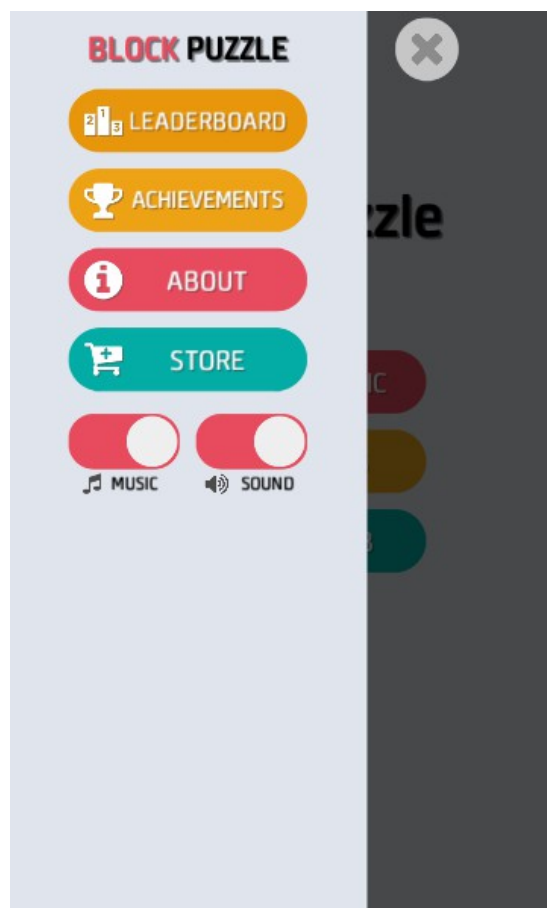


Block Puzzle! – Documentation

Description: Block Puzzle! is a simple yet challenging and addictive game. It can be played within few seconds anytime to refresh your mind.

Basic setup: The goal is to drop blocks in order to create and destroy full lines on the screen both vertically and horizontally. Don't forget to keep the blocks from filling the screen.

Main Screen : The game is fully made with uGUI and all the content is setup with it. The main menu screen contains play button for 3 modes. Currently the game consist only classic mode. The main screen is controlled by MainScreen.cs script component. Plus and time mode is coming in the next updates. The top left button is for settings screen and is controlled by **settings.cs** script component.



- ✓ **GamePlay :** The Gameplay board is consist of 10X10 grid where you'll be able to place random block to complete the objective. The game contains total 19 different shapes and you can create your own shapes of block If you want.

All the block shapes are stored in form of prefabs in Prefabs/Blocks folder.

✓ **Game Modes :**

Classic : Classic mode contains basic all shapes with gameplay with unlimited time.

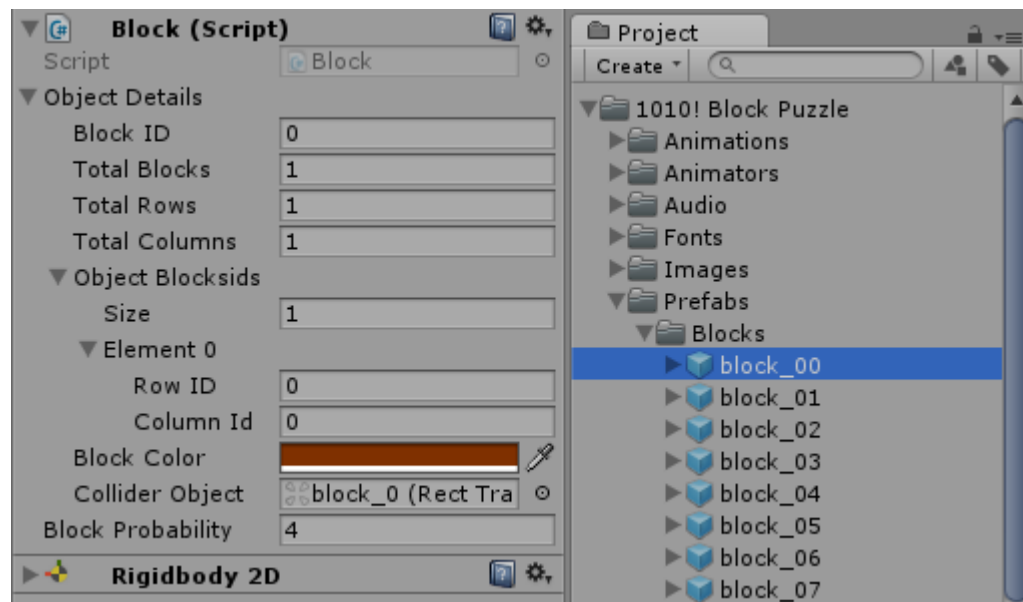
Plus Mode : Plus Mode comes with additional block shapes which will game play even mode interesting.

