-Instruction-

Donuts Match-3 Game Asset

Contents

Description

Donuts matc3 Game Asset is a new powerful match3 game with complete of Match-3 game GUI with premade Game Screen, Level Map, Splash Screen, Pop Ups, GUI elements, icons, backgrounds in casual, tasty, yummy, donuts style for your mobile/web/video game. It included premade Game Scene, Map Scene, Pop Ups, Animations, etc. Working on IOS, Android, Web. The package is provided with complete source code, graphics files, properly commented code and with a detailed documentation for easy getting started.

Note

For using all asset possibilities, you need to download Facebook SDK for Unity Here, admob plugin here
If you need in game shop, add in-app purchasing. For this please watch our video instruction or Unity instruction.

FAQ

If I buy your asset, can you help me with any issue?
Sure, we try to make the best products, so we are always happy to help you understand the project. If you have any issue within our functionality, please email us.
Is it possible to customize your asset for me, change some features or add new, made new UI, theme designs, etc.?
No, sorry. At this moment we are very busy on other projects.
If I have bought your asset, can I use all images and codes in my commercial projects/game?
Yes, you can use them personally and/or commercially in your game and project.

Do you have any restrictions on the use of your assets?
The license doesn't allow resale whole asset or its parts as your asset or template.

How far I can change the template?
You can change/add/delete absolutely everything in the asset: code, graphics, music, font, etc.
Can I publish the game with your asset in the Google Play Store, App Store, etc. without getting policy issues?
Yes, the license of the Unity Asset Store allow this, but we can`t guarantee that Google Play Store or other Store will approve your game.

What Included

Graphic
Editable PSD and PNG

- Premade Game screen in PSD and PNG. 100% GUI editable, 2048 X 2732. All elements are also in PNG, ready for code.
- Premade Map screen in PSD and PNG. 100% GUI editable, 2048 X 2732. All elements are also in PNG, ready for code.
- 8 game Icons for match-3 in PSD and PNG.
- Almost 30 Blockers and Boosters for game in PSD and PNG.
- 70 Icons for your own design.
- 15 Premade Pop Up (Settings, Mission, Win, Failed, Coins Shop, Life Shop, Booster Shop, Message, Out of moves, About, Profile, Achievements, Daily Bonus, Discount, Star Chest) in 100% editable PSD. All elements also in PNG, ready for code.
- 4 Premade Backgrounds for Game and Level Map Screen in PNG, 2048 X 2732.
- Premade GUI elements, including hover effects in PNG and PSD. 100% editable with different styles.

Font   Free, Open Font License

Rousseau Deco   Link

Code
Ready game

Donuts Match-3 Game Asset is a powerful full game asset with complete solution of match-3 game with 100% code, 100% graphics, basic animations and sounds ready in casual, tasty, yummy, donuts style, colorful style for your mobile/web/video game. It included premade Game Scene, Map, Pop Ups, etc. Working on IOS, Android, Web. The package is provided with complete properly commented source code, graphics files, and with a detailed documentation for easy getting started.

In the asset realized next functionality:

- *Full Match-3 game functionality;*
- *Customizable Boosters functionality;*
- *25 tested levels with different targets (you can add any numbers of levels);*
- *Easy to use Visual Level Constructor;*
- *Included Animations for every events;*
- *Daily reward, Starchest, achivements*
- *Included scrolling Levels Map functionality for 70 Levels (can be expanded) and simple level map*
- *Shops (life, coins, boosters);*
- *Connect player to Facebook;*
- *In App Purchasing; Admob;*
- *Sounds (included only for testing);*

- Asset realize system of the players data saving (like coins, player level and game settings) on the device.
- 3 premade Scene Match-3 Game, Level Map, Splash with ready buttons and Pop Ups functionality.
- GUI controller with Pop Ups

Note:

For working with our asset, you need to download Facebook SDK for Unity Here, and import in-app purchasing. For this please watch our video instruction or Unity instruction video. **To work with layer styles in PSD files you need minimum Photoshop CC 2015 with Multiple Layer Styles.**

