Rainbow Tiles

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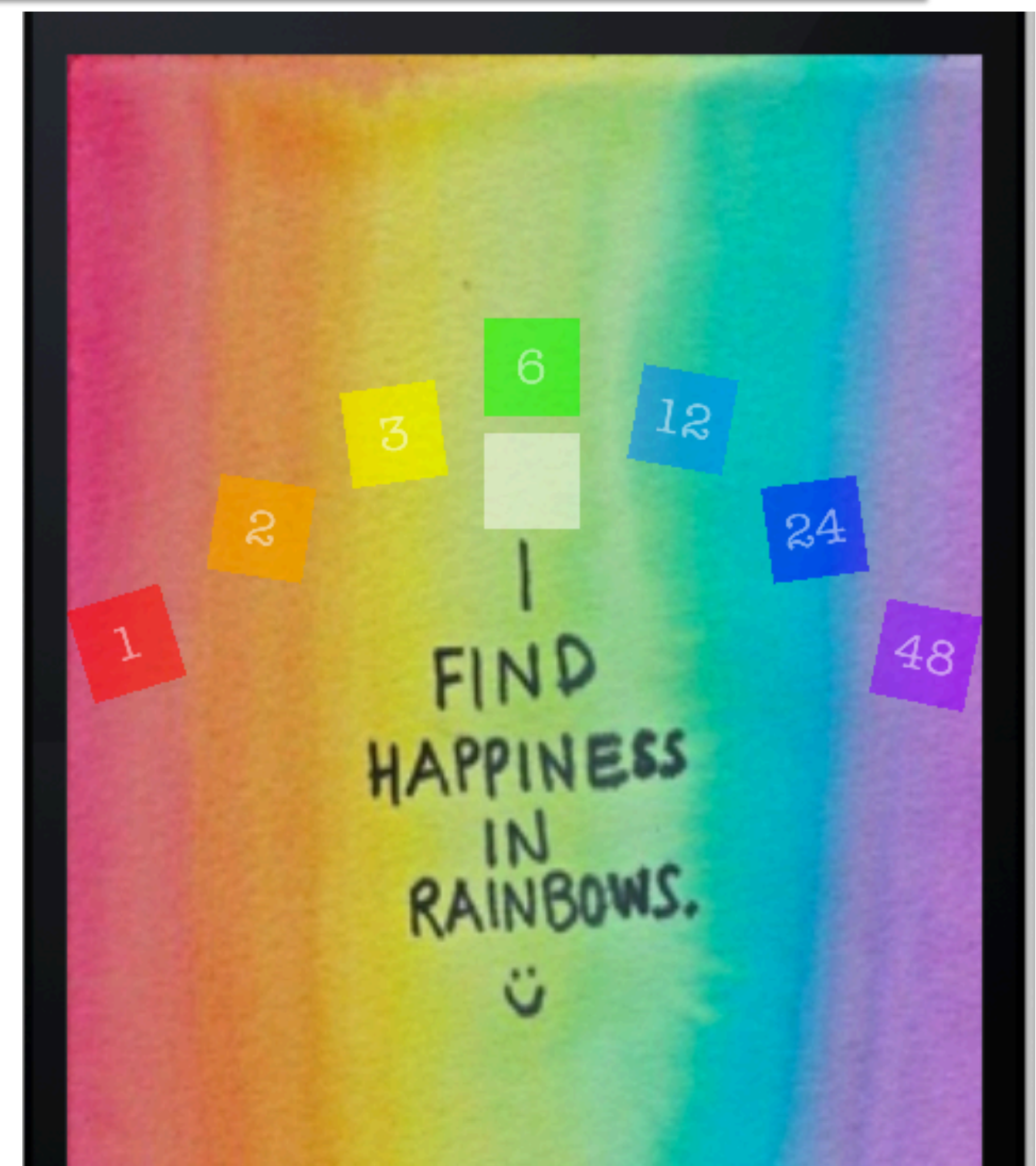
The Game

Simple, Elegant and Maddening Grid Puzzle Game!

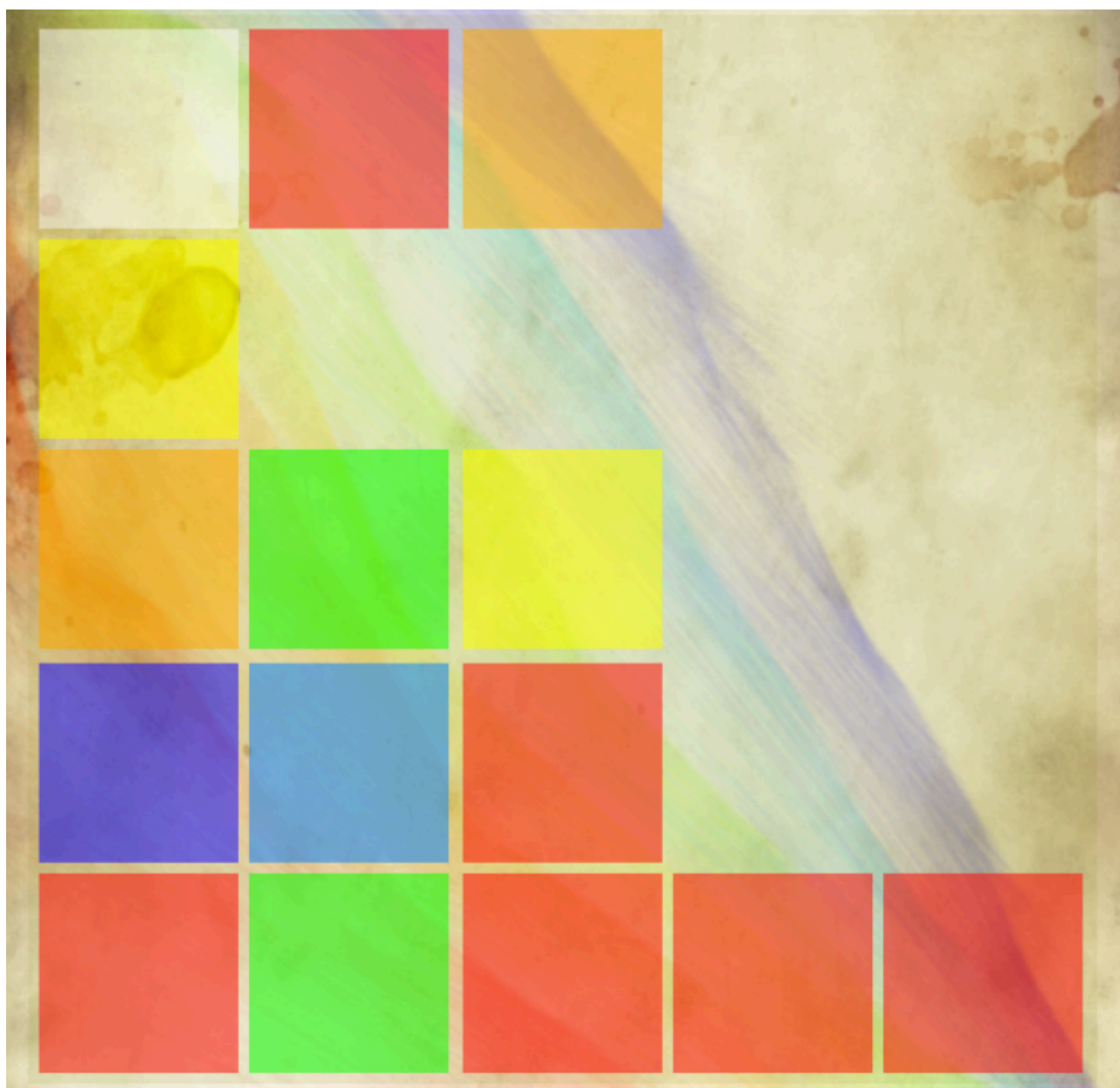**A colorful puzzle that grows on you**
- Swipe and join the tiles with the same color to collect all the colors needed for forming a rainbow
- Stay away from the clear tile, it may eat all the other tiles
- Not all the same tiles can join together, always join red and orange tiles first to generate tiles that can be merged

Designed for the iPhone
- Written in Objective-C
- Built on Cocos2D Game Engine
- Physics by CHIPMUNK Game Dynamics

Challenges

Set Variable Colors to Tiles
- Add a CCLableTTF to CCNodeColor of the Tile CCNode
- Set an implicit value to the tile, and connect the value to its CCLableTTF value
- Get the implicit value of the Tile CCNode, and update its color according to the value

Move the Tiles
- For every columns, detect the movement direction, and select the tiles that need to be moved
- Determine how far it can be moved and get the farthest position
- Repeat the first two steps until all tiles of the column have been moved

Merge Condition and Eat Condition
- Reuse the implicit value of the tiles and compare the values to get the relationship between every pair of tiles
- In most cases, merge the tiles into one with the same implicit values
- Use 0 to represents clear tile, 1 and 2 to represent for red and orange tiles. And set special merge methods for tiles with these implicit values

Notable Features

Simple to Operate
- Swipe the screen to move and merge all tiles
- Restart the game whenever you want

Various Strategies
- Join red and orange tiles first to generate tiles that can be merged
- Merge tiles with the same color to generate tile with higher value color
- Beware of the clear tile in case it eats some useful tiles, and try to use it to eliminate some useless tiles

Assets
- Tiles - Varied colors, each with its own implicit value
- Tiles - Randomly generated and distributed on screen, swipe to move and merge
- Rainbows - Vivid artistic images with strong visual effect
- Music - Wonderful background music and variable sound effects

Inheritance of a Wonderful and Bright Idea
- Conceptually similar to 2048 by Gabriele Cirulli