

MATCH-3 PUZZLE PROTOTYPE – ONE-PAGE GDD

Developer: Buket Girginç | **Engine:** Unity | **Platform:** Mobile (Portrait)

Concept

A swap-based match-3 puzzle game prototype developed to demonstrate core mobile puzzle mechanics, system-driven gameplay, and clean architectural design. The project focuses on building a robust gameplay loop, clear player feedback, and data-driven level design rather than visual polish.

Core Gameplay

- Board: 8x8 grid
- Tiles: 4 colors (Red, Blue, Green, Yellow)
- Input: Swap adjacent tiles (up/down/left/right)
- Rule: Swaps are valid only if they result in a match

Core Loop

Input → Swap → Match Detection → Clear → Gravity → Refill → Cascade → Goal Check

Objectives

- Collect a target number of specific tile colors
- Break stone blockers by triggering adjacent matches (2 hits required)

Design & Technical Focus

- Grid-based game logic independent from UI
- State-driven game flow to manage cascades
- Data-driven level configuration using ScriptableObjects
- Clean, modular C# architecture following OOP principles

Win / Lose Conditions

- Win: All objectives completed within move limit
- Lose: Moves run out before objectives are met

Visual Approach

Free placeholder assets (Kenney Shape Icons & UI Pack) with flat, high-contrast visuals prioritizing clarity over final art polish.

MVP Scope

- 1–2 playable levels
- Fully implemented core match-3 mechanics
- One blocker type
- Basic UI for moves and objectives

Project Goal

To showcase the ability to design and implement a complete match-3 gameplay system from scratch, emphasizing system thinking, iteration, and player experience.