Game Documentation

To insure a quick response to any issues with the asset please send all support requests to the following e-mail address:

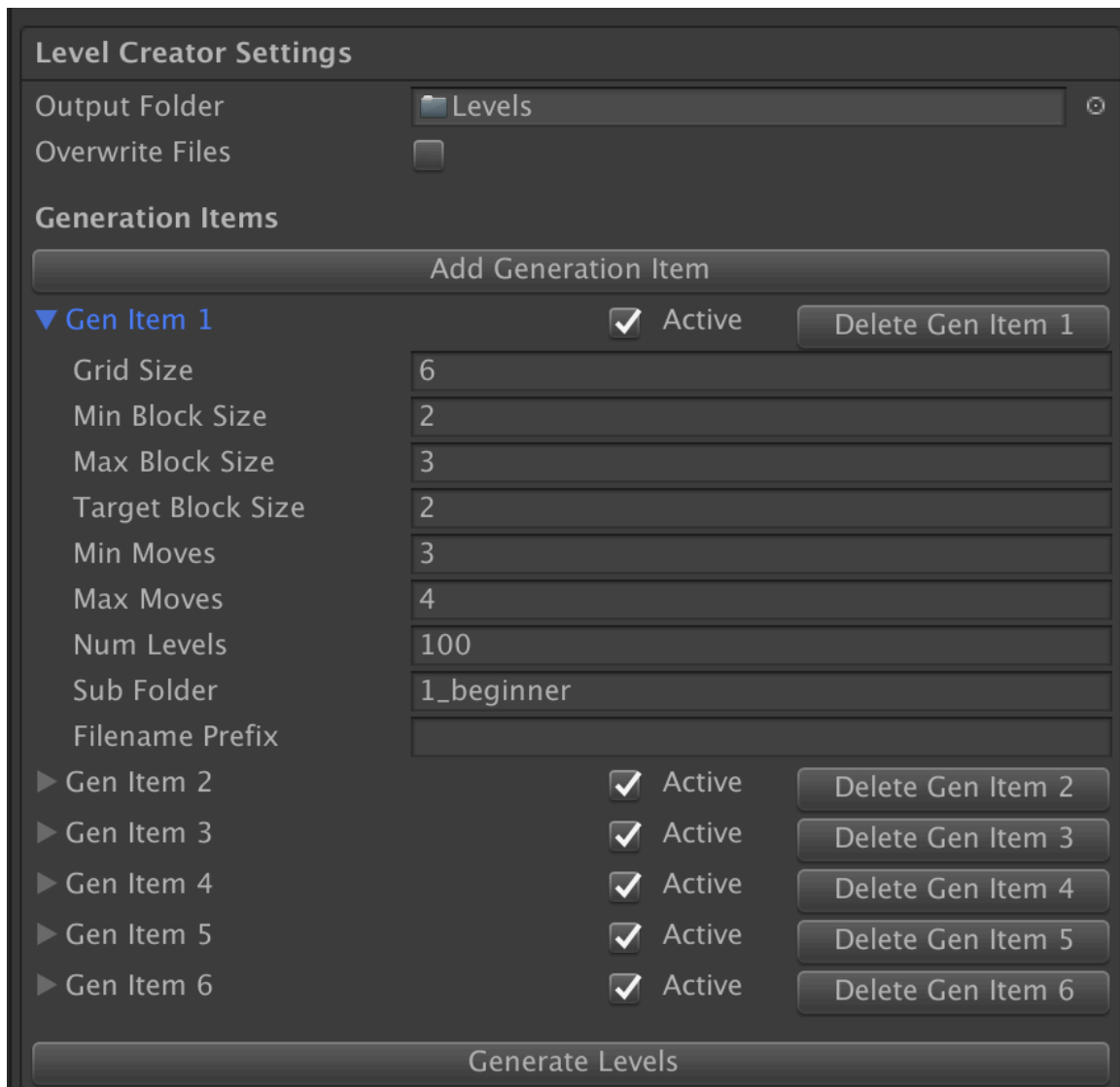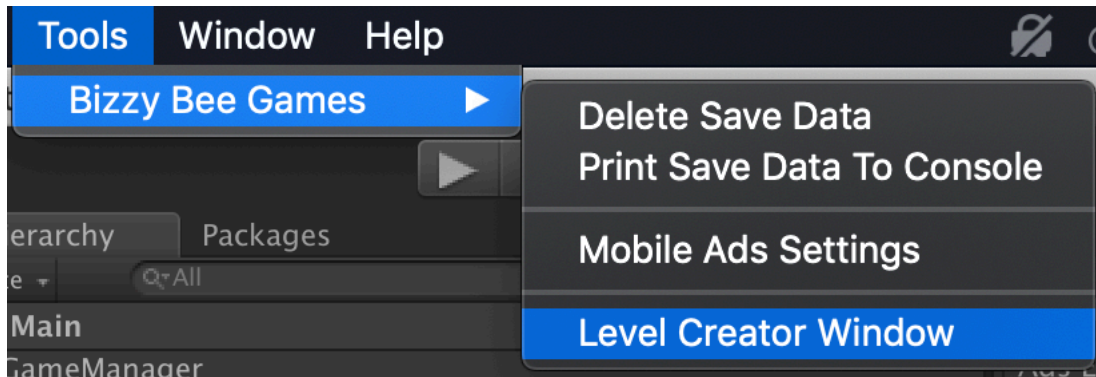**support@bizzybeegames.com**

