

# Mahjong: Connect

Develop a prototype of Mahjong: Connect with respect to the life cycle, correct gameplay, and technical requirements.

## Life Cycle:

- Title
  - The entry point
  - The player sees 5 level buttons (each level has an assigned layout)
    - A completed level (at least won once) is marked with a star
    - Clicking on a level will enter the Game
- Game
  - See Gameplay Requirements for more information about the game rules (especially losing and winning)
  - On each Game, the selected layout will be populated with a randomized board of available tiles
  - The player will have the option to get a hint, which highlights a valid connection
  - The player will have the option to leave the Game, if he chooses so, he will see a lost popup
    - The lost popup can be closed to return to the Title
  - If the player completes the level he will see a won popup with his score and the current local (persistent) highscore
    - The won popup can be closed to return to the Title
    - If the player completed the level the first time, he should see the level on the Title marked with a star
  - If the player fails the level he will see a lost popup
    - The lost popup can be closed to return to the Title

## Gameplay Requirements:

- The player can select 2 tiles in order to connect them
  - If they have the same face and they can be connected with no more than 2 turns, they are getting removed and will grant a score of 15 to the player
  - If they don't have the same face or they are not connected within 2 turns, the player will lose a score of 10
  - A turn is defined by changing the direction from vertical to horizontal or vice versa.
- The player can deselect a tile by selecting it again

- The score can never fall below 0
- The player will lose if they are no more possible connections left
- The player will win if he managed to clear the whole board
- The board is defined by the layout with a specific height and width

## Technical Requirements:

- Title and Game should be on separate scenes
- The gameplays logic and visualization should be separated from each other
- The UI should be implemented with the Unity UI
- Local highscores should be saved in a persistent way