Survival Mode : This is a brand new mode, you'll have limited time to score as much as you can, you can increase timer by destroying row/columns.

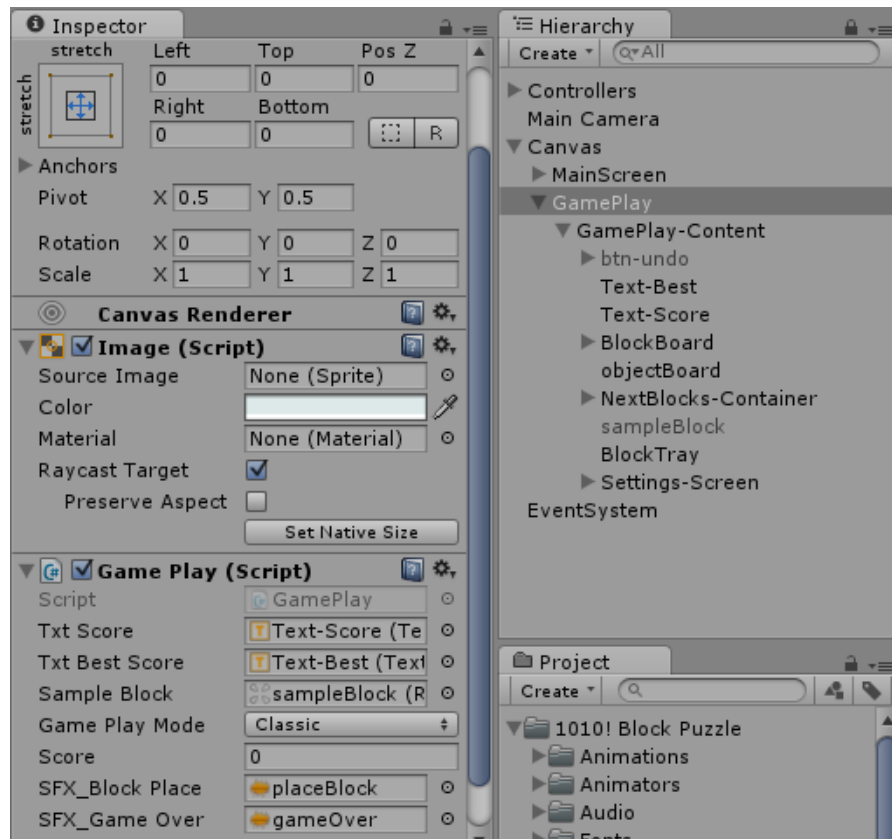
Bomb Mode : A bomb will be added on board on every 5 moves and a counter on bomb will keep reducing with move. Objective is to destroy bomb before count gets zero and bomb blasts.

Hexa Mode : This mode works as normal mode but it is in hexa style. This is brand new mode added.

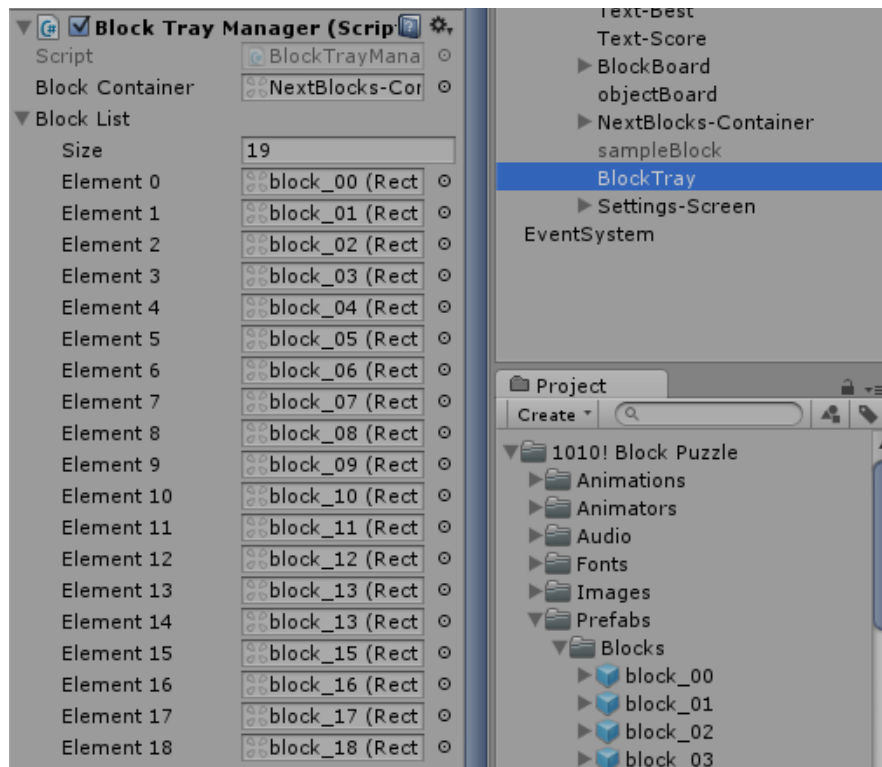
Block : All the block contains Block.cs script component which contains all the details about the block. The Object details consist of BlockID, No.of elements, total rows and total columns detail. You can also define the probability for the block to generate on the board. The maximum probability will have more chance of generate shape on the screen. Probability can be given to 0 to 20.



