I.   Unity Version : Unity 2022.3.4f1 (Using VSCode)
II.   Explanations :

	Level from	Level up to	Number of images of a given type	The amount of all items in a given game	The number of levels of stacked blocks
1					
2	1	25	2	15	2
3	26	50	3	18	2
4	51	75	4	21	2
5	76	100	5	24	2
6	101	125	6	27	3
7	126	150	7	30	3
8	151	175	8	33	3

Currently, 8 images are set up and 5 boards are set up, however, it can easily be extended into 10 000 levels, since the code is already there. Just images need to be added. I considered number of images of a given type as « how many types do we use (as in, use only 5 out of the 8 images included in the game)» otherwise it could not be implemented well. An example detailing the problem is right after.

Example: level 576, has 84, tiles, but 25 images of a given type. There's a bit of a contradiction here.

Please adjust the values if needed, and add enough fruit sprites to avoid crashes at later stages.

Boards have 7x10, 6x9, 5x8, 4x7, 3x6 tiles. Offset by 50% as requested in v2.

If we need to spawn 15 tiles over 2 boards. We chose to do it 8 (first board), 7 (second board). 30 tiles over 3 boards will result in 10, 10, 10…etc

If needed, I am available for a meeting at Freelancer @rezki1307 or over at brahim.abderrazak1307@gmail.com.

III.   Assets Sources:

Red : Should be changed for copyright.
Black : Should be fine.

1. Sounds :
-   secrets_of_the_old_library.mp3 :
    https://pixabay.com/music/search/secrets%20of%20the%20old%20library/
-   SPECIAL POP 1.wav: https://assetstore.unity.com/packages/audio/sound-fx/free-casual-pack-sfx-197054#releases
-   Arrow Release.wav: (I have had this file for a while, I do not remember where I picked it up from)

2. Sprites :
-   bg2.jpeg : https://www.vecteezy.com/photo/23372034-cartoon-style-illustration-green-landscape-road-leading-to-trees-and-mountains-summer-vacation-background-generative-ai
-   fruits (apple, banana, carrot, grape, orange, pear, strawberry, watermelon) : https://www.vecteezy.com/vector-art/148485-fruit-icon-pack
-   tile.png: Cut from « Preview of a crafted game.jpg » (File attached with contest)

3. UIElements :
- Back.png, retry.png, lock.png :
  https://assetstore.unity.com/packages/2d/gui/icons/ux-flat-icons-free-202525
- empty.png, full.png : https://www.freepik.com/free-vector/gold-stars-icons-game-ui-interface_35496116.htm#query=game%20ui%20star&position=0&from_view=keyword&track=ais
- you win.png, you lose.png, panel.png : https://www.freepik.com/free-vector/game-wooden-boards-win-lose-badges-level_27041333.htm#query=game%20ui&position=28&from_view=search&track=ais
- Rounded.png : Made by myself.
- Ad.png, banner1.jpg, banner2.jpg, banner3.jpg: Random google search for ads.

4. Fonts
- Lilita One (Google) : https://fonts.google.com/specimen/Lilita+One

5. Code

All code was written by myself.