



Minimal requirement: Unity 2018.2 Latest android SDK

Jewelry Match 3 Kit + EDITOR is an Asset that will help you create a great game. Help a Little Lady to get a JEWEL for her hair clip. Combine bubbles the same color for **WIN**! The Asset includes many game features and obstacles.

Use the Level EDITOR to create your own unique level design. EDITOR was designed specifically for the most comfortable creation of level design.

Let's try!

All rights on the source code belong only Candy Smith Team. After purchase you have right to use it to creating your own games and publishing it on different mobile stores like Google Play, AppStore and etc. RESALE of the source code is PROHIBITED, even after you made any changes. Remember - the license for reselling the code does not exist!

Documentation

Important informations:



TO AVOID THE PROBLEMS with AppStore and GooglePlay we strongly recommend to change ALL ARTS in the game and LVL-design. They don't like many the same games.



You can use this template ONLY for PUBLISHING your games on mobile stores like GooglePlay, AppStore and etc. **Resale** of source code is **not allowed**, even after reskin.



If you already bought a project and you need a support, please write us by support email (**you can find the email into the project** \rightarrow **Help**). In head of your email, please indicate your Order Number (invoice). We will support you as soon as it possible.

Attention!

We are not responsible for the work of free plugins and third-party IDE. For any questions, please contact an official developer. The quality of our templates for games is not depends from the quality of plugins and IDE of other developers!

Also, we unable to educate every of our buyers work with these plug-ins

and third-party IDE. If you have questions, you can ask us or to google.

Usually, we add them from your big requests and completely free! If you do not like those free plugins, you can integrate your plugins.

We are always happy to help you find out in the project, but we can not be responsible in your experience in working with plugins and third-party IDE. So please objectively evaluate the project and the work done by us. Thank you!

Engine Description

- 25+ levels
- Colorful Bubbles x5
- Blocks (2 levels)
- Potions x5
- Flower Items x5
- Lock and Key
- Secret Bubble
- Multicolor Bubble
- Spiral Bubble
- Striped Bubble
- Nested Items (2 levels)
- LEVEL Editor
- Unity ADS
- Admob
- Chartboost
- Map
- Five map and background themes
- Tutorials
- Rate us System
- Five game Boosters
- Animated Character
- Visual Effects

- Sounds Effects
- Coins Shop
- Life Shop
- Rewarded Ads

How to Play:

Game target is JEWELS .Destroy all bubbles the same color to help a JEWEL drop down.



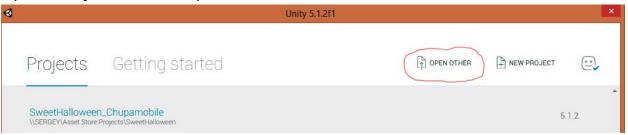
SET UP

Use Unity 5.6 or higher. You can **download** it from this link (**CTRL+ click** on the link) DownloadUnityFree (http://unity3d.com/get-unity/download?ref=personal)

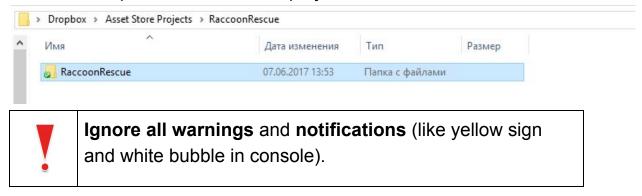
How to install:

- 1. Download the project archive.
- 2. Unpack the archive.

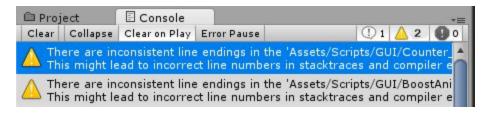
3. Open Unity and click "Open other".



4. Chose the unpacked folder of the project



5.



It's **NOT errors**. It does not affect to work of the game.

How to test on device:

- 1. File > Build Settings...
- 2. Choose your platform (iOS, Android)
- 3. Switch platform
- 4. After switching:
 - a. For iOS click "Build" and select folder, then open created project in XCode.

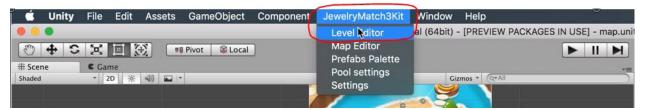
 b. For Android you can plug-in device to your pc and click "Build and Run" and game automatically runs on your device after building.

How to create / edit the levels:

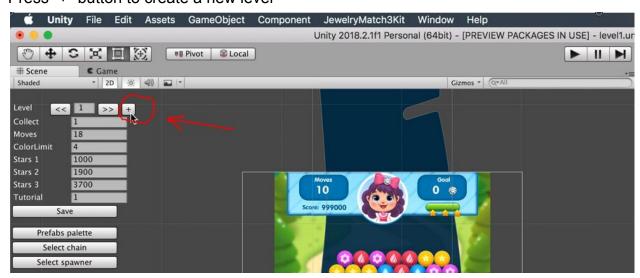
Look a video tutorials:

How to create the levels. Part 1
How to create the levels. Part 2 (water)

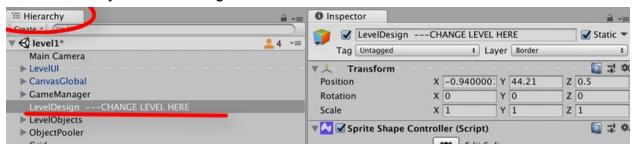
1. Go to "Jewelry Match 3 Kit" menu. Choose the "Level Editor"



