# Jelly Garden Match 3 Complete Project + EDITOR
## Documentation

## CONTENTS(CTRL+ click for fast moving)

## EngineDescription

- Source code was made in Unity3D
- Cross platform (Googleplay, iTunes)
- 100tested levels with different targets
- Gameplay - combine 3 or more items the same color
- Included IAP's
- Map

**Jelly Garden Match 3 Engine** will help you to create beautiful and juicy game in Match 3 style (with many visual and sounds effect).

The engine very comfortable for understanding and studying. Creating new levels will be for you like a game. You need just open the engine and set desired game objects at desired locations playing field. The size of the playing field is configured in the editor also.

All you need is a little time and imagination everything else will make **Jelly Garden Match 3 Engine.**

## How to play
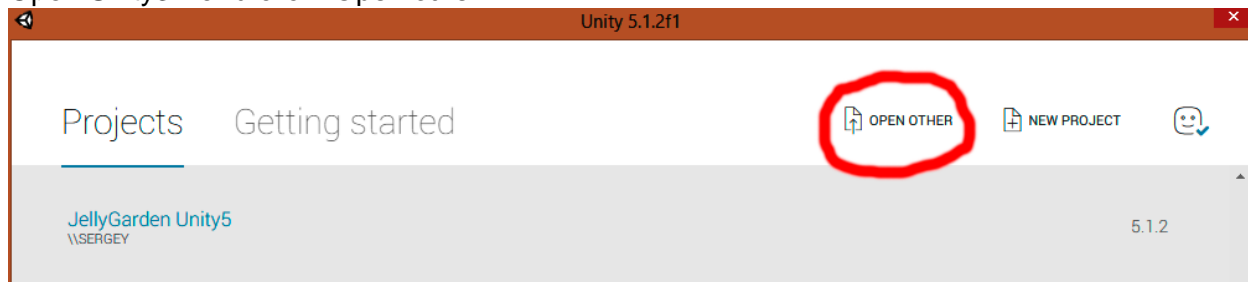Combine 3 or more objects the same color for WIN!

## SET UP

Use Unity3D 5.0 or high. Youcan**download**itfromthislink (**CTRL+ click** on the link)DownloadUnityFree(http://unity3d.com/get-unity/download?ref=personal)
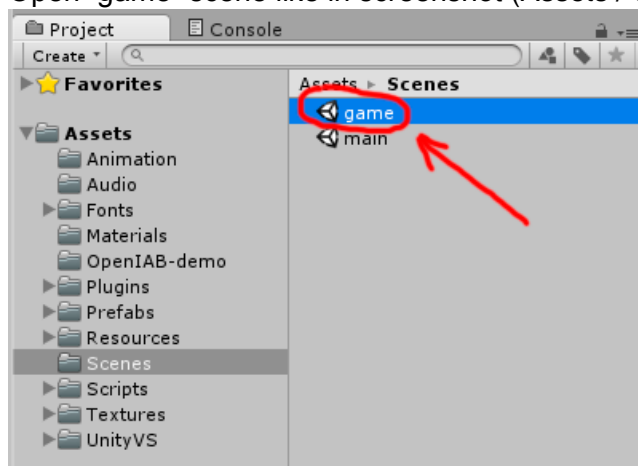
**How to install:**

1. Download the project archive.
2. Unpack the archive.
3. Open Unity3D and click "Open other".



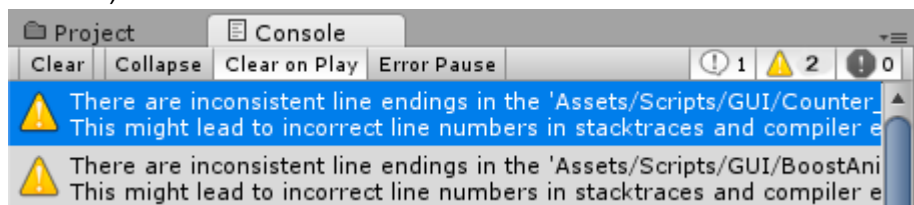4. Chose the unpacked folder of the project.



5. Open "game" scene like in screenshot (Assets / Scenes / game)



## Important information!!!

> **NOTE:Ignore all warnings** and **notifications** (like yellow sign and white bubble in console).
>
> 
>
> It'sNOTerrors.It does not affect to work of the game.

**How to test on device:**

1. File - > Build Settings…
2. Choose your platform (iOS, Android, Wp 8)  (scr 5)
3. Switch platform
4. After switching:
   a. For iOS click "Build" and select folder, then open created project in XCode.
   b. For Android and WP 8 you can plug-in device to your pc and click "Build and Run" and game automatically runs on your device after building. (Scr 6)

NOTE: Make sure that Plugins folder places in Assets folder, if not please replace Plugins to Assets.

FOR iOS:

- add the flag "-fno-objc-arc" on AppStoreDelegate.mm
- enable modules via build settings
- addGoogleMobileAds.framework. If you don't have Google Mobile Ads SDK you can download it from here https://developers.google.com/admob/ios/download
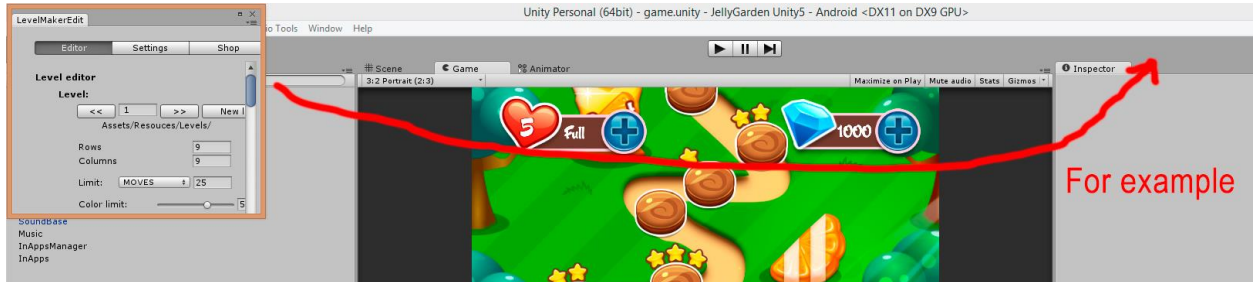- add StoreKit.framework

## How to open Level Maker Editor

# Important information!!!

For open LevelMakerEditor you need go to **Window** and choose **Jelly Garden editor.** See screenshot:
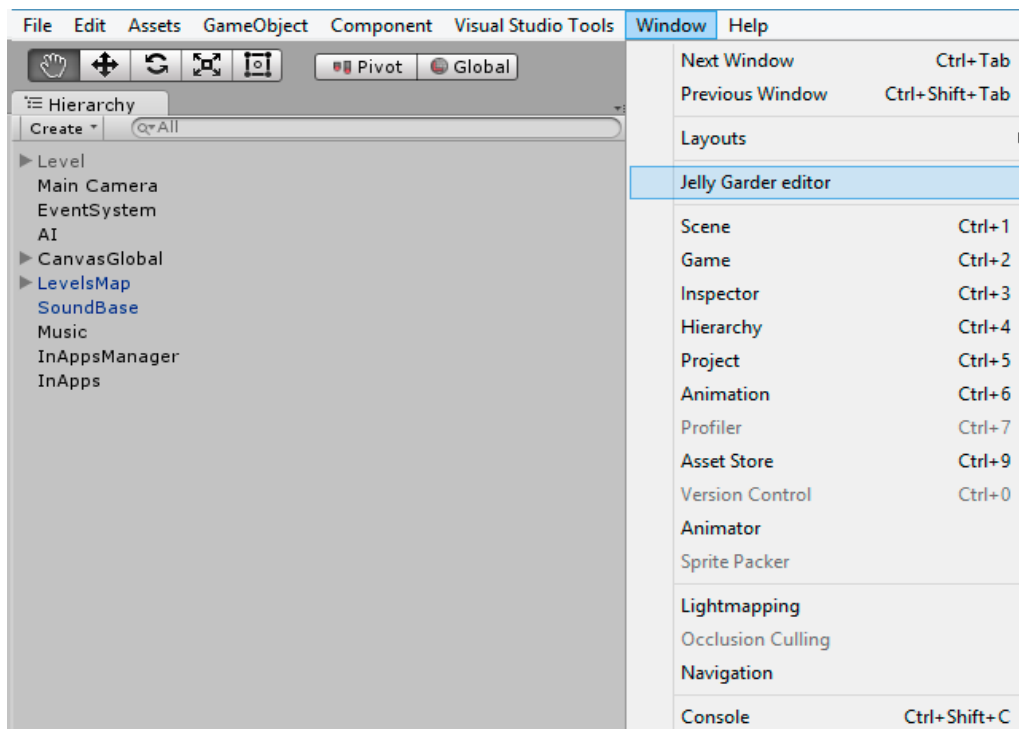
Opens a window with the **LevelMakerEditor**. Just drag it in a comfortable place for you:





## Game Features

-  - Horizontal stripe item destroys all game objects horizontallyon its way

-  - Vertical stripe item destroys all game objects verticallyon its way

-  - Package destroys all game objects around (9 items) on its way

-  - Multicolor bomb destroys all items the same color which has been combined.

## Mix of Features

-  +  **or**  +  =destroys all objects horizontally and vertically on its way

-  +  =destroying 3 rows of game objects horizontally and vertically

-  +  = Big Boom destroys around more items than just Package (13 items)

- **+** **=** If combining multicolor bomb with stripe game items it transforms all items the same color in striped on game field

- **+** **=** If combining multicolorbombwithpackageittransforms all items the same color in packages on game field.

