

# ASSET DOCUMENTATION

## Slide Puzzle Game Template

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Demo Android APK: <https://www.amazon.com/X-Studio-Slide-Puzzle/dp/B01MDPSOOJ>

Thank you for purchasing my asset! I always try to provide the best service as I can! If you have any questions or suggestions please email me!

### Introduction:

Slide Puzzle is a complete working Game that demonstrates how to realize Slide Puzzle style Games in Unity3D.

### Goal of the Game:

The Goal of the Game is to solve the Puzzle by Sliding the tiles back into the original order.

### How to Play:

In the Mainmenu select one of the 3 provided Gamemodes (Easy, Normal, Hard).

Left click on any of the Tiles to slide it into an empty slot.

Each click counts as a "Move" (if the slide was succesful), your ultimate Goal is to solve the Puzzle with as less

Moves as possible the fastest you can.

Once the Puzzle is solved you will see the Gameover Screen showing you the results of the last Game as well as your personal records. From within this Screen you can retry the last Puzzle or go to the Mainmenu and try another difficulty.

### Difficulties:

There are 3 difficulties:

Easy: 3x3 Tiles with visible Numbers  
Normal: 4x4 Tiles with visible Numbers  
Hard: 5x5 Tiles without visible Numbers

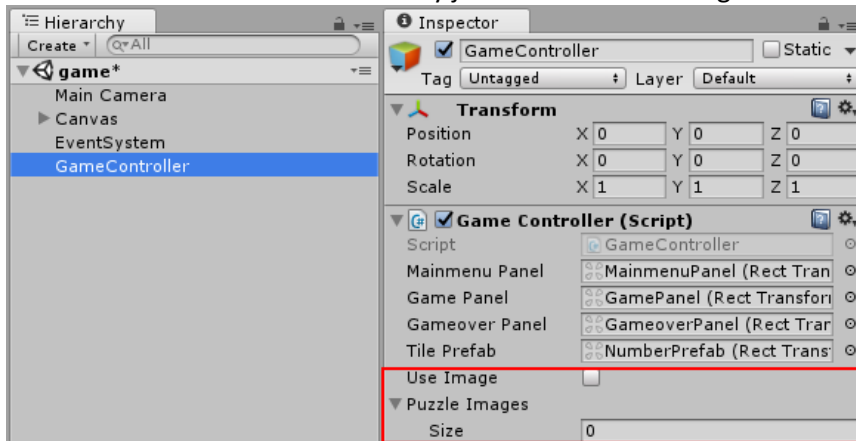
### Customization:

What is a Puzzle?

There are 2 types of Puzzles:

- Numbers only
- Image with optional Numbers

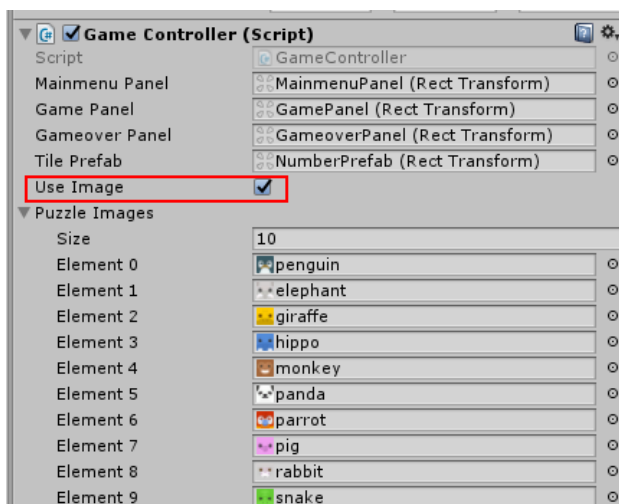
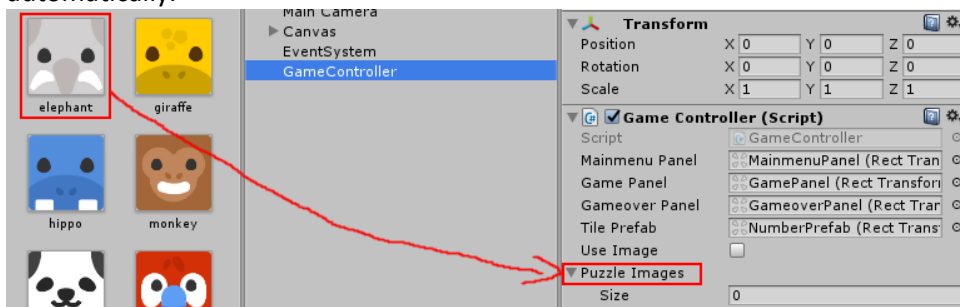
To create Puzzles with Numbers only just uncheck “Use Image” and leave “Puzzle Images” empty.



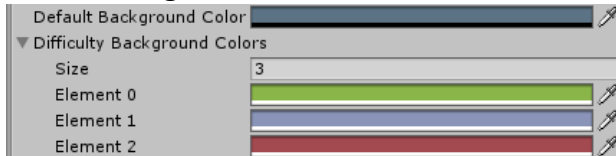
To create Puzzles that use an Image you need to import your Image as “Texture” and drag it into the “Puzzle Images” array.

Make sure your Images are Square (i.e. 200x200px) for best results.

Also check “Use Image” . If you do so each time a Game starts one of the “Puzzle Images” will be selected randomly. You don’t need to slice the Image into pieces because the script handles this automatically.



## Color Settings:



Default Background Color: this is the Color of the Main Menu and Game Over Screen

Difficulty Background Colors: since we have 3 difficulties we also have 3 different Colors for the Background. If we choose “Easy” the Background of the Game Screen will be green.

If we have more difficulties we also have to add additional Color entries.

## Adding new Difficulties:

To add a new difficulty (or change the existing ones) open the GameController.cs Script and find the StartGame method (line 259).

You need to add a new case in the switch(difficulty) statement (line 268).

Each case calls the SetDifficulty method which takes 3 parameters:

Size:	Integer that defines the size of the Puzzle, i.e. 3 means 3x3 Tiles
ShuffleTime:	Float, defines how long this Puzzle will be shuffled in seconds
ShowNumbers:	Boolean, true means Numbers will be visible on the Tiles if Images are used

To call your newly created difficulty, select the Button you want and in its On Click Handler assign the GameController->GameController.StartGame method and set the parameter accordingly:

