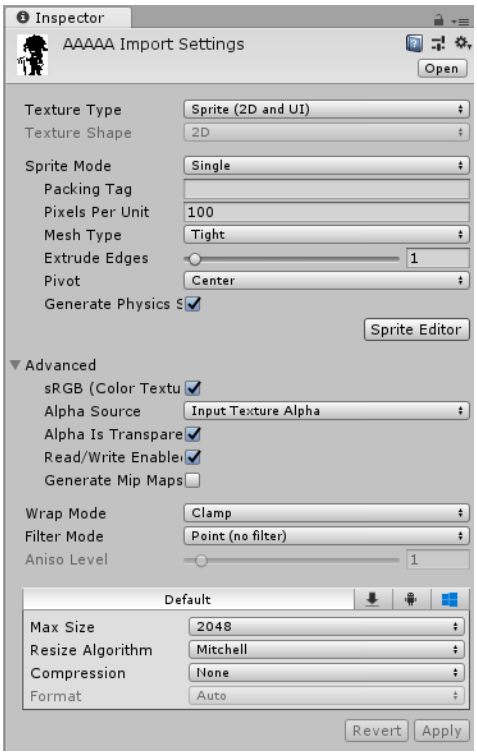
1. Add all the scenes in the Build Settings, the first scene should be Menu.
2. Open scene Menu.
3. Now you can click Start (Ctrl+P).

Expand the package:

In order to add a new level, you need to correctly form a level picture. Stages:

1. It is necessary to prepare a picture with a resolution of no more than 64x64 (I did not check this resolution).

2. The picture should not have transparency; it should only be white and black.
3. After you make the desired picture you need to save it in the ".png" format in the folder "Resources\Imgs".
4. Now go to the Unity editor and set the properties of the new image as shown below.



How the level creation program works:

The program reads the picture, determines where it has black pixels and forms numbers in a row and a column from them. Numbers are counted as follows if black pixels go in a row (without a white pixel between them) then this is one number. This happens in function "GetField" in class "Game".