Creating project
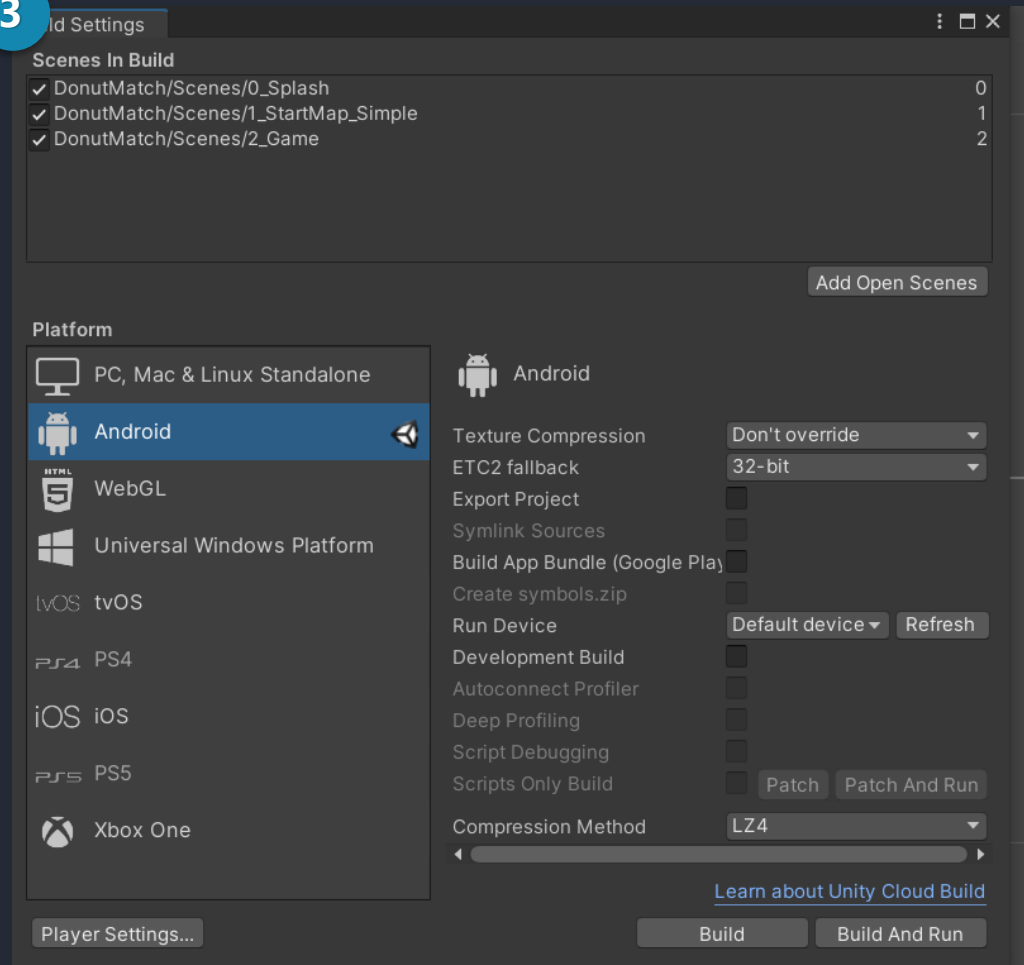
1. Create new project (check unity editor version before importing asset)