GamePlay Setup : The prefab GamePlay contains entire gameplay flow. The GamePlay is controlled by GamePlay.cs and few more scripts. The GamePlay script component controls the core logic of the gameplay.



Block Tray : Block Tray contains BlockTrayManager.cs script component and where all the Block Shape which will use during gameplay is assigned. Only the assigned Block Shapes will be part of gameplay and Probability will be divided between these objects.

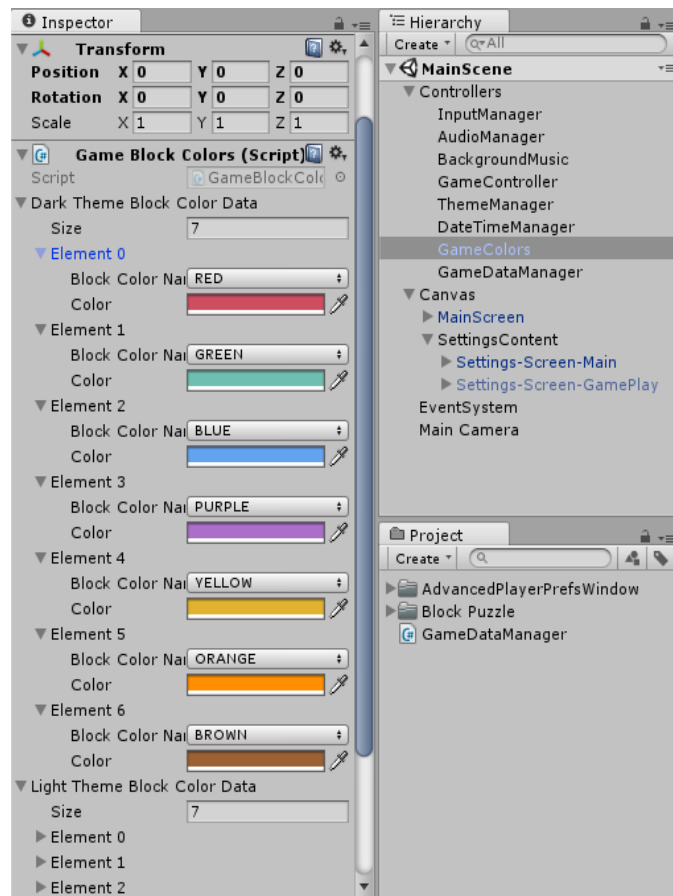


Block Board : Block board is the main board grid root and consist of BlockManager.cs script component. You'll have to assign total rows and total columns in it.

Help : Every mode has an introduction and help text, you can always change the content of the help, find Classic_HelpIntro prefab to made change in classic mode introduction. PlusModelIntroScreen prefabs is for introducing plus mode gameplay.

Themes: Game contains two different theme, light theme and dark theme, you can easily add theme component for spriteColor, font color easily and configure it easily as per requirement.

Block Colors : Block colors can be configured very easily. It can be configured from GameColors Controller which is inside Controllers in the MainScene Hierarchy. You can easily add as many colors as you want. You can select block colors for each individual blocks, colors can be differently configured for both light and dark Theme as mentioned in below screenshot.



Modifying Settings Screen : Settings screen is separate for both home screen(Main Screen) and Gameplay. Both Settings screens are inside SettingsContent Game Object inside canvas. Simply Mofidy the content within both screens and save it and it will reflect it. The Entire content of the settings is made dynamically and you don't need to worry about positions of the other buttons. It will be automatically adjust its position.

Integrating Leaderboard/Achievement : Both Leaderboard and Achievement button's click event is exposed in Settings.cs Script component. Simply add your code within those buttons and it will start working flawlessly.

The entire code of the game if fully commented and easy to modify, and we'll always there to help and assist you if you've any query, suggestion, bug detection or feature/modification requirement.

Please do not hesitate to contact at support@epilexgames.com and we'll happy to serve you.

Thanks
Epillex Games