Please include the asset name and Unity version you are using. Thank you!

Table of Contents:

Creating Levels

The asset comes with a Level Creator editor window which is used to create new level files. To open the window select the menu item **Tools -> Bizzy Bee Games -> Level Creator Window**.

The Level Creator works by setting up a bunch of "Generation Items". When the Generate Levels button is clicked the level creator will go through each Gen Item sequentially and generate the number of levels using the Gen Items settings.

If **Overwrite Files** is selected then all levels will be re-generated and the existing level files will be replaced. If it is not selected then only the number of files left to generate will be created. For instance, if there are 20 files in the 1_beginner then based on the settings in the image above, 80 new level files will be generated.

If the **Active** checkbox is not selected the Gen Item will be skipped.

Grid Size - The number of cells in each row/column of the board (Boards can only be square).
Min Block Size - The minimum size a block can be.
Max Block Size - The minimum size a block can be.
Target Block Size - The size of the red block that must be moved out of the puzzle.
Min Moves - The minimum number of block moves that the puzzle must be solved in.
Max Moves - The maximum number of block moves that the puzzle can be solved in.
**Num Levels** - The number of level files to generate.
Sub Folder - The sub folder name within Output Folder to place the level files in.
Filename Prefix - Prefix to all to all level files ("level" will be used if this is left blank)

NOTE: The more moves that are in the level the longer it will take for the algorithm to find a valid board, it's best to setup the Gen Items to generate all the levels you want in the game then let it run over night.