2. Import matc3 asset

3. Open BuildSettings and add existing scenes (if they are missing). Close BuildSettings

4. If you need add FaceBook SDK (or make it later). For using Facebook add Scripting Define Symbol: ADDFB.

5. If you need add in-app purchasing (or make it later). For using IAP add Scripting Define Symbol: ADDIAP.

6. If you need add AdMob plugin (or make it later). For using Ads add Scripting Define Symbol: ADDGADS.

7. How to add IAP, FACEBOOK, ADMOB (see video)

8. Open scene 0_Splash, press play

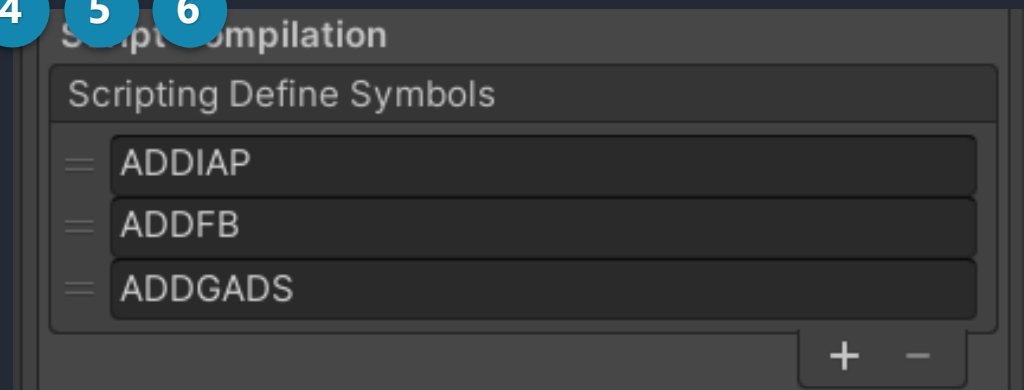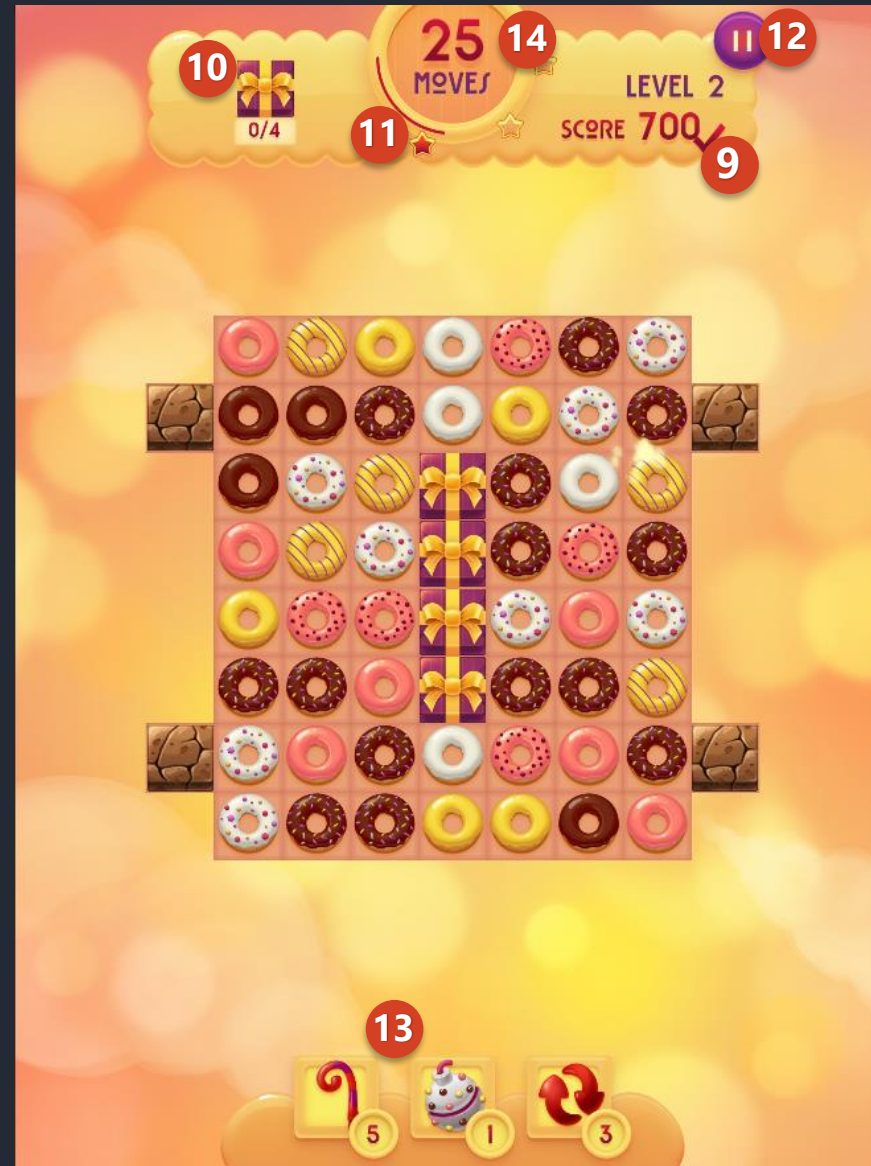9. Set resolution for best fit (1080 x1920, 2048 x 2736, or 1536 x 2048, 1440 x 2960, 945x2048)
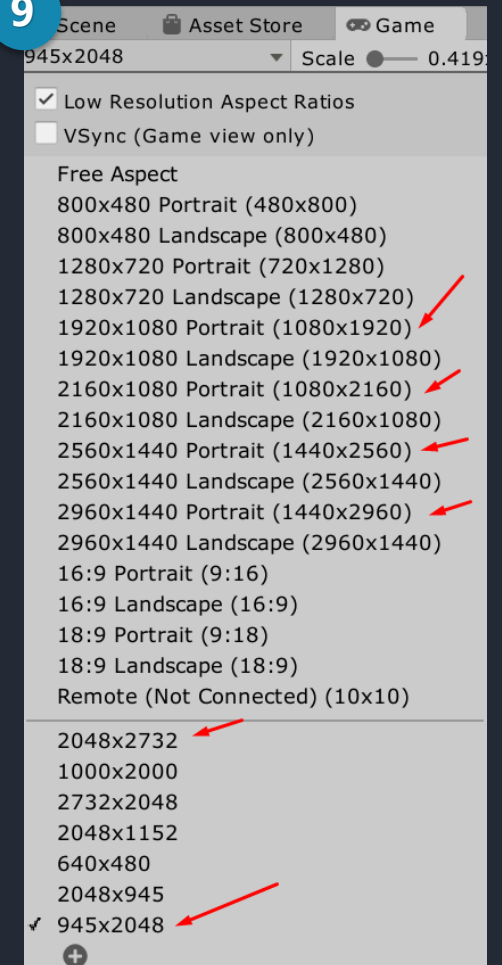
Scenes GUI

