You outline the theme of your system, i.e., in what type of game it belongs – 1

Match 3 Game with Fruits

You outline the overall system and what objects it has – 1

The maximum number of objects is 6, 5 fruits and one immovable block on hard difficulty.

You explain what levels of difficulty you have included – 1

Easy – 3 different objects | lowest target score

Medium - 4 different objects | middle target score

Hard – 6 different objects (5 matchable and one immovable) | highest target score

You explain any bonus objects or anything that makes your game interesting – 1

Not really anything special but I figured I’d explain how the matching and swapping works

If a tile is connected to 3 or more of the same kind and you click on it, it will “pop” giving score to the player and randomizing the next tile it becomes (it can be randomized into the same tile so sometimes it appears to not work but if your score goes up and you hear the noise it is).

To swap the tiles – you can only swap tiles with its neighbors, meaning it has to be touching that tile on one of its sides (no diagonal). To do a swap click on the tile you wish to swap (you will see a black outline if you did this successfully) - then click on its neighboring tile you wish to swap it with (this tile will also get a black outline around it) now to confirm the swap press either one of the outlined tiles again and they will change places – Note if you select a tile and you no longer wish to swap it just click on it again and the outline will go away indicating you no longer have it selected.