Adding Level Files To The Game

To use the generated level files in the game, select the **GameManager** and create a Bundle then Pack, level files are added to the **Level Files** list on each Pack Info.
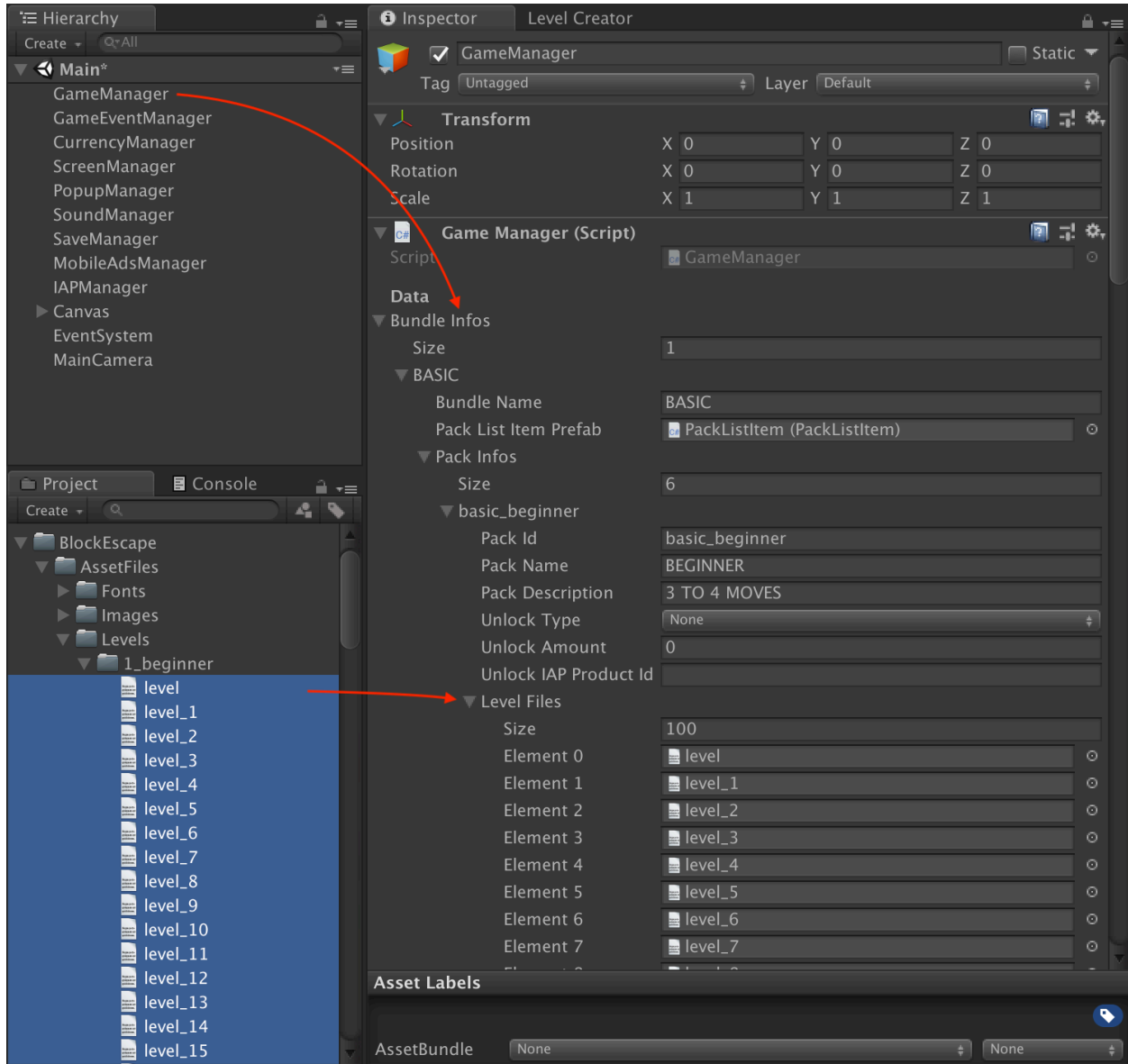
Project

Currency (Coins / Stars)

Coins and stars are the currency in the game and are handle in the CurrencyManager. This is where you can set the amount coins the player stars with and the UI Text component that is updated when the amount in the game changes. Stars are not spent but can be accumulated by completing levels, the amount of stars can be used to unlock packs.
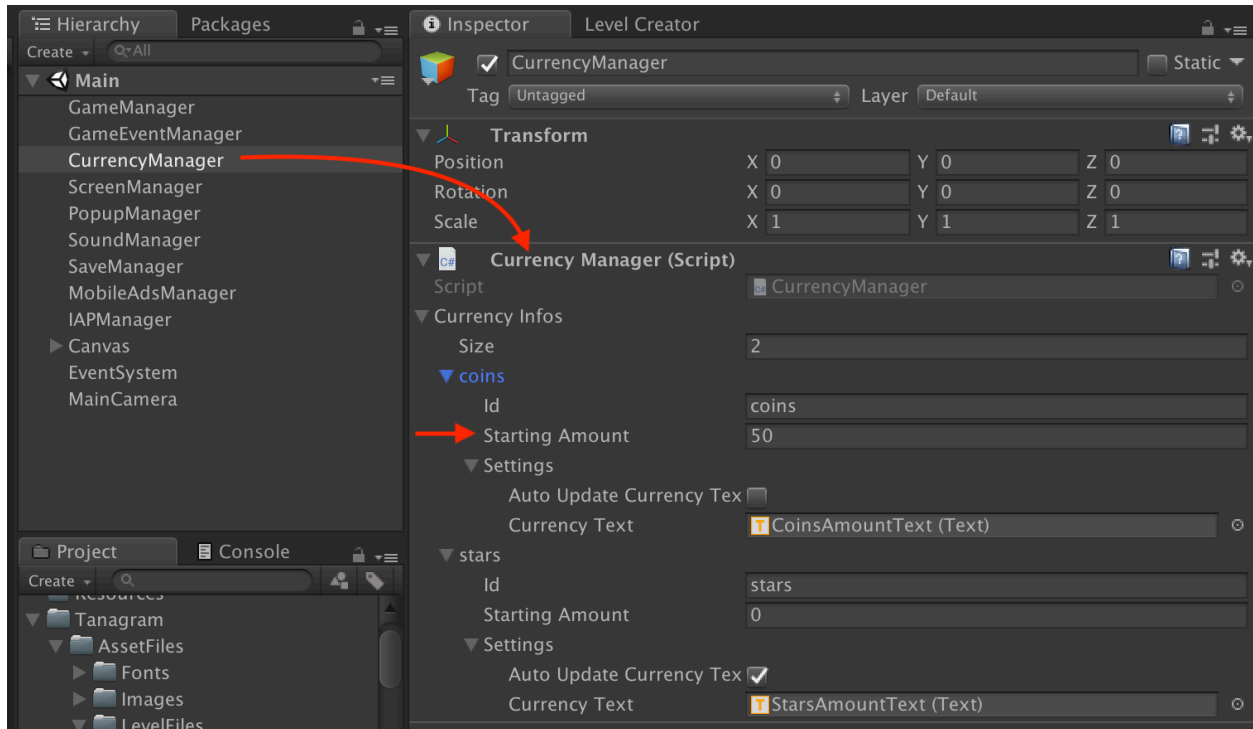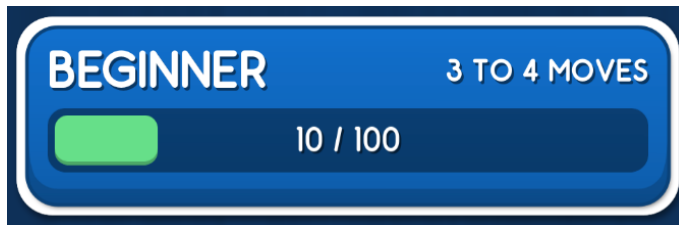
Bundle Pack Locking/Unlocking

The game consists of Bundles and each bundle contains a number of packs. Packs can be locked so that the player must either spend coins, collect stars, or purchase an IAP product to unlock it.

The **Unlock Amount** is the amount of coins/stars needed to unlock the pack (If **Coins** or **Stars** is selected in the **Unlock Type**) and **Unlock IAP Product Id** is the product id that must be purchased (If **IAP** is selected in the **Unlock Type**).

Pack List Items

The pack list items are instantiated at run time for each pack in the game. The **Pack List Item Prefab** field located on the GameManager inspector under Bundle Infos is used to instantiate copies. The prefab that is used in the asset is located at **Prefabs/PackListItem**.

The asset uses the same PackListItem prefab for each Bundle however a different PackListItem prefab can be used for each Bundle.
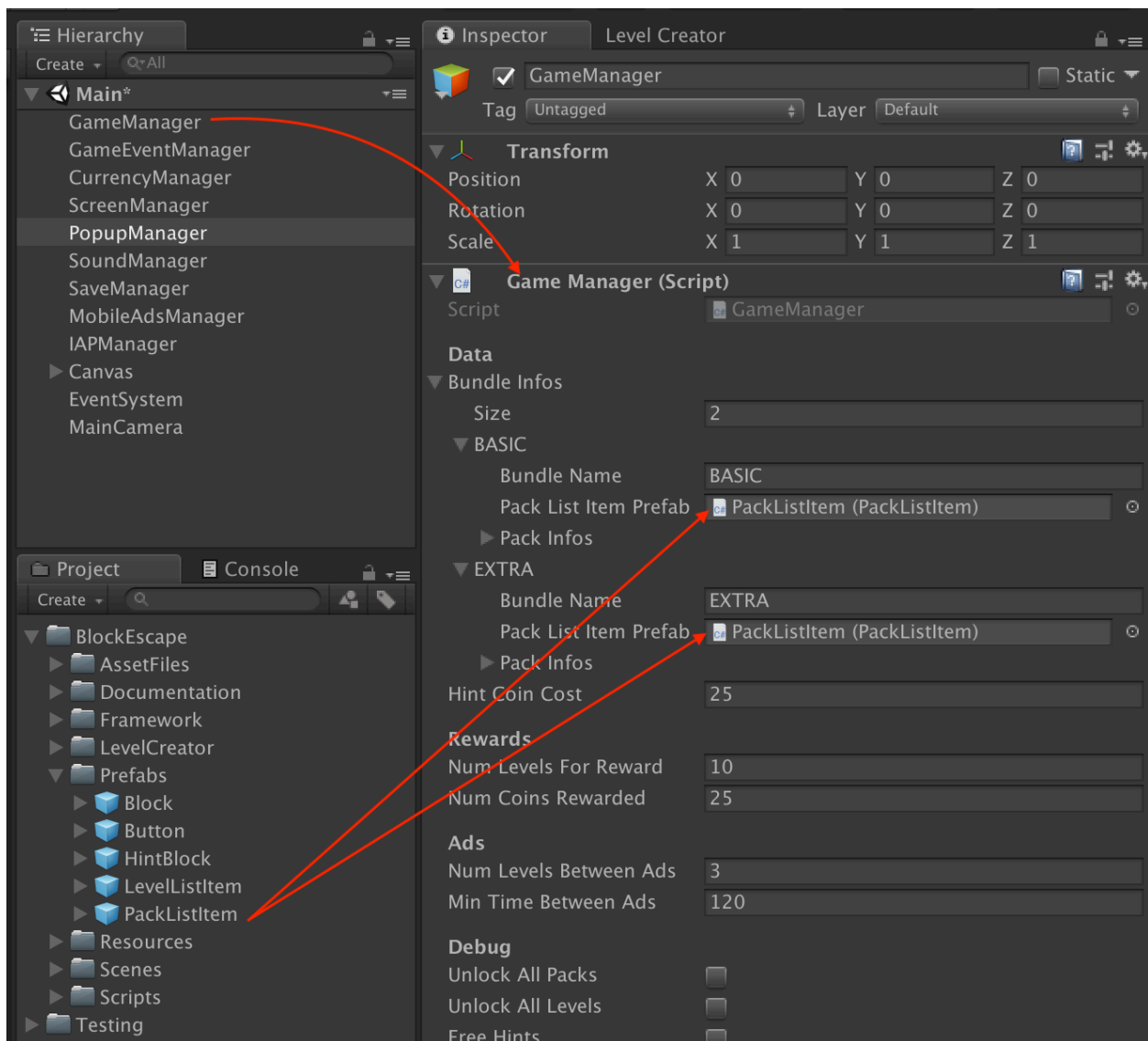
Level List Items

The level list items are generated at run time by the **LevelScreen** component attached to the LevelScreen GameObject. The **Level List Item Prefab** is used to instantiate copies, the prefab that is used is located at **Prefabs/LevelListItem**:
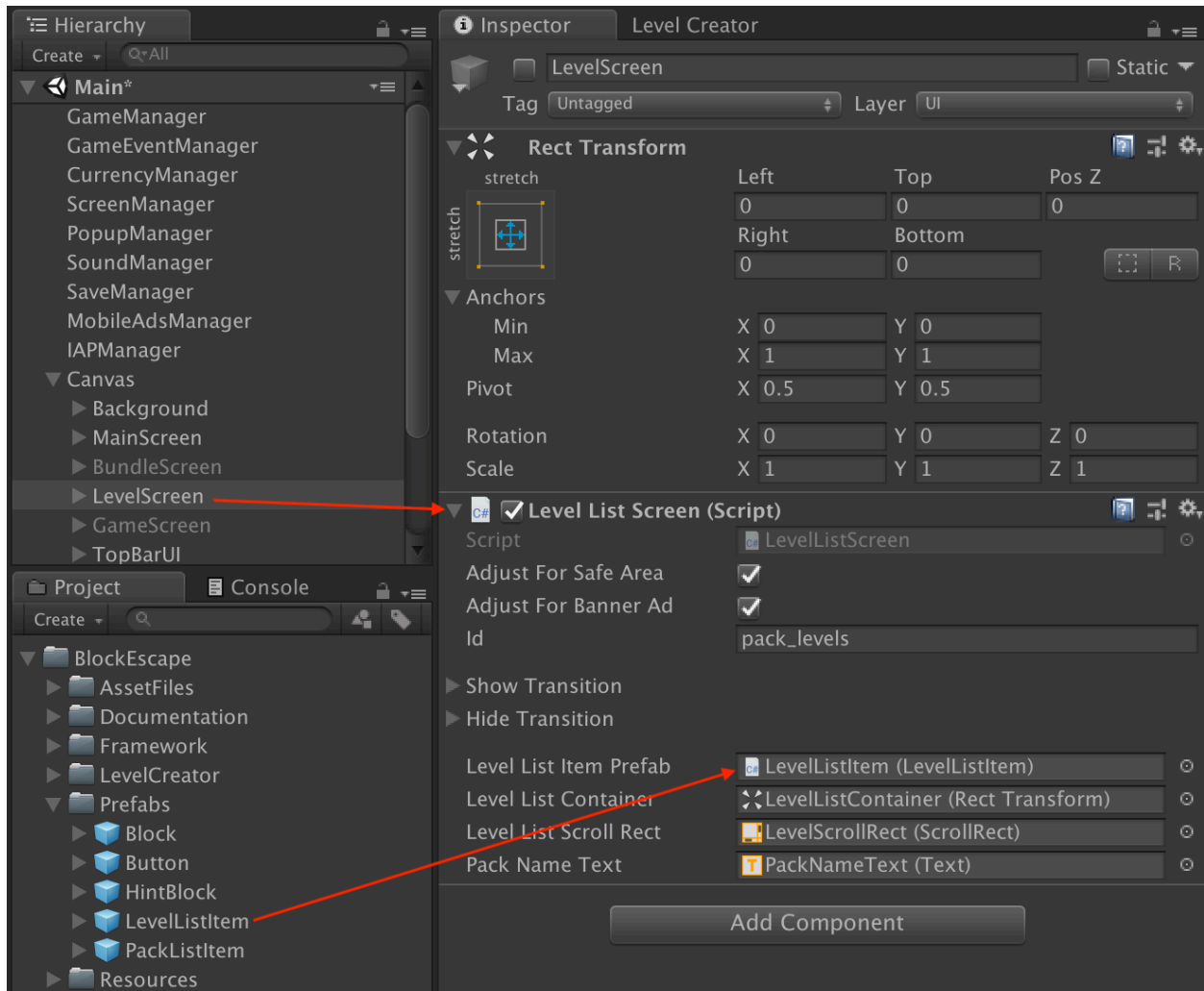
Game Area

The GameArea component is responsible for create the blocks and placing them on the board in the correct positions. It also handles dragging the blocks around and checking if the level is complete.
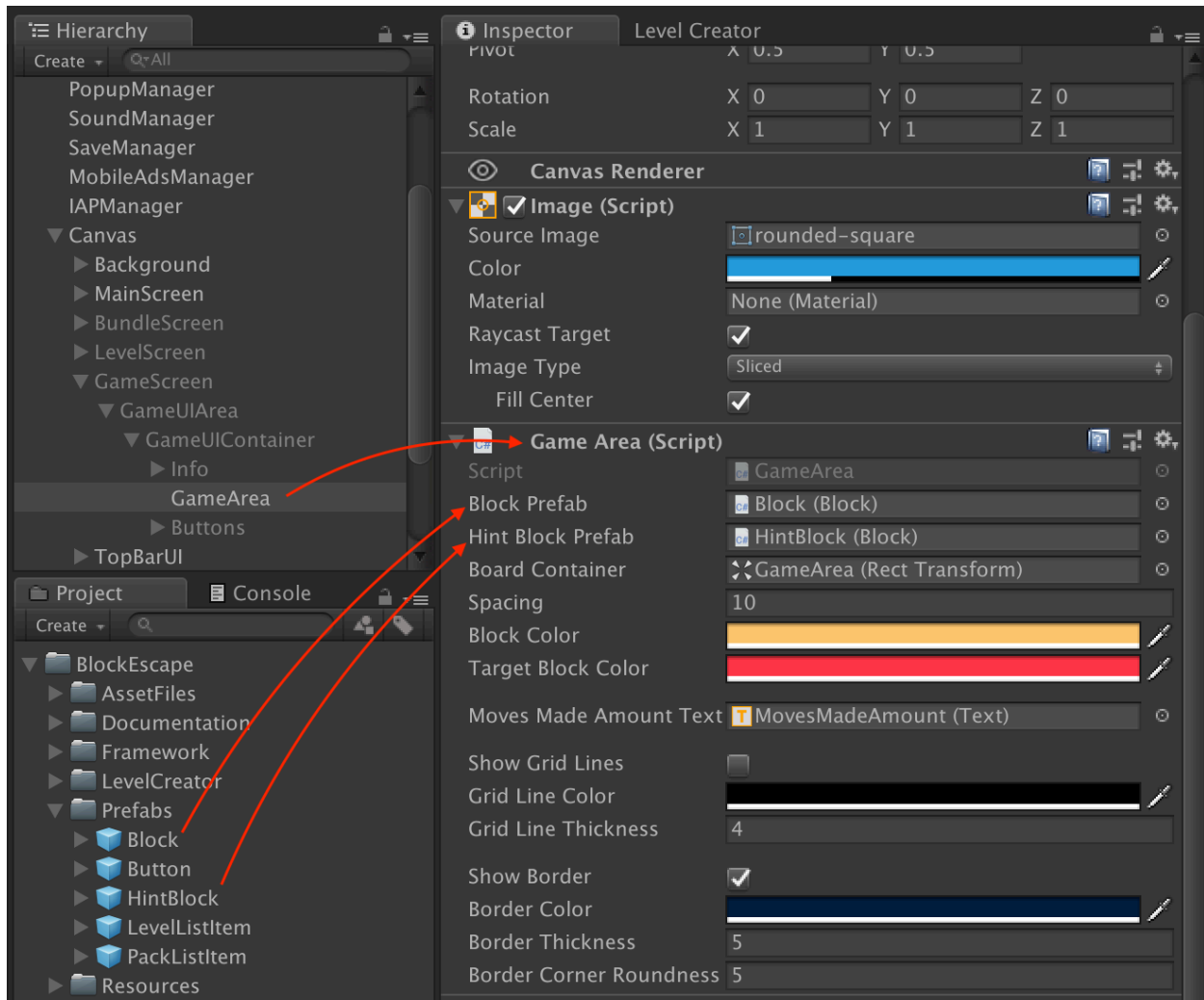
The GameArea uses the **Block Prefab** to instantiate copies of the block and place them on the board. The Block prefab that is used in the base asset is located in at **Prefabs/Block.**

The **Hint Block Prefab** is used to instantiate the "hint block" when hints are active for a level. The hint block is used as an indicator for where the play must drag the next block. It doesn't interact with any of the other blocks and is only used for visuals.

The **Board Container** is the parent to all blocks in the game. The blocks will be scaled and positioned so they are centred in the Board Containers RectTransform.

Spacing is the amount of space between the blocks on the board.

Block Color and **Target Block Color** are the colors that will be assigned to the Blocks **Bkg Image**.

Moves Made Amount Text is the text component that will be updated with the amount of moves the player has made.

If **Show Grid Lines** is selected then grid lines will appear in the Board Container.

If **Show Border** is selected then a border line will appear around the Board Container, it will leave a gap where the block needs to escape.