1. Next level button
2. Settings button
3. Coins shop button
4. Life shop button
5. Life timer
6. Achievements button
7. Sale Button
8. Star Chest Button

9. Score counter
10. Target counter
11. Score strip
12. Pause button
13. Boosters
14. Moves counter

Type Regular

Drag and drop Item

Donut 1

Type Regular

Drag and drop Item

Donut 2

Type Regular

Drag and drop Item

Donut 3

Type Regular

Drag and drop Item

Donut 4

Type Regular

Drag and drop Item

Donut 5

Type Regular

Drag and drop Item

Donut 6

Type Regular

Drag and drop Item

Donut 7

Type Regular

Drag and drop Item

Donut 8

Type Protectors

Covers the Items. Does not allow to move Items.
Has 3 stages of destruction.

Overlay Glass

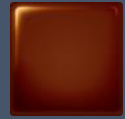## Type Protectors

Covers the Items. Use as a level target.
Has 3 stages of destruction..

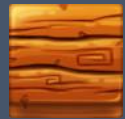Overlay Honey

Objects used in MatchSet

Type Protectors

Is under the Items. Use as a level target. Has 3 stages of destruction.

Underlay Choko

Type Hidden

Lay under Items. Can use as a level target. Appears after collecting match object, if match group have already opened hidden object.

Cookie

Type Protectors

Covers the Items. Use as a level target. Has 3 stages of destruction.

Overerlay Present

Type Protector

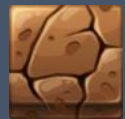Cover the Items. Forbