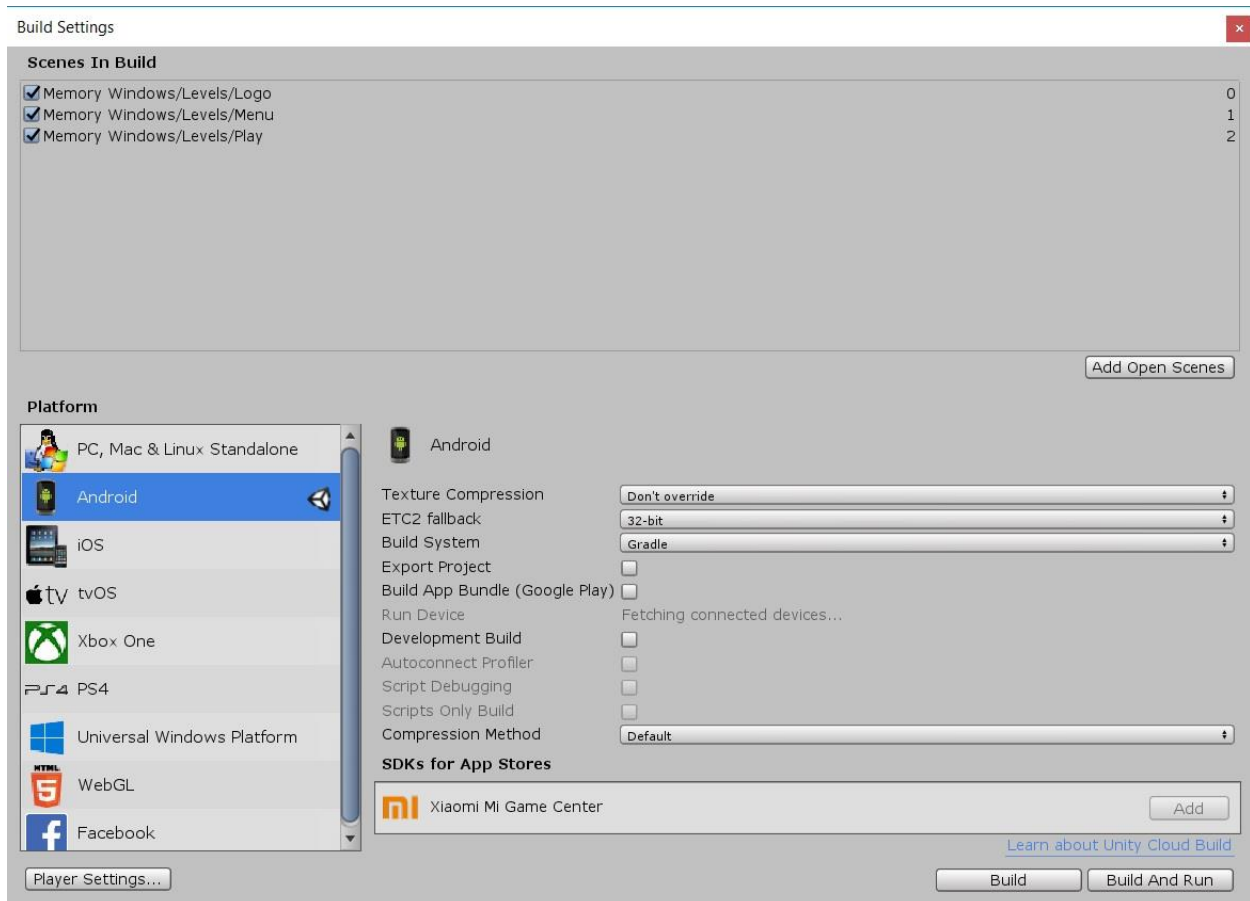


Version History

Version 1.0

Build Settings

Make sure you have added these scenes.



How to Play:

In this game, you have to match all windows with the same character in them with each other during a 2 minutes time limit.



Scripts:

All scripts are under Scripts folder.

Cam.cs

This code is for controlling the camera's size.

Exit.cs

This code is for exiting the game.

Home.cs Logo.cs

These codes are for running the Menu Scene.

Manage.cs

This code manages general aspects of the game and includes win and loss, time and sound.

Play.cs

This code is for starting the game.

Select.cs

This code chooses 10 cards from a pool of total 11 cards to use in the game.

Sound.cs

This code is for controlling the sound.

Timer.cs

This code is for showing timer.

Window.cs

This code is for controlling the windows.

Music and FXs:

To change the game sounds and music, you have to replace the sounds in Audio folder with what you want. But note that you must keep the files names exactly as before.

Reskin:

All of the images that are used in the game are in Sprite folder. You can replace the default images with the new ones that you want.

Important note: For changing the game default images, new images should have the same size and name as default ones.

Support:

Email us at northerndesignapps@gmail.com