- **+** **=** If combining multicolor bomb with multicolor it destroying all objects on game field.

## Game Boosters

- Give +5 extra moves

- Give +30 extra seconds

- Destroying 1 item on game field

- Remove 1 item on game field

- Change the colors aroundthe selected item.

- Purchased before the start of the level. Multicolor bomb on the playing field at the start of the game

- Purchased before the start of the level. +5 stripes items on the playing field at the start of the game

-  Purchased before the start of the level. +5 packages items on the playing field at the start of the game

## Map

Map have 10 ready levels for demonstration.You need to change it for your unique level design. Total on map is 100 tested levels. Use it or create your levels. It's very EASY :) And play in it via map.Just press the PLAY button.



*Tiled backgrounds* allow you to create theme of the map in any order! (**Remember***: ifyou changing map theme you need to change backgrounds for your levels!*)
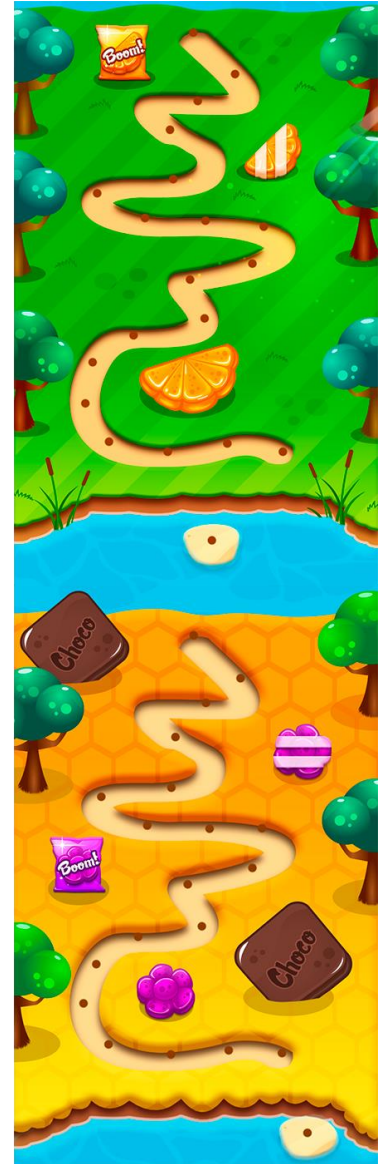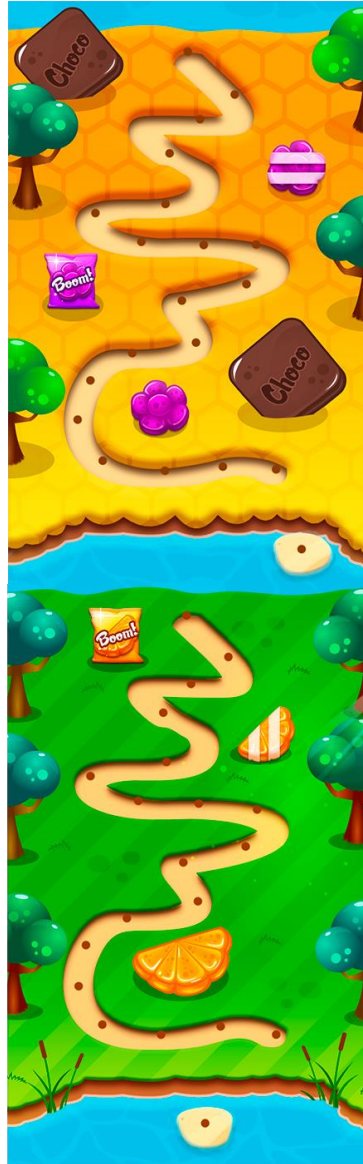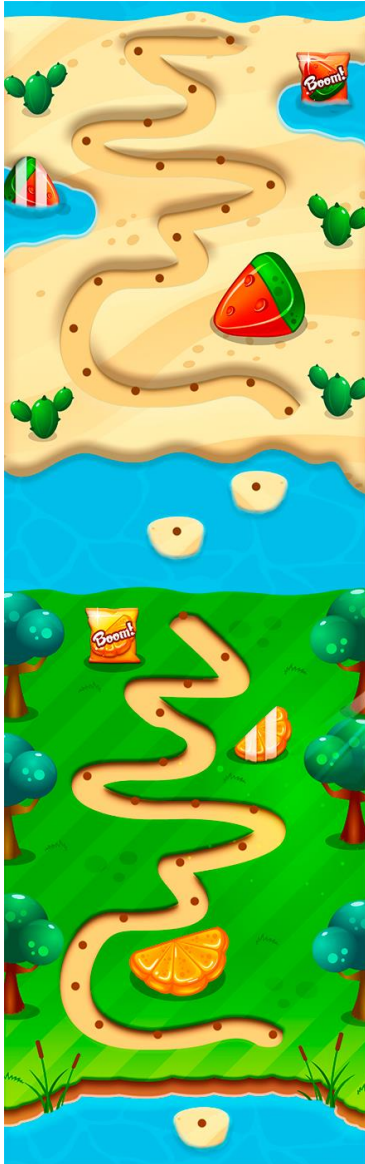
**You can create more levels if you wish!**

