

Find The Pairs

V 1. 0. 0

Indie Studio

www.indiestd.com

www.assetstore.unity3d.com/en/#!/publisher/9268

info@indiestd.com

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1.0 - Overview

Find The Pairs is a game where you have to flip, memories and match the pairs.

2.0 - Project Scenes

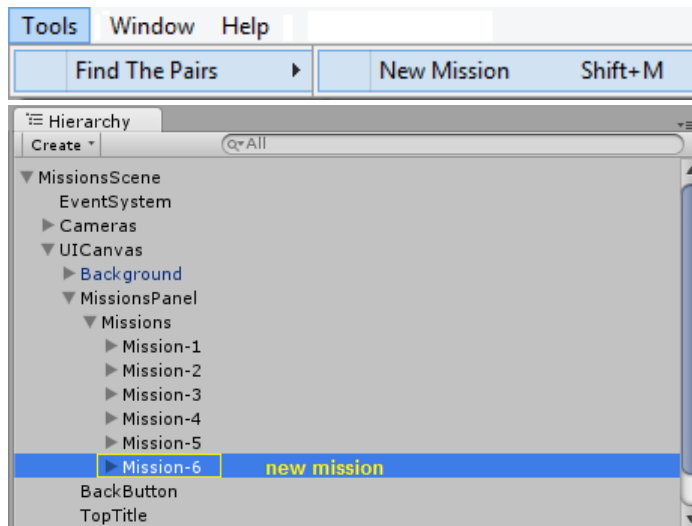
The project is divided into seven scenes:

1. Logo Scene
2. Main Scene
3. How to Play Scene
4. Options Scene
5. Missions Scene
6. Levels Scene
7. Game Scene

4.0 - Create Mission

To create new mission go to the Missions scene, then select **Tools**-> **Find The Pairs** -> **New Mission**.

Check the following figures:



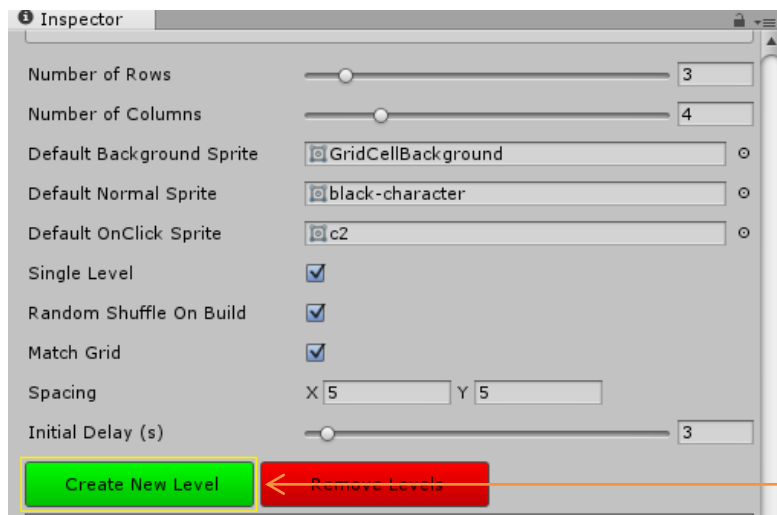
Congratulation, the new mission will be added automatically to the Missions GameObject with an **auto-generated name**.

You will find the following components added to the new mission GameObject:

1. RectTransform
2. CanvasRenderer
3. Button
4. Image
5. LevelsManager
6. Mission
7. etc...

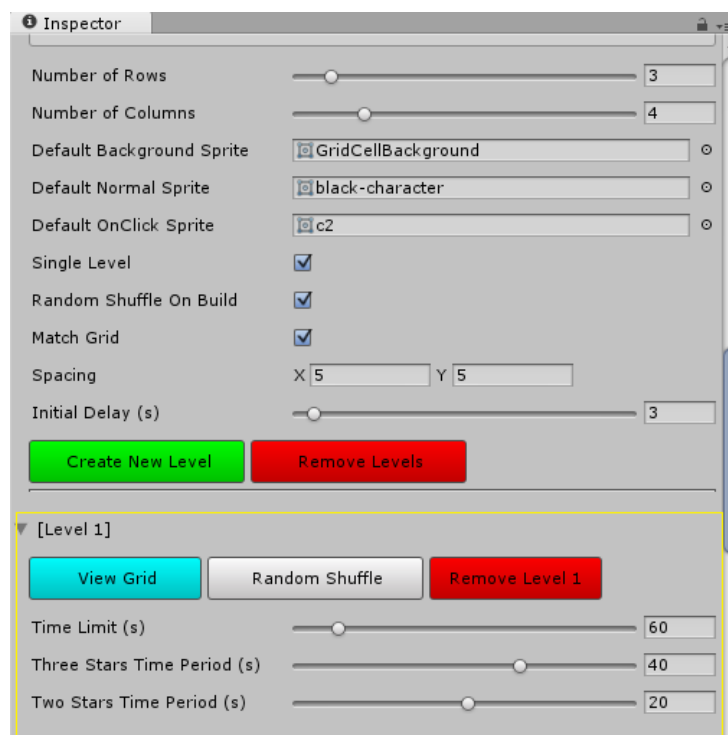
5.0 - Create Level

To create new level use LevelsManager.cs component that added on each Mission then click **Create new Level**



Congratulation, new level is created as the following Figure below:

Note: To create more levels inside the Mission, release the **Single Level** checkbox and create more levels.



*The new level

7.0 - Win & Confirm Dialog

- Show Dialog

To show the Win/Confirm Dialog, you need to call the **Show()** Method which is in the WinDialog/ConfirmDialog script.

Example:

- `GameObject.FindObjectOfType<WinDialog> ().Show ();`
- `GameObject.FindObjectOfType<ConfirmDialog> ().Show ();`

- Hide Dialog

To hide the Win/Confirm Dialog, you need to call the **Hide()** Method which is in the WinDialog/ConfirmDialog script.

Example:

- `GameObject.FindObjectOfType<WinDialog> ().hide ();`
- `GameObject.FindObjectOfType<ConfirmDialog> ().hide ();`

8.0 - Hot Keys

<u>Press this</u>	<u>To do this</u>
Shift + M	Create new Mission

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