What is this project?

This is a **puzzle game** that will download the images from a website and use them as its own levels,

Template features:

- Ready to publish.
- Easy to customize.
- Guide to upload your images in a free hosting.
- Unity ads are already implemented. Also, here you have a guide to help you.
- Exportable to PC/Mac/Linux, web or mobile devices.
- **Warning**: There is a limit of 40 images!

Game features:

- Internet requirement to download the puzzles.
- 5 levels of difficulty for each puzzle, from 4x4 to 10x16 pieces.
- If you complete a level, it will be colored proportionally to the difficulty level.
- Stylized design.
- Group up pieces system.
- Snap pieces to grid system.
- Rewarded ads for those people who want to see the background as a guide or want to sort border pieces. All those ads will remain 7 minutes, after that, you must watch another ad to enjoy this features again.
- Re-order pieces in case you did a mess while playing (Without ad).

How to customize it:

In this app you only have to modify 3 archives, you can find them in "*_EDITABLE*" folder. To replace them comfortably, follow these steps:

Replacing the assets:

1- Create an icon (512x512px) and a header (1024x512px). Rename them to "*Icon*" and "*Header*".

2- Find your "*_EDITABLE*" folder and open it with your Windows/Mac/Linux folder browser.

3- Drag your images into this folder so it will request to replace them. Accept it.
We do this in the outside folders of the project interface to be allowed to replace them keeping the meta data information.

4- Open the "*ImagesURL.txt*" file (in the same folder), replace the content with your images link (I will explain how to get this link below).

In case you replaced them wrong:

ICON - You need to reassign your icon in the Player Settings window as Default Icon.

IMAGE URLS - Find "*Controlador*" gameObject in the "*Puzzle Game*" scene. Inside, in "*Descargar Imagenes (Script)*", reassign *ImagesURL.txt*

HEADER - Find "*Canvas/Panel Inicial/Titulo*" gameObject in the "*Puzzle Game*" scene. Replace its image by your Header image.

How to enable your ads:

First of all, mind that ads will be linked to your Unity account to monetize them and it will only work on mobile devices.

- Log in with your Unity account.
- Press "*Cntrl + 0*" to show up "*Services window*".
- Assign your project to your account and organization (Created in the official Unity website).
- Enable ads.

How modify your Puzzle Images:

- SIZE: Images must be in a resolution of **616x1024 px** or proportional. In case there is another proportion it will be squashed or stretched to fit in.

OFFLINE PUZZLE VERSION:
- Get your images into the project folder. Click on them and look at the inspector window to modify the import settings of all of them, you can edit all in group, at once.

- Texture type as Default. Open the "Advanced" drop down and set "Non Power of 2" to None, if not, images will take a lot of time to create their grayscale versions and Unity will crash. Set Read/Write Enabled to true (checked), you will need it to create the grayscale versions. After that, apply the changes.

- Now, find the controller gameobject in the scene. Watch in it's inspector window and you will see a "Image Download Script" with a bool called "Only online images". Set it to false (unchecked), Then, fill the list below called Puzzle Image List (in the same script) with the images you want in your game by order.

ONLINE PUZZLE VERSION:
- First of all, find the controller gameobject in the scene. Watch in it's inspector window and you will see a "Image Download Script" with a bool called "Only online images". Set it to true (checked).

- When you have your images ready, register in https://github.com to create your own account.

- Go to https://github.com/new to create a new repository. Fill all the data and set it as public.