## How to edit map

1. Open game scene
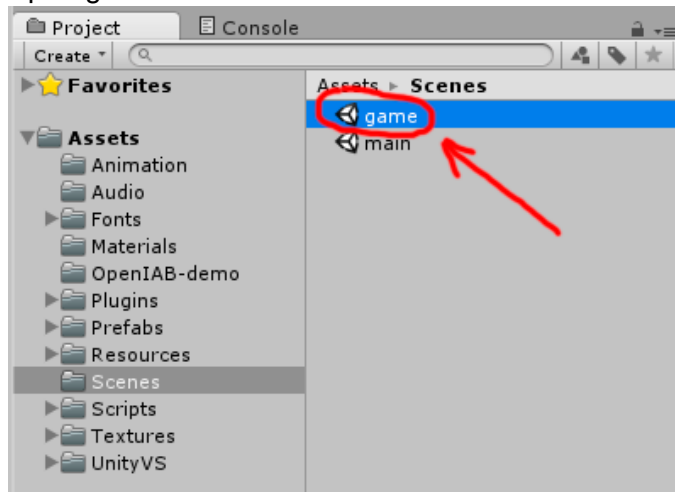


2. Select Scene view

3.  Double click on LevelsMap object in Hierarchy to see it in center.
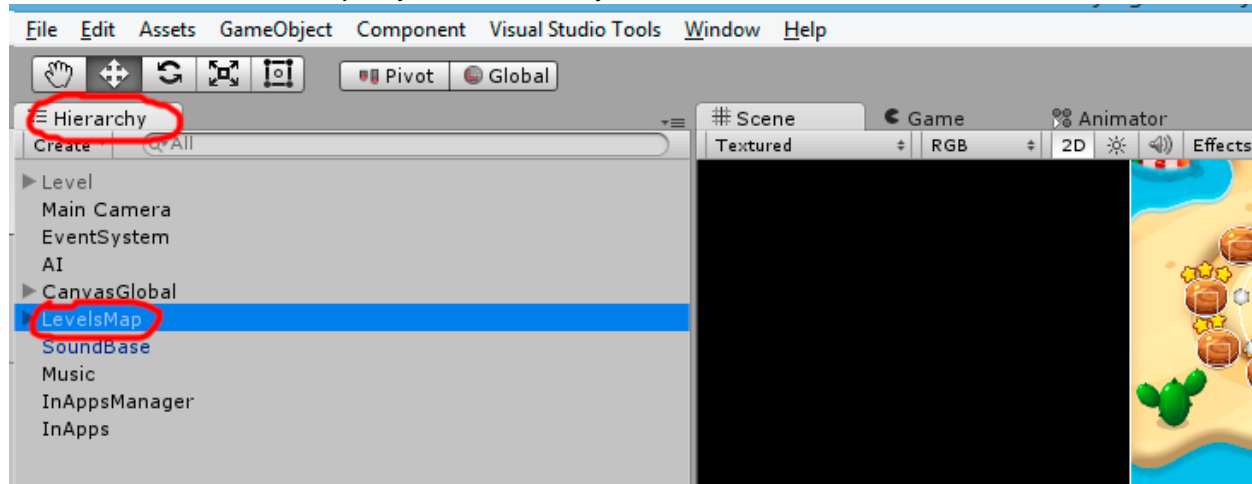


4.  Select level icon you need on the map
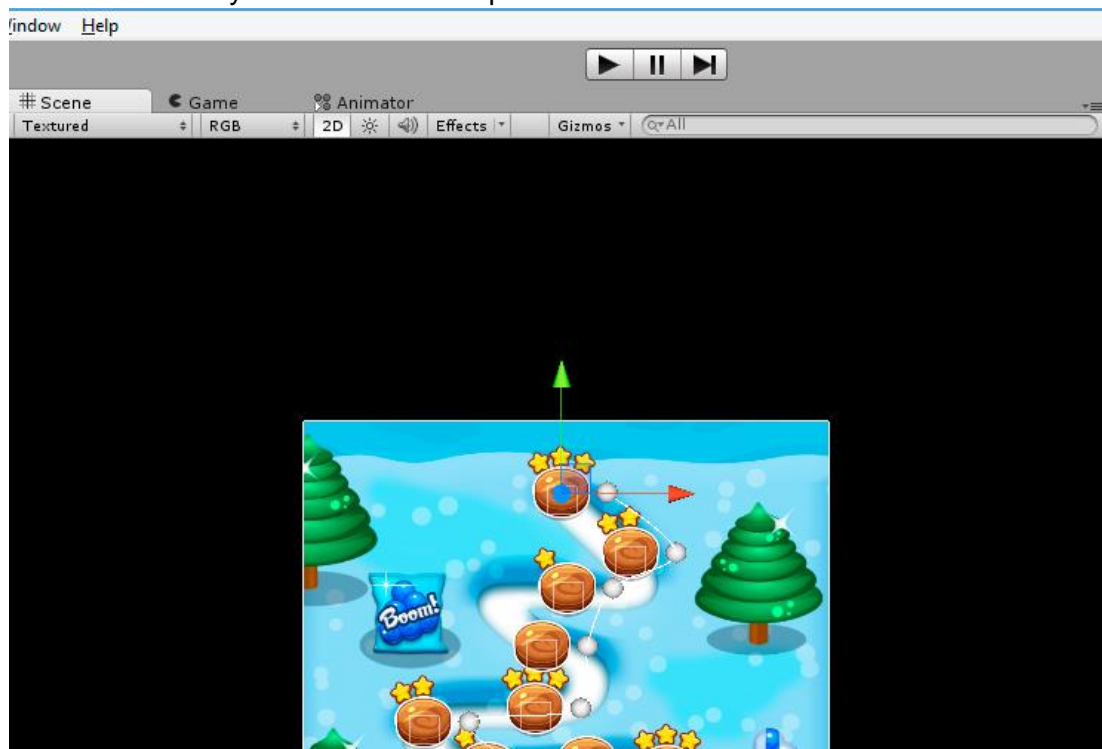


5.  Drag it where you need.
6.  If you need **add new level** select the last icon on map. Now it is 100<sup>th</sup> level

7. Click "Insert after" in inspector window
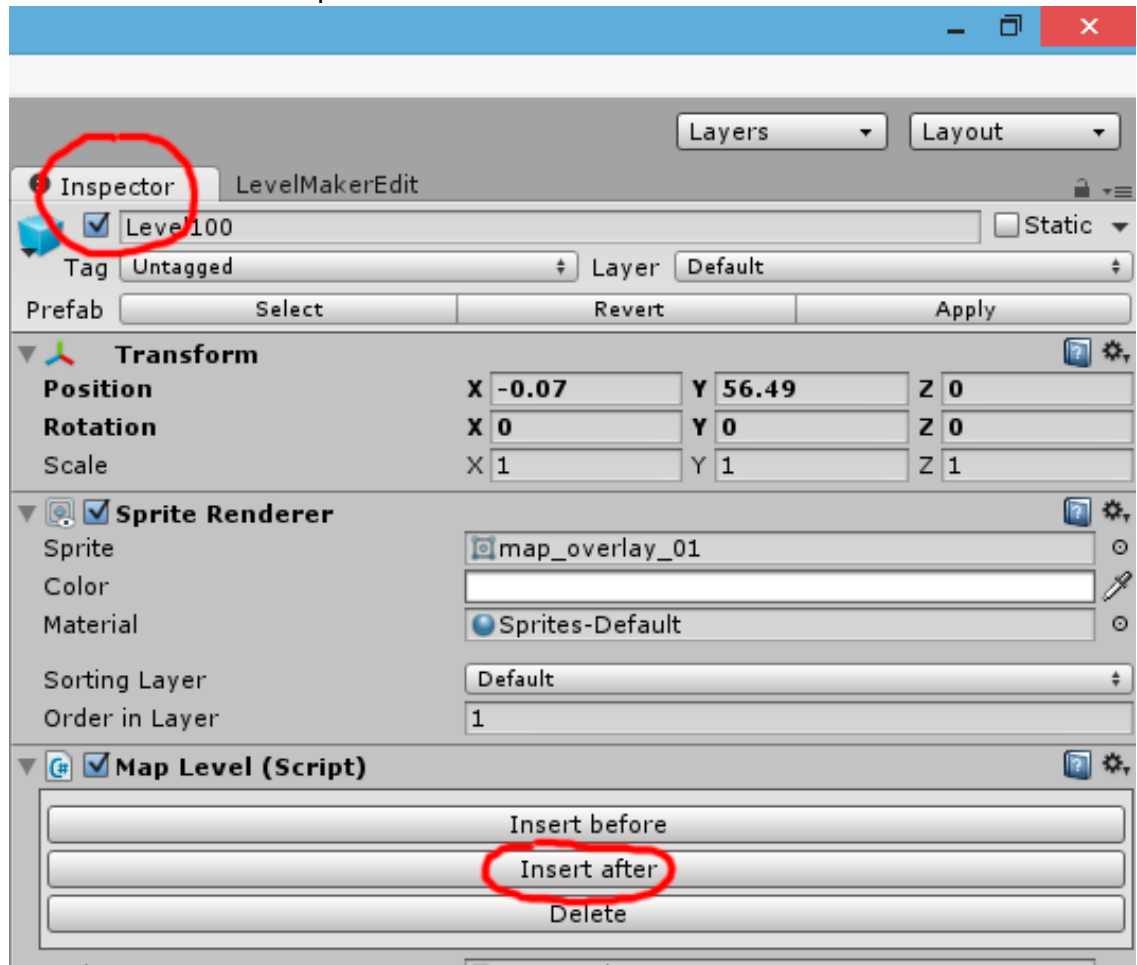


8. Drag it where you need.
9. Also you have "delete" and "insert before" buttons there

**Remember:** If you want to create new levels (**more than 100levels**), you need to create new levels in LevelMakerEditor and then to create the new object on map.

10. How to edit **Player Icon** position:



The grey points in map editor is Player Icon position. You can change it, just look in **Hierarchy** and select Levels map, expand it:
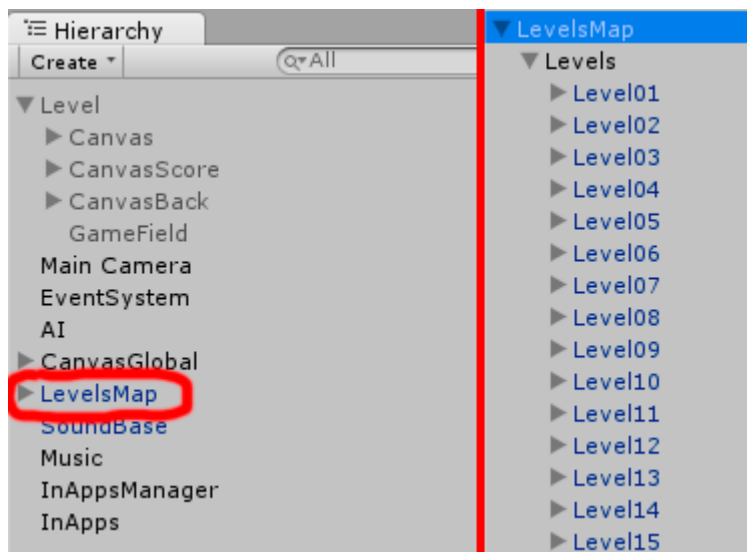


After this, expand any "level...", you see the "PathPivot". It is position for player icon.
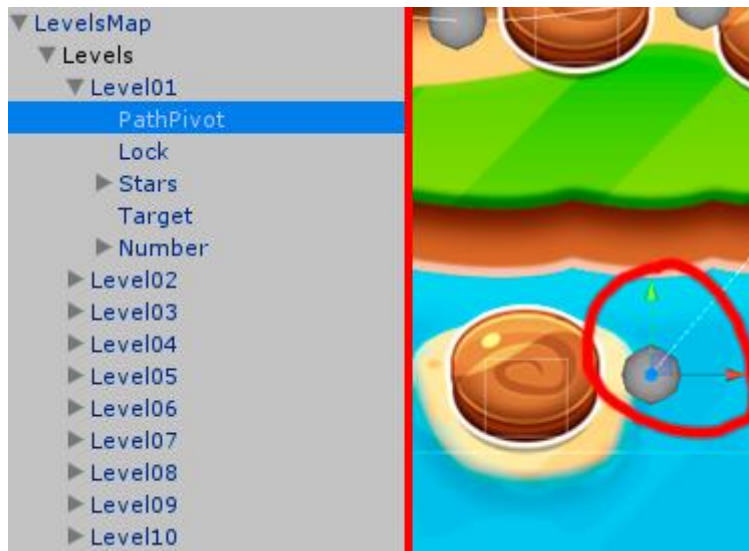
Just drag it in necessary place.

## Game Targets

The engine have 5 targets:

-  - **Get the Star** (destroy the items the same colors and get the required number of score and get the star)

-  - **Get Ingredients**  and  (destroy all the objects hindering drop ingredients down)

-  - **Get the star** for a **few minutes** (destroy the items the same colors and get the required number of score and get the star for a few minutes)

-  - **Destroy all sugar** on game field

-  - Gather the required **number of items** this color

## How to Reskin

**1** - Almost all graphics located in the folder **Assets**/**Textures**. Youneedjust**replace**your art in this folders, <u>keep the same name </u>in **PNG** format:
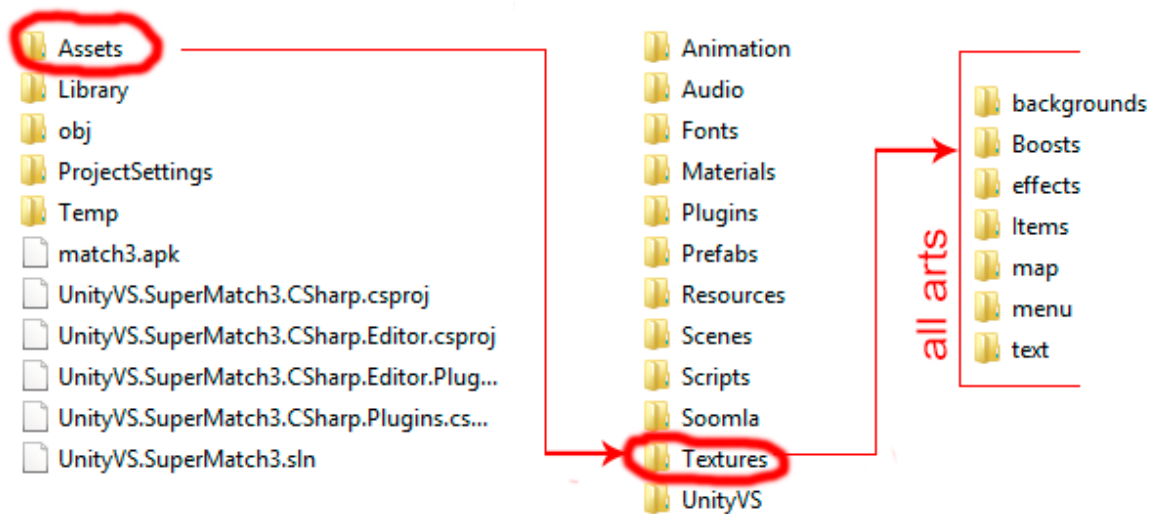


## Audio

Audio files located in the folder **Assets / Audio**. Youneedjust**replace** your music and sounds in this folder<u>, keep the same name </u>in **MP3** format:
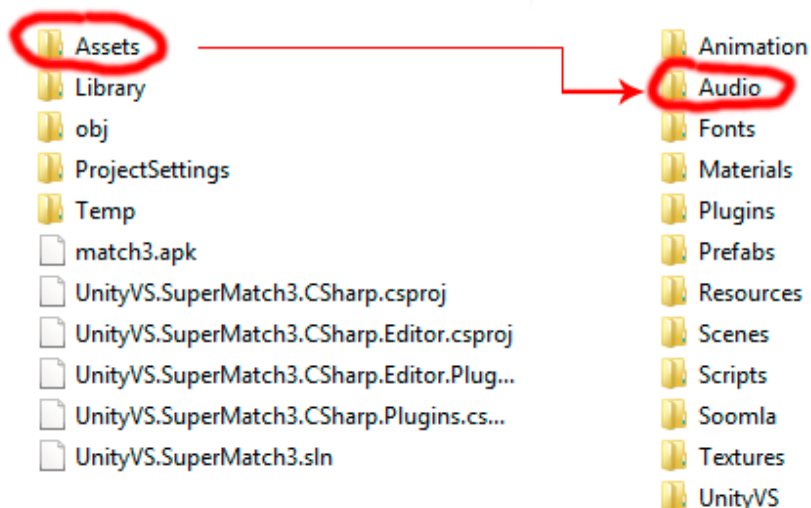
## Level Maker Editor

Use Level Maker Editor for create your unique level design.

**ATTENTION!**Please, use **scene** --->Assets / Scenes / **game**when you creating and editing your levels!
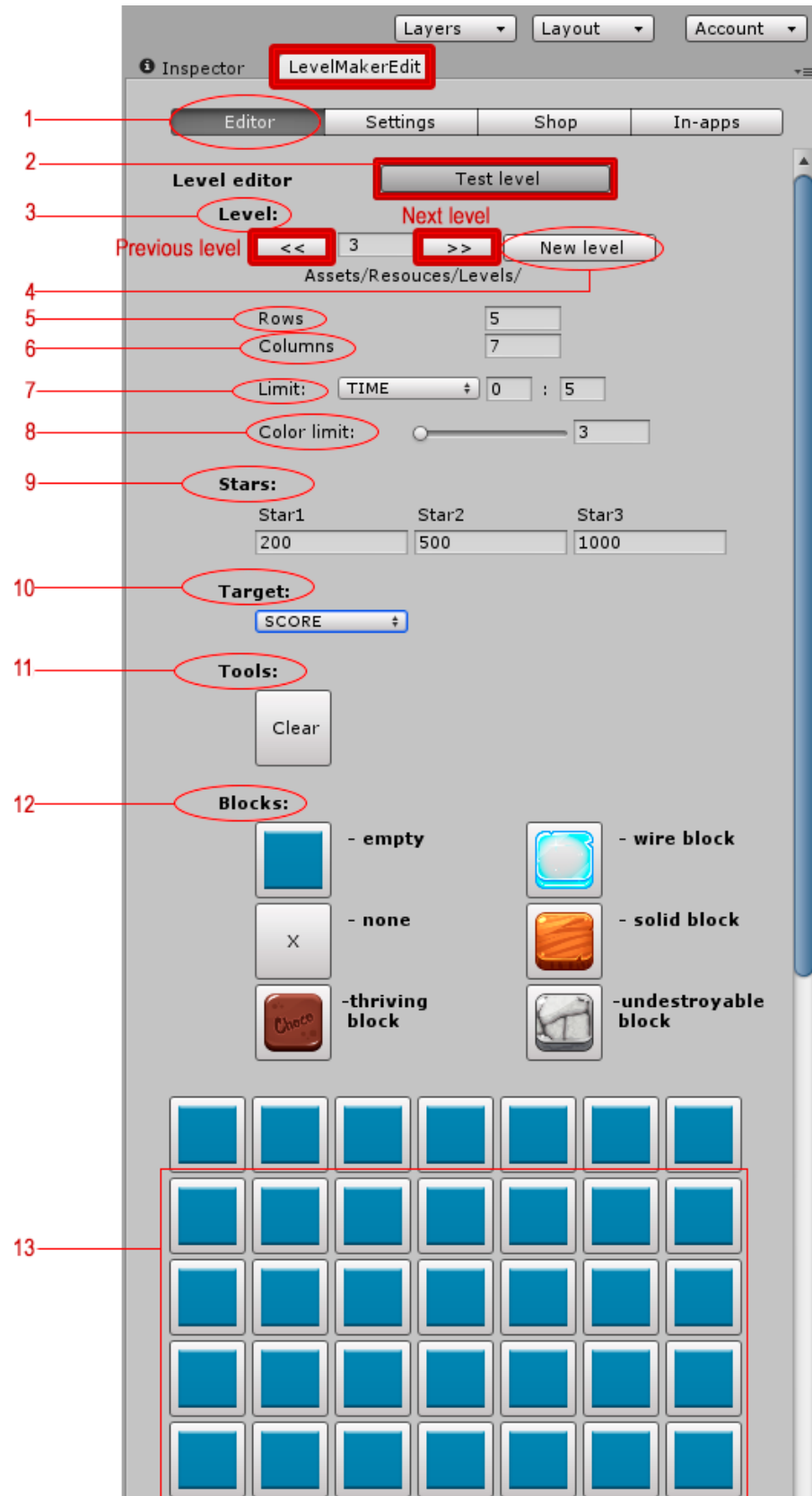
1. **Editor** section - here you can create your levels.

2. **Levels** - enter number of level for creating or editing.
   To switch between the levels, use the buttons "Previous level" or "Next level" or enter a number of levels by hand.

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**ATTENTION!** *You don't need to worry about saving data. All actions are automatically saved!*

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3. **Test level** - Use this button after creating a level if you want to test.

4. **New level** - to create a new level press the "New level" button. The level is automatically created. You just need to create a level design.

5. **Rows** - number of the rows on game field. **Maximum 11**.

6. **Columns** - number of the columns on game field. **Maximum 9**.

7. **Limit** - you need choose the gameplay for your level. The Engine included two type of game play - **Moves** or **Time**. The drop-down menu select the type of gameplay:

   Limit: MOVES ♦ 5
   ✔ MOVES
   TIME

---
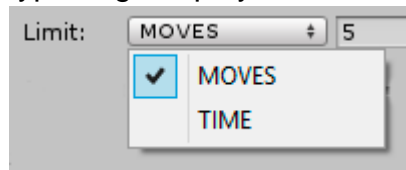
*If you choose **MOVES,** you need to enter a limit on the number of **moves** for this level

Limit: MOVES ♦ 5
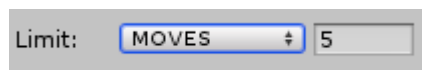
*If you choose **TIME,** you need to enter a limit on the number of **minutes and seconds** for this level

Limit: TIME ♦ 0 : 5

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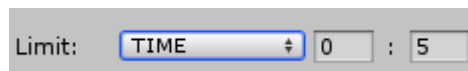
8. **Color limit** - number of color on current level (minimum 3 - maximum 6)
9. **Stars** - number of scores for each stars (Star1 - minimum scores for win)

   Star1   Star2   Star3

10. **Target** - you need to choose the target for your level. This editor included 4 versions of targets. (Look section **Game targets**, page 2. You can see 5

icons, but  and  have the same target - get one star, changed just gameplay ).
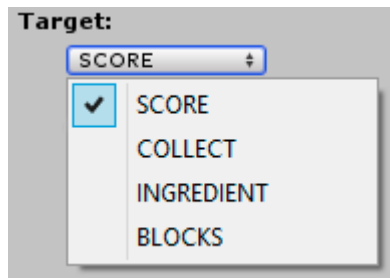


**\*Score** - get necessary number of scores and get one star
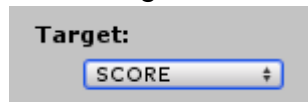


\***Collect** - get necessary number of items.
**Items** is game objects like jelly (in this engine)
You need to choose the two different game items (jelly) for collecting, and enter the required number of each item.
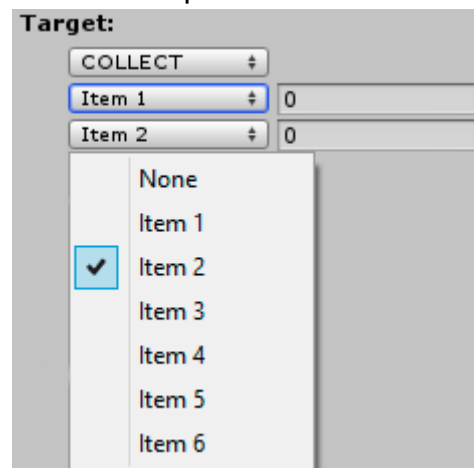


**NOTE:** **If you select the limit for color of items, you can't choose some items.** For example, if you select to limit 5 items, you can't choose "item 6" in settings.
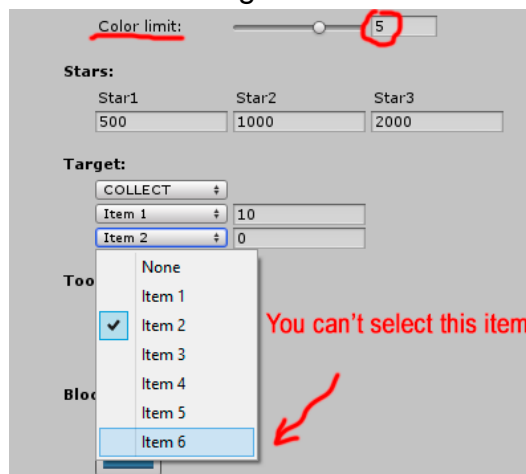
**\*INGREDIENT**- get necessary number of ingredients.

**Items** is game objects like juice  and spoon  (in this engine)
You need to choose the one or two ingredients for collecting, and enter the required number of each item.
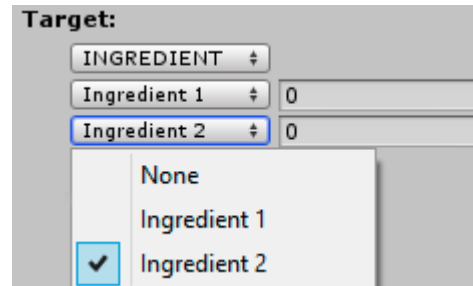


**\*BLOCKS** - when you choose this target, additional block are available. This block is target. Player need to destroy all the same block for win.

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**ATTENTION!** *Double-clicking* *creates a double layer of this block when you creating or editing your level.*

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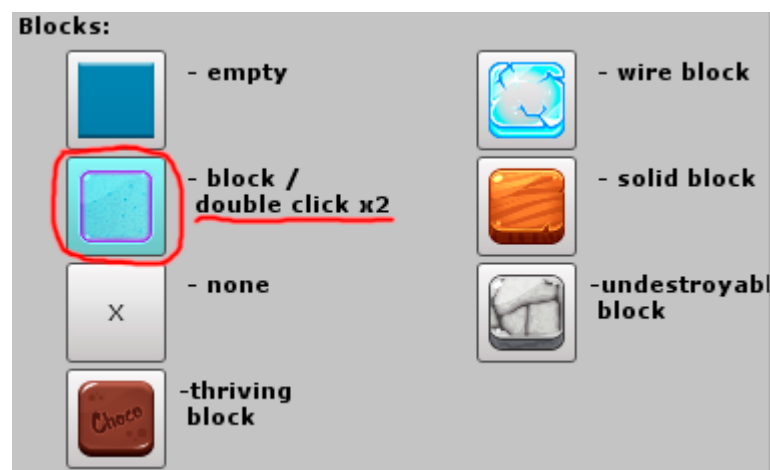


**Empty** - use for clearing space.
**None -** use for cut a slot.

11. **Tools** - Press button "Clear" to reset your settings.
12. **Blocks** - it is obstacles. Click on icon any block and click on game field.
13. **Game field** - place for actions in game. You need click on wisher block than click on game field, and block appear in a specified place.

## Game obstacles

-  and  Block and Double block - (game target) - need to destroy all the same items on game field.<u>For cancel Double block just click again.</u>
  **P.S.**If you want to put block under Wire Block, first just place Block and cover it Wire Block.

-  Solid block can be destroyed if near were destroyed game items.

- Undestroyable block.

- Wire Block holds a game items.

- Thriving block absorbs one game item per turn, if no chocolate block has not been destroyed.

# Settings

ATTENTION!Please, use **scene** --->Assets / Scenes / **game.unity**whensetting up the game!

1. **Settings** - you can setting up your project here;

2. **Reset to default** - reset all your setting;

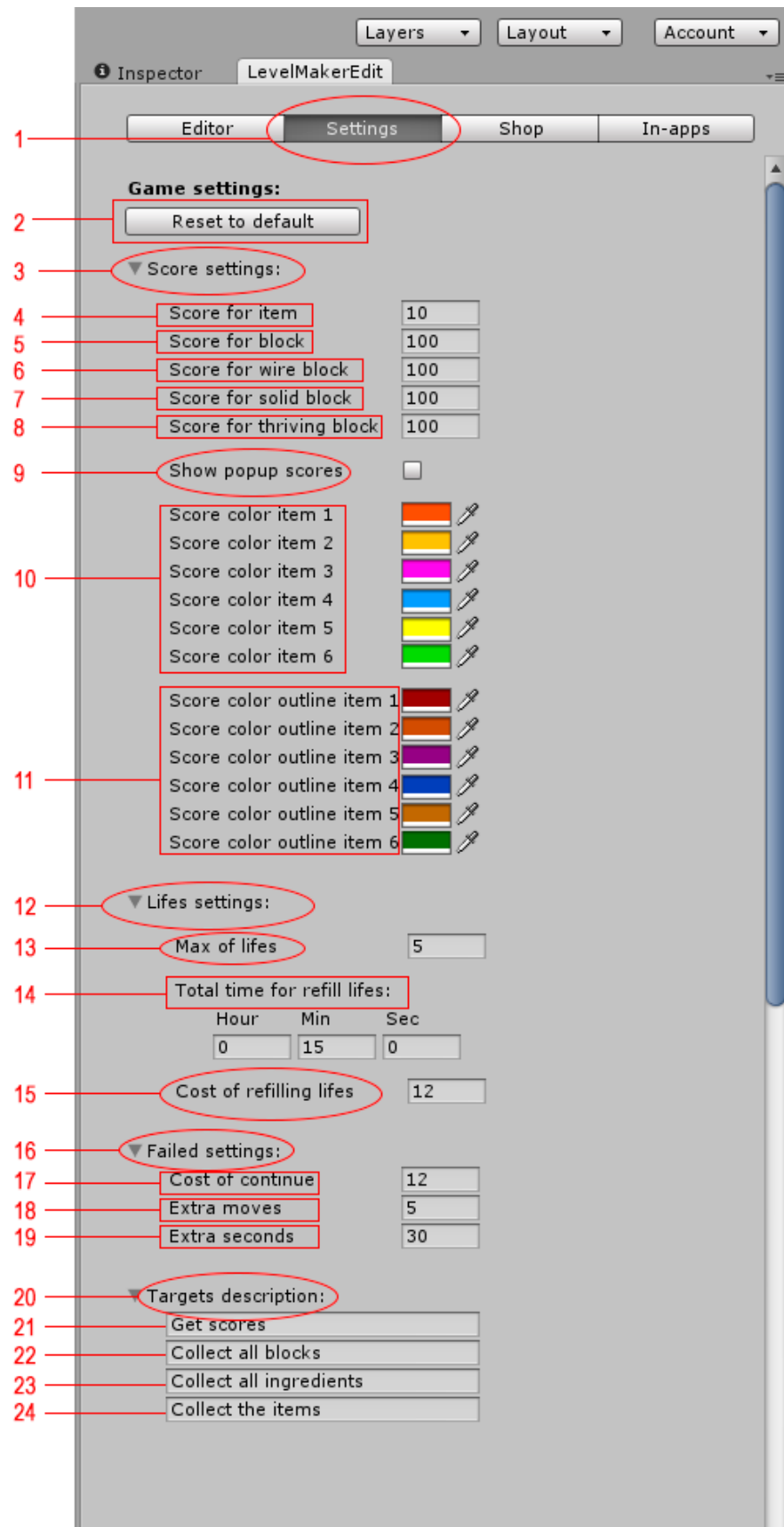3. **Score settings** - all settings about score;

4. **Score for ITEMS** - you can change a score for destroying game ITEMS(all jelly, stripes jelly and packages);

5. **Score for BLOCK** - you can change a score for destroying game obstacles - **BLOCK** / **DOUBLE BLOCK**  and 

6. **Score for WIRE BLOCK**- you can change a score for destroying game obstacles - **WIRE BLOCK** 

7. **Score for SOLID BLOCK**- you can change a score for destroying game obstacles - **SOLID BLOCK** 

8. **Score for THRIVING BLOCK** - you can change a score for destroying game obstacles - **THRIVING BLOCK** 

9. **Show POPUP score** - if you want to show popup score, you need check it
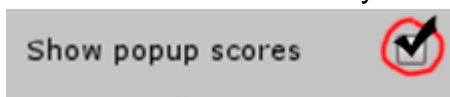


**Popup score:**



10. **Score color item**- you can change the color for each score of the items. You need just to click on color field and select a new color in the window "Color" like on Screenshot:
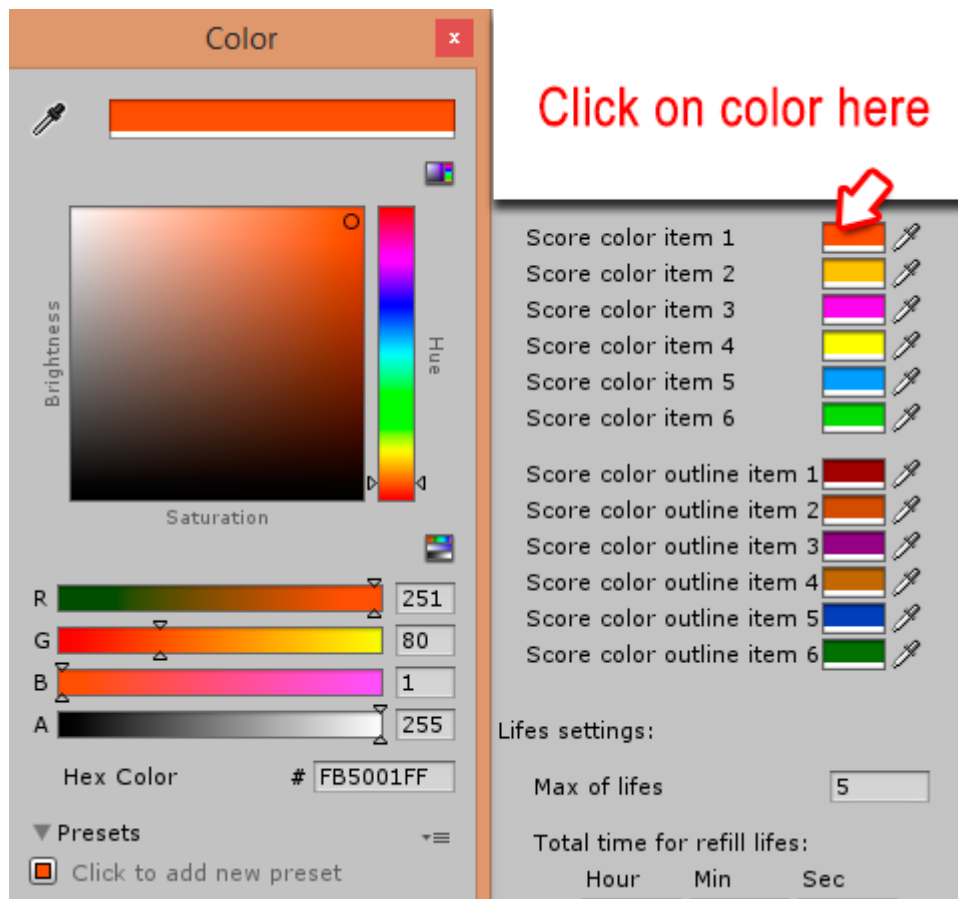
11. **Score color outline item**- the same like "Score color item"
12. **Life settings** - all settings of life.
13. **Max of life** - maximum number of life. Five lives by default.  But you can change it like you wish, just change this number:
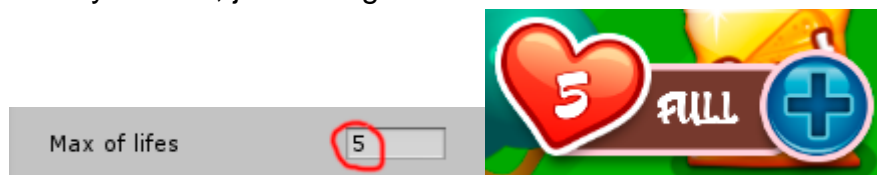


14. **Total timer to refill lives** - timer for refill one life. 15 minutes by default. But you can change it like you wish, just change this number:
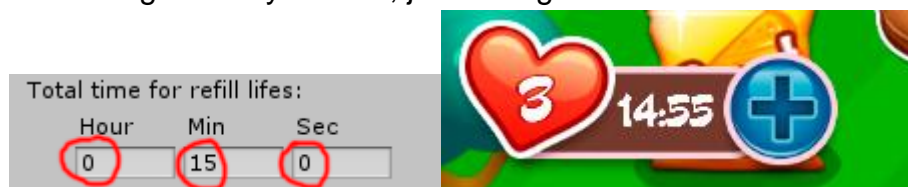


15. **Cost of refilling lives** - cost for refill is 12 gems by default, but you can change it. Just change this numbers:
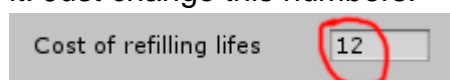
16. **Failed settings** - when player failed of level, he can give up or buy more moves or time and continue the game. You can change the settings for this menu.



17. **Cost of continue** - you can change this number of gems for the cost of continue the game:



18. **Extra moves** - number of moves for continue. Just change this number:

19. **Extra seconds** - number of seconds for continue. Just change this number:



20. 21. 22. 23. 24. **Target's descriptions** - when game to start, appear the banner with target's text. You can change it in this windows.

## Shop settings

In **Shop Setting**you can **set the price for gems** and **boosters**.

1. **Shop** - here you can change the price for gems (in dollars) and boosters (in gems).
2. **Reset to default** - reset button
3. **Gems shop settings** - count and price for gems (in dollars) for each stack.



4. **Gems count** - here you can change number of gems and price for this.

5. **Booster shop settings** - settings for buying each boosters in game.



6. **Description** - change it if you need for each boost



7. **Count** of boosters for each stack

8. **Price** (how much gems need for purchase each stack of boost)

## In-apps
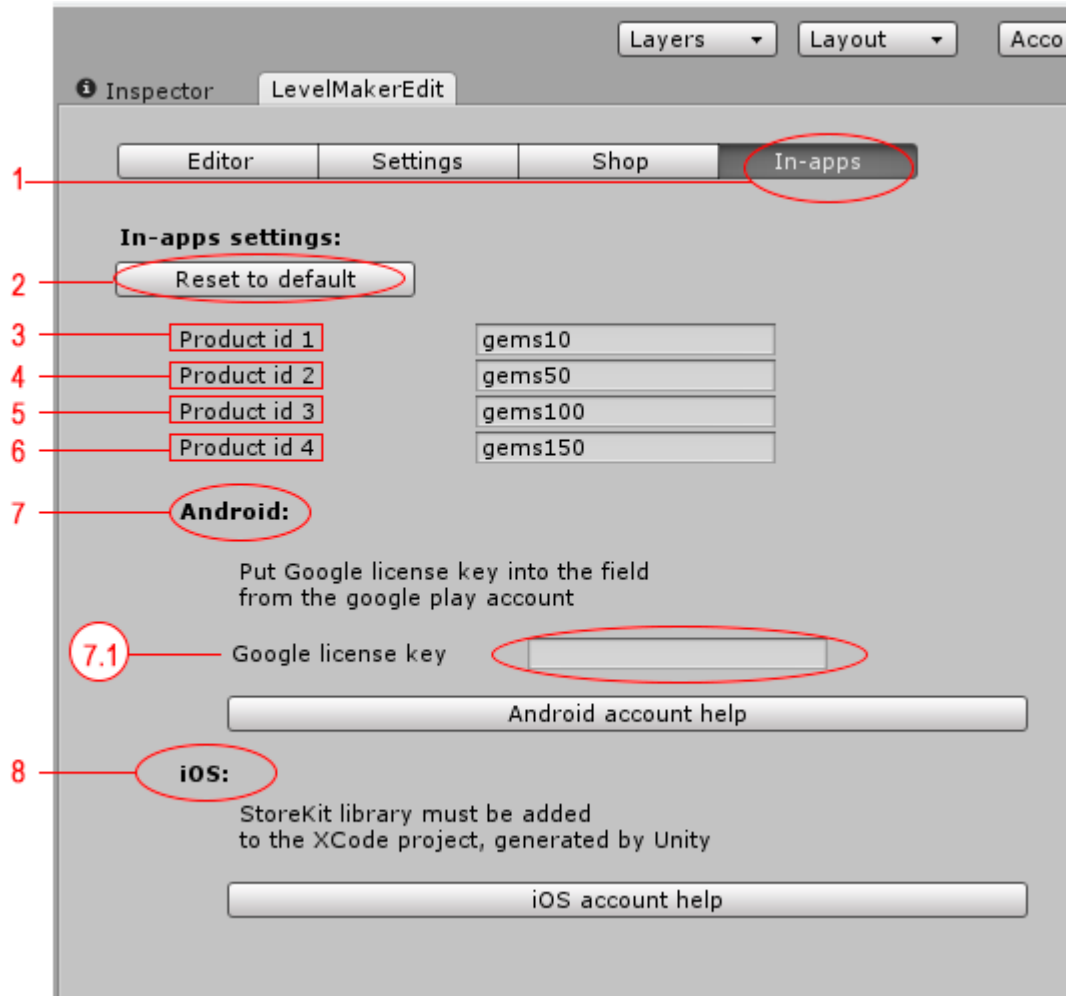


1. **In-apps** - how to set up In-apps
2. **Reset to default** button
3. **Product id 1** - product id for first gems stack (10 by default).
4. **Product id 2** - product id for second gems stack (50 by default).
5. **Product id 3** - product id for third gems stack (100 by default).
6. **Product id 4** - product id for fourth gems stack (150 by default).
   You need to put those product ids to account of your game.
   For more info click the account help button below
7. **Android** - Section of android billing settings.
   7.1 **Google license key** - Necessary license key that you can get after create new game in your account. For more info click the account help button below

8. **iOS** - Section of android billing settings.For more info click the account help button below

For iOSbuildStoreKit.framework is necessary library:

- Selectyourproject
- Selectyourtarget
- SelectBuildPhases
- In Link Binaries with Libraries, click +

- SearchforStoreKitandAdd
- Import the framework in your class.
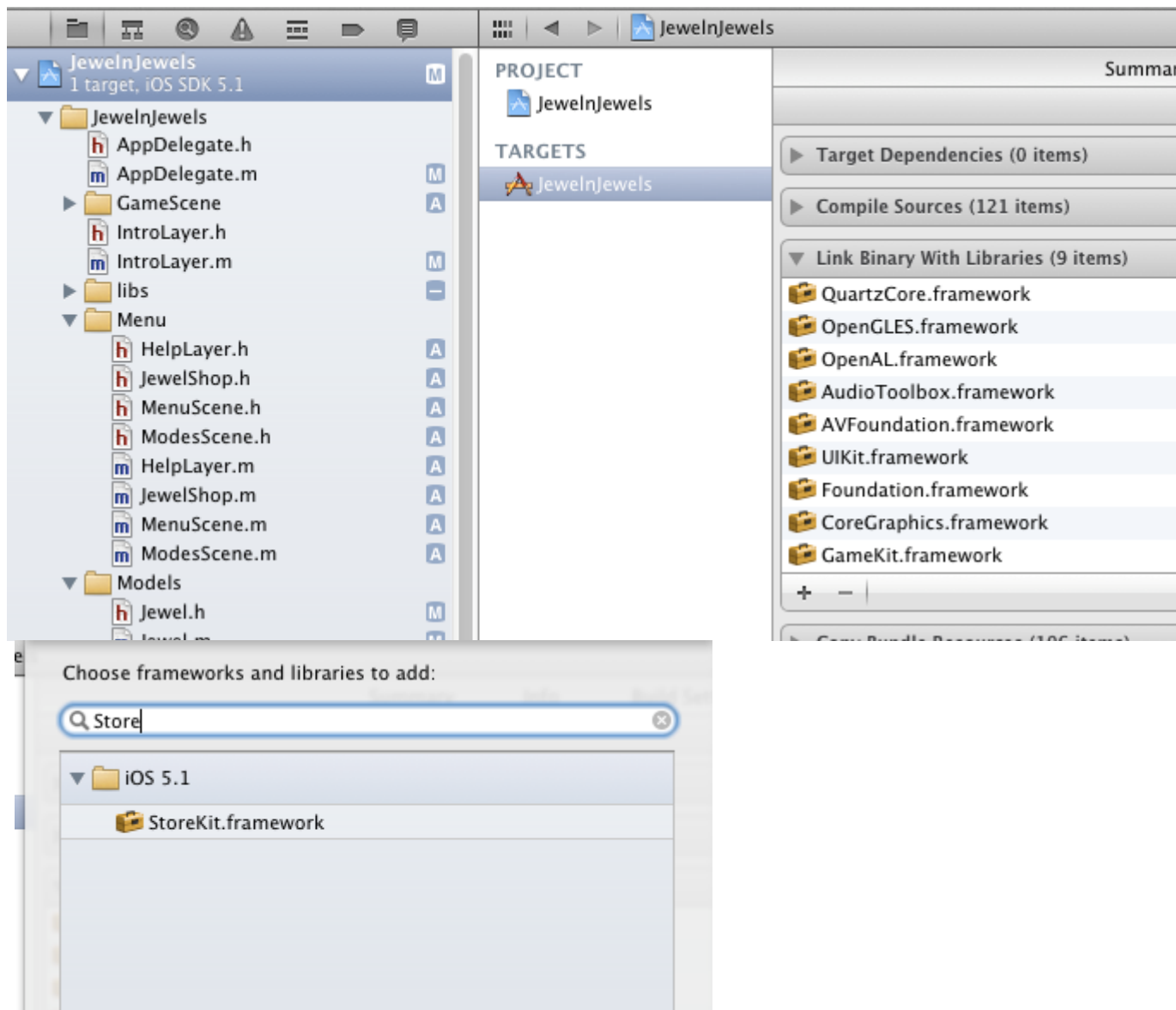
## Advertisement

Advertisement and IAPs allow you to monetize your game.

Player should watch video ads if he don't want to buy gems or any other IAPs.

Also player watches video every 3 levels. (customizable)
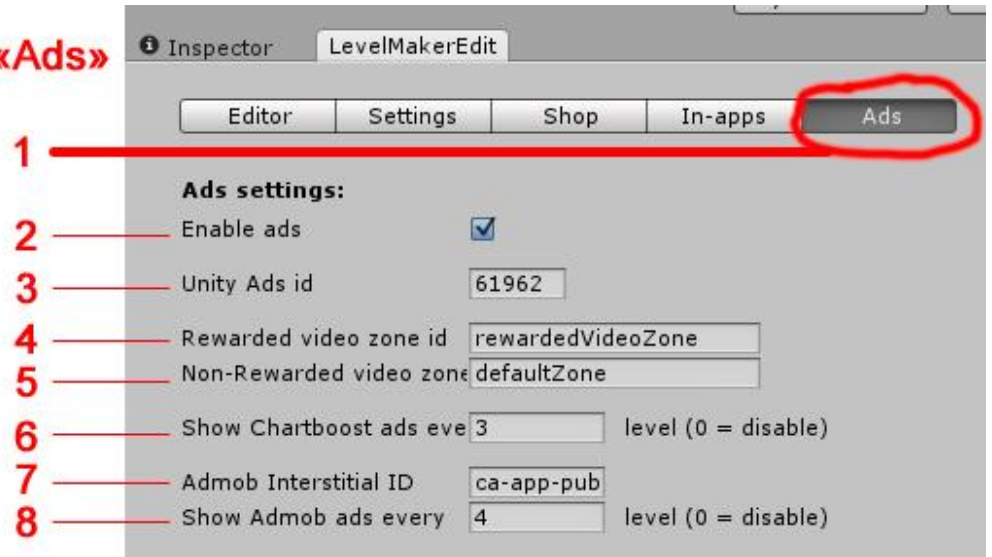


1. **Ads** – allows you to control the advertisement in game.
2. **Enable ads** – enable/disable all ads in game.
3. **Unity Ads id** – id which you need to get from your Unity3D ads account
   https://unityads.unity3d.com/
4. **Rewarded video zone id** – id of your rewarded video ad
5. **Non-Rewarded video zone id** – id of your non-rewarded video ad
6. **ShowChartboost ads every** – how often you going to show Chartboost
   interstitial ads. (0 to disable)
7. **Admob Interstitial ID** – take it from your admob account.
8. **ShowAdmob ads every** – how often you going to show Admob interstitial ads.
   (0 to disable)

To setup Chartboost settings menu "Chartboost/Edit settings".
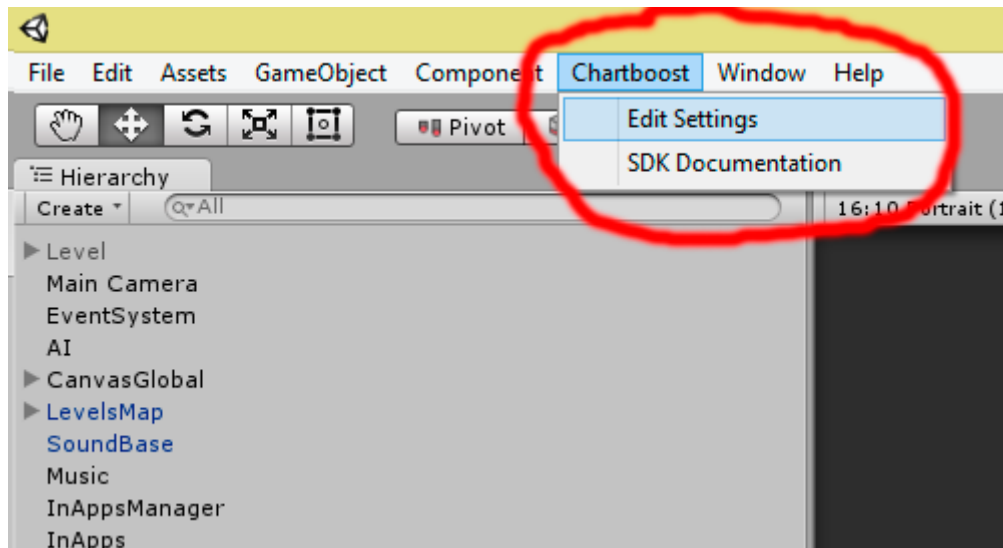
Just put there details from your Chartboost account.

## GUI editor

Use it for comfortable searching and changing the GUI dialogs. Here you can move any objects. Also for editing fonts and texts.



- Open GUI Editor
- Click "show" opposite of necessary game menu.
- Look on Hierarchy, you will see that this game object was selected.
- Expand this game object
- Choose what you want to change.

## How to change the fonts:

If you want to add new font, you need **put your font in folder Fonts** (go to JellyGarden / Fonts).
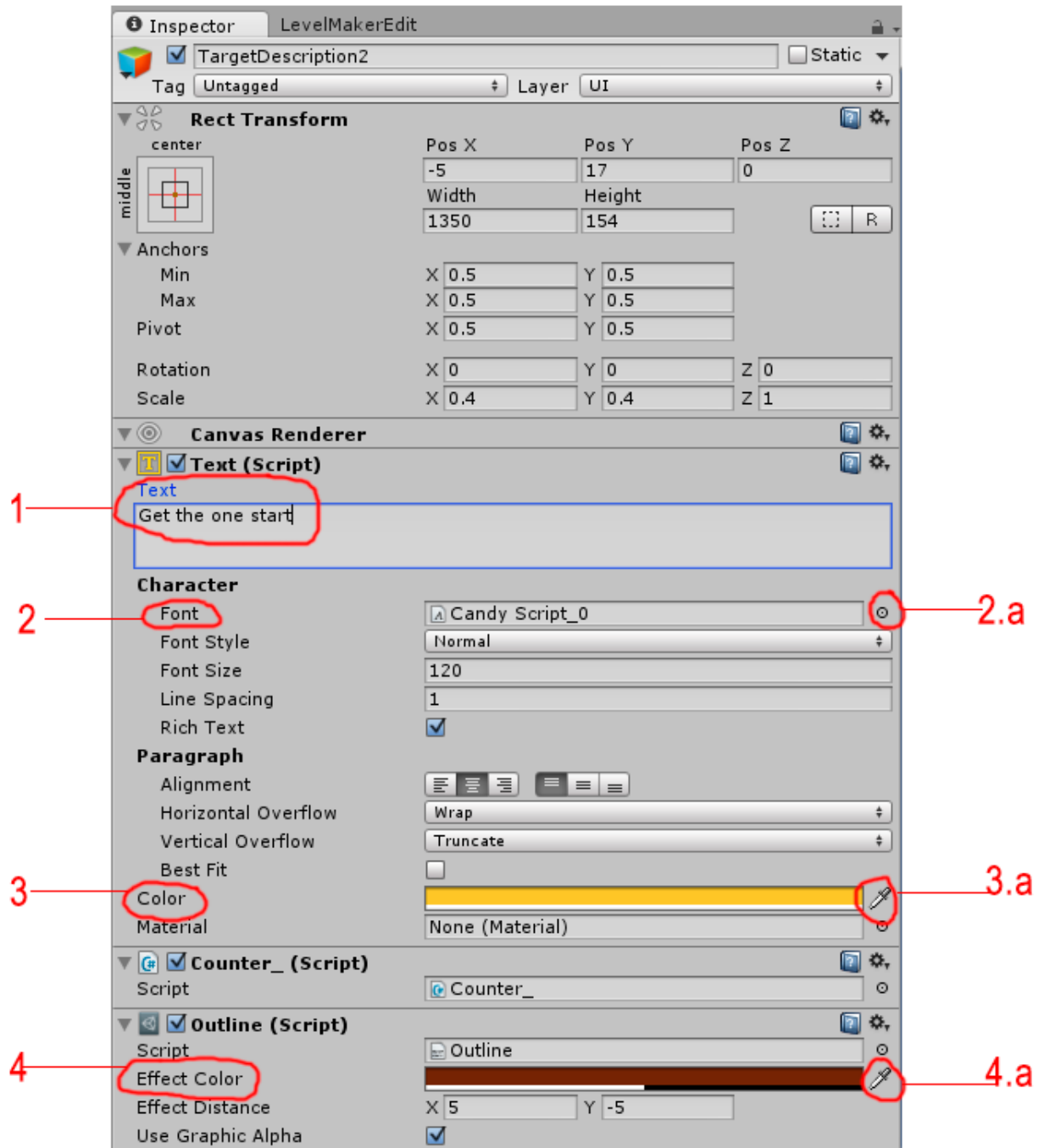


1. Write your text;
2. Font sections. Click **2.a** and choose your font in drop-down menu.
3. Color section. Click **3.a** for choosing the main color.
4. Effect color - it is color of outline. Click to 4.a for choosing the outline color.

**Facebook:**

1. Create new app on FaceBook developer page https://developers.facebook.com/apps/
2. Select 'Edit Settings' from the 'Facebook' menu



3. The inspector will show "FacebookSettings". In the input box under 'App Id:', paste in your Facebook App ID, found as described above.
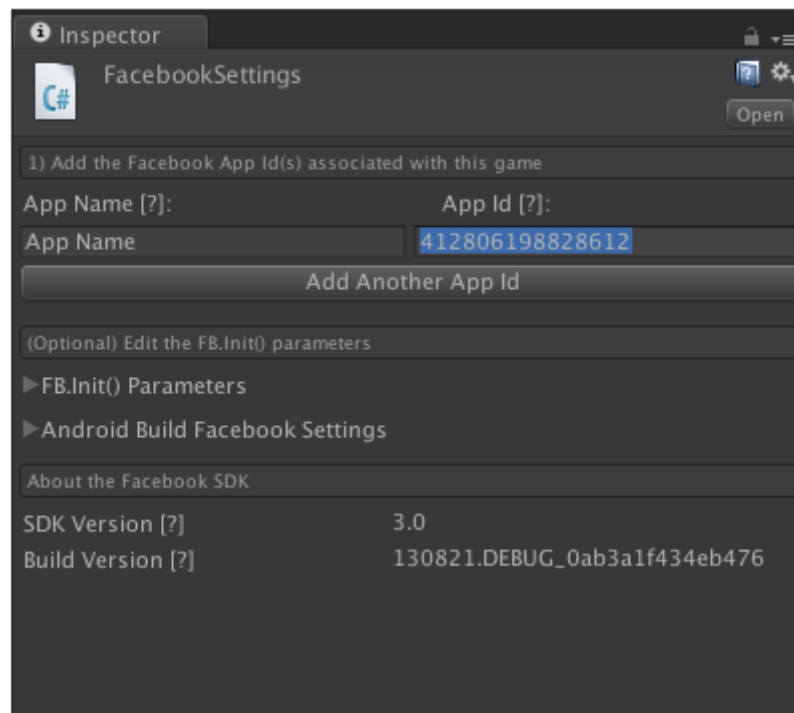


**4.** Find the "Android Build Facebook Settings", and note the value of "Debug Android Key Hash".



If you see Open SSL not found insead Key Hash

1) Download and install OpenSSL. http://slproweb.com/products/Win32OpenSSL.html Win32 OpenSSL v#.#.# (not Light) OR Win64 OpenSSL v#.#.# (not Light)
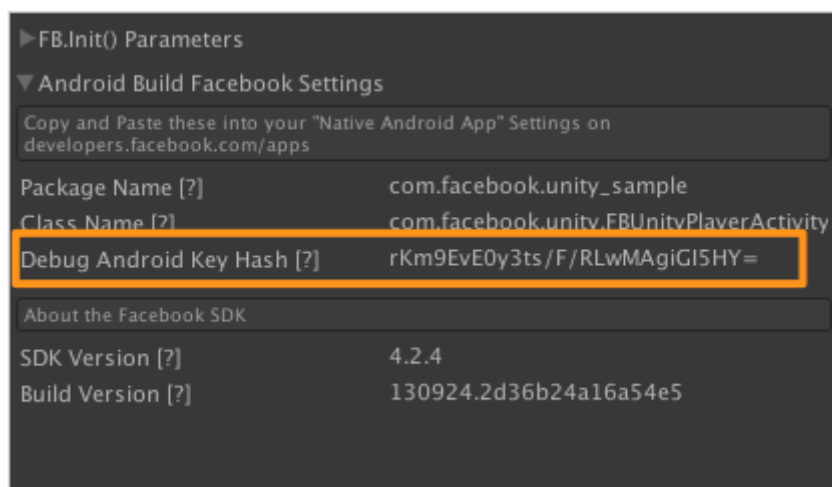
2) Add the OpenSSL directory to your path. Go to: Control Panel > System > Advanced system settings > Environment Variables Select the Variable "Path" in the "System variables" window and click Edit.

3) Add the path to your OpenSSL bin folder to the end of the "Variable value" text. e.g. I added ";C:\Program Files\OpenSSL-Win64\bin" to the end of the value text.

Restart Unity3D.

Take note do not forget to add semi-colon ";" before the C:/

4) If you get the error in FacebookSettings "Keytool not found", you need to add the JDK (Java Development Kit) bin directory to the Path variable value.

5) Follow the same steps as before, but instead of the OpenSSL bin path, add the JDK bin path. e.g. I added ";C:\Program Files\Java\jdk1.7.0_45\bin" to the end of the value text.

Restart Unity3D.

5.  Now, let's add the keyhash and bundle ID to your app configuration on Facebook, in the "Native Android App" pane. Set the "Package Name" to the value you used for "Bundle Identifier" in the Editor, and set "Class Name" to "com.facebook.unity.FBUnityPlayerActivity". Then add your debug key hash to the "Key Hashes" field, and save your changes.



**For disable the Facebook just to tick:**

Layers

Inspector | LevelMakerEdit

| Editor | Settings | Shop | In-apps | Ads | GUI |

**Game settings:**

Reset to default

Disable Facebook ☐