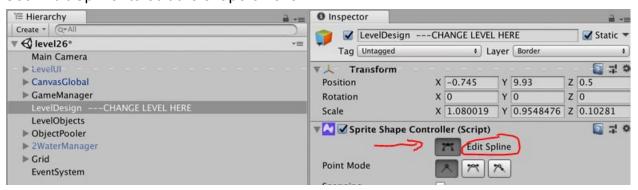
2. Press "+" button to create a new level



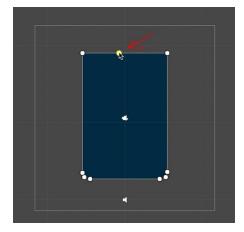
3. Go to Hierarchy → Level Design → CHANGE LEVEL HERE



4. Use "Edit Spline" to edit the shape of level



5. Click left mouse button to add new point (for more details look the video tutorials)



Drag a point to right place.

You can use SHIFT to drag one or more points

6. Use "point mode" to edit the points

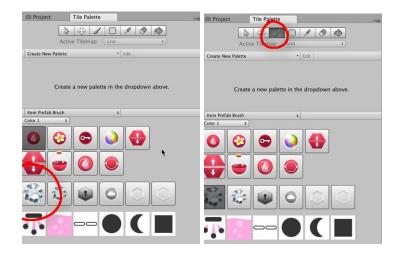


Drag to yellow point to change a shape

7. Click to "Prefabs palette" to open the "Tile palette"



8. Jewel is a game target. Choose it in the "Tile Palette" Use the brush to put it on the game field.



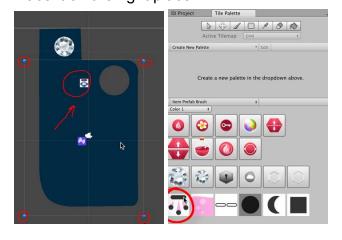
9. You can use the shapes to do your level more interesting



11. Add "Item spawner".

Choose it and click on the game field.

Place it on the right place.



Use Rect Tool to edit.

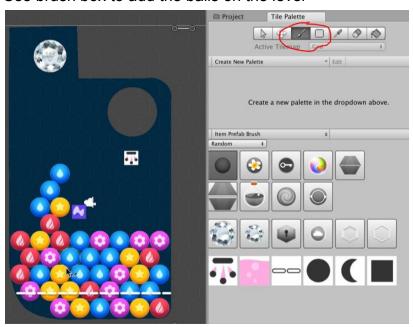


12. Add the "Finish Line"



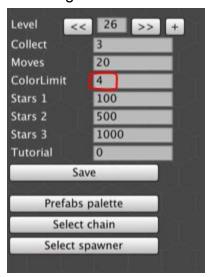
Place it on the right place

13. Use brush box to add the balls on the level

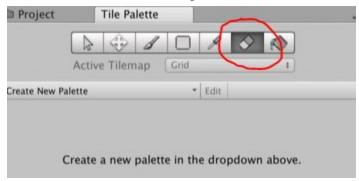


You can choose the random items.

Don't forget to set a Color Limit before this.



14. Use eraser to clear some game items

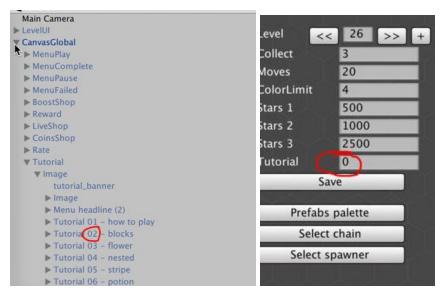


15. Adjust the level setting and press save button



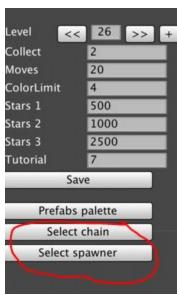
Collect is a game goal. Jewels will be counted automatically after saving.

15. If you want to add game tutorial, go to Hierarchy \rightarrow Canvas Global \rightarrow Tutorial \rightarrow Look number of the right tutorial, and type it here.



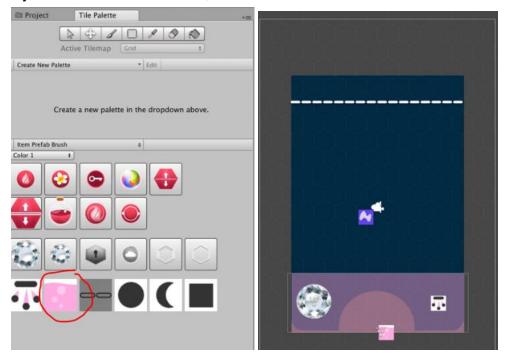
For example, you need a "block" tutorial. Type number 2.

16. Select chain and Select spawner will help you choose this items on the game field



17. Don't forget to save the setting and scene.

18. If you want to add the water, click on a water icon in to the Tile Palette



Place it in the right place. Don't forget to add the potion on the level



19. Press the save button.

Game items



JEWEL - game target



FLOWERED ITEMS - helps to destroy the most important object on the game field



NESTED ITEMS - includes JEWELS inside. Have 2 levels



POTIONS - destroy it to get more water and lift up the JEWEL



BLOCK - pop the bubbles nearby to destroy this block



STRIPED - destroy all game items in several directions



MULTICOLOR - destroys the items of the color with which it was combined



SECRET - contains bubbles of random color. Pop the bubbles nearby to open it



SPIRAL- destroys all objects nearby



Use the KEY to open the LOCK