- Search for "*Issues*" tab, click on it and look for the "*New issue*" button to upload your images.
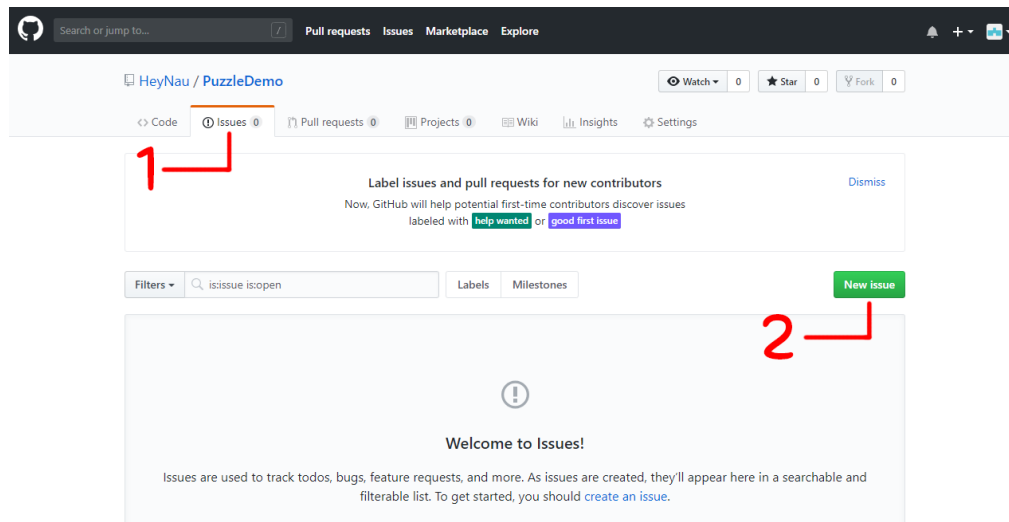
- Fill the name slot and drag all your images into the body of this form. Submit it when ready.

Puzzle_Images — **1. NAME**

Write | Preview   AA B *i*   " <> ⊘   ☰ ☷ ✓☰   @ 🔖 ↰▾

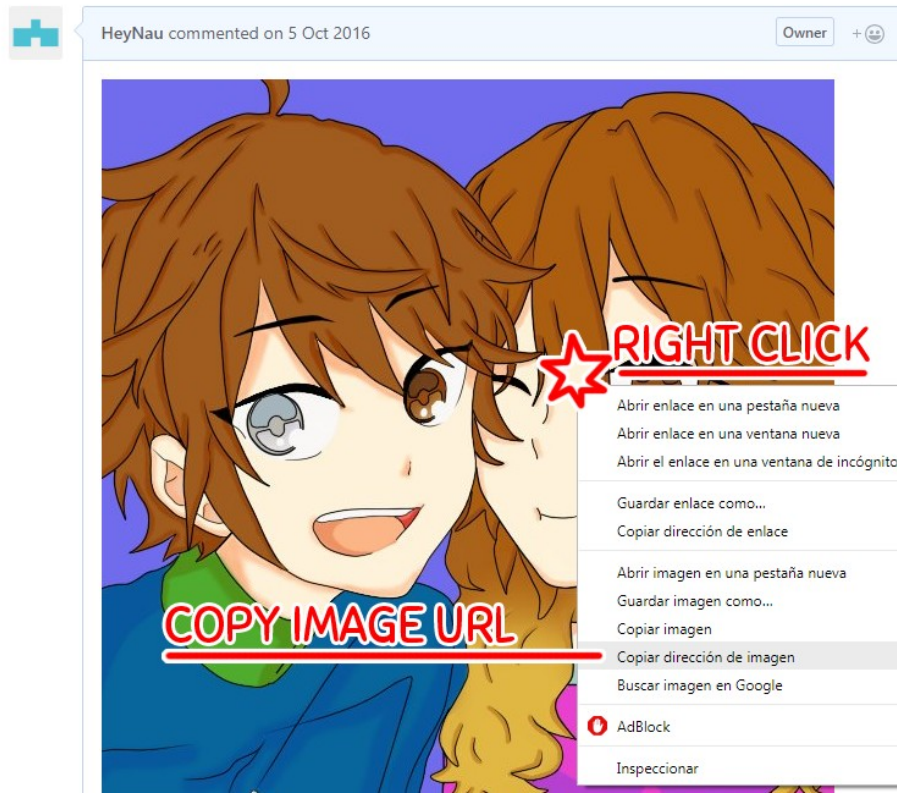![f35f27b87938feadd4338a32b58c576a](https://user-images.githubusercontent.com/22631832/53027842-fc417400-3465-11e9-829b-1f3e3c77fbbe.png)

2. DRAG YOUR IMAGES HERE

Attach files by dragging & dropping, selecting them, or pasting from the clipboard.

M↓ Styling with Markdown is supported   **3. SUBMIT** —   **Submit new issue**

ⓘ Open **HeyNau** opened this issue on 5 Oct 2016 · 1 comment

HeyNau commented on 5 Oct 2016   Owner +😊

⭐ **RIGHT CLICK**

Abrir enlace en una pestaña nueva
Abrir enlace en una ventana nueva
Abrir el enlace en una ventana de incógnito

Guardar enlace como...
Copiar dirección de enlace

Abrir imagen en una pestaña nueva
Guardar imagen como...
Copiar imagen

COPY IMAGE URL   Copiar dirección de imagen

Buscar imagen en Google

⊘ AdBlock

Inspeccionar

- When done, right click with your mouse on each image and save the URL (Copy image URL)

## Getting the Image URL depends on your web browser:

1. In Google Chrome (shown above), select "**Copy Image URL**".
2. In Safari, select "**Copy Image Address**".
3. In Internet Explorer, select "Properties." Then, **copy** the **address** under "**Address (URL)**".
4. In Mozilla Firefox, select "**Copy Image** Location."

- Save all those URLs for later.

- Search for "Create a new file" button in the "*Code*" tab.
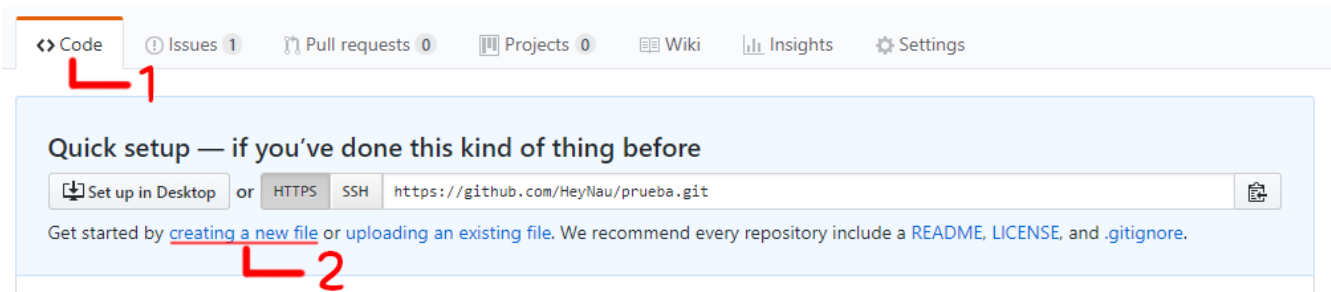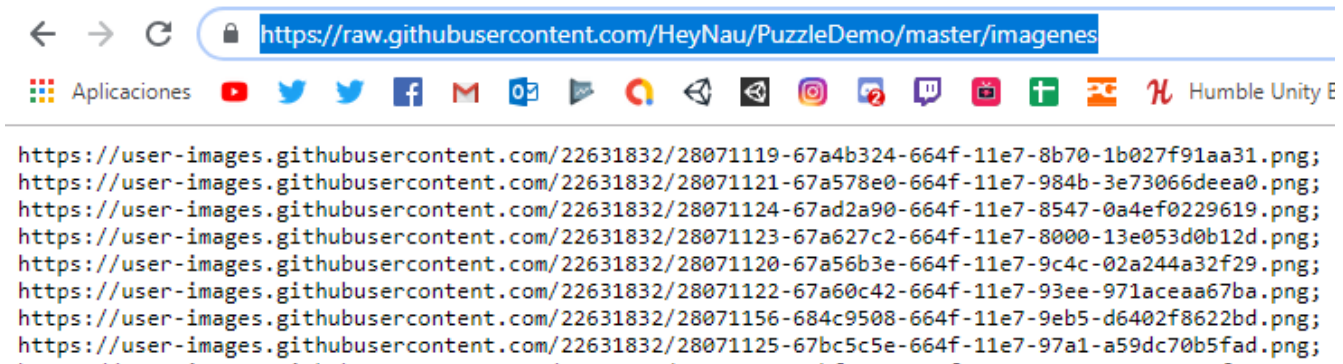

- Fill this new archive info and paste all the image URLs you have saved. End all the lines with ";" as you see on the next image **(Limited to 40 links)**:
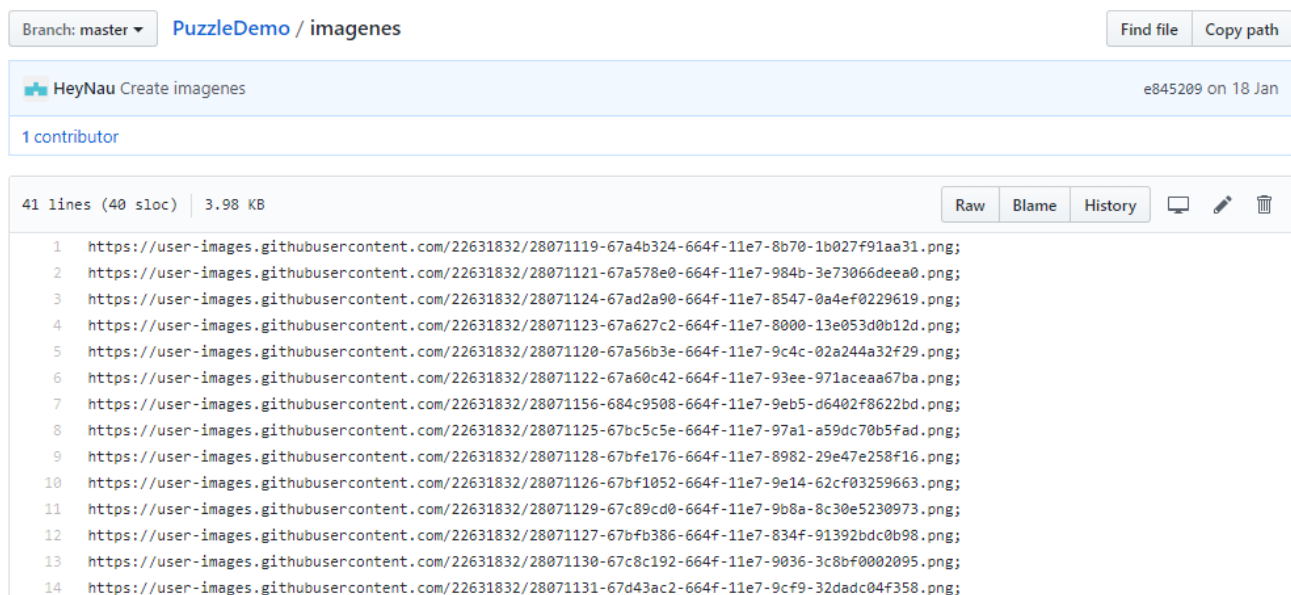
- Once you are done, submit it and press on the "*Raw*" button (top right) you can see in the previous image.

- A new page will load. Copy its URL, that's all you need to include in the game.


```
https://user-images.githubusercontent.com/22631832/28071119-67a4b324-664f-11e7-8b70-1b027f91aa31.png;
https://user-images.githubusercontent.com/22631832/28071121-67a578e0-664f-11e7-984b-3e73066deea0.png;
https://user-images.githubusercontent.com/22631832/28071124-67ad2a90-664f-11e7-8547-0a4ef0229619.png;
https://user-images.githubusercontent.com/22631832/28071123-67a627c2-664f-11e7-8000-13e053d0b12d.png;
https://user-images.githubusercontent.com/22631832/28071120-67a56b3e-664f-11e7-9c4c-02a244a32f29.png;
https://user-images.githubusercontent.com/22631832/28071122-67a60c42-664f-11e7-93ee-971aceaa67ba.png;
https://user-images.githubusercontent.com/22631832/28071156-684c9508-664f-11e7-9eb5-d6402f8622bd.png;
https://user-images.githubusercontent.com/22631832/28071125-67bc5c5e-664f-11e7-97a1-a59dc70b5fad.png;
```

- Go back to our Unity project. Paste this URL in the "*ImagesURL.txt*" asset you can find in "*_EDITABLE*" folder of your project.

How this game works?

The scripts will read that *ImagesURL.txt* file and download all the links you wrote there. After splitting them by this character ";" it will proceed to download each image when it needs to. After the download, it will save them on your device, so you won't need to download them again. If there is any new image in your website, it will be downloaded when the player tries to load new levels.

Extra issues:

If you have any problem with it, feel free to contact me by email in English or Spanish:

contact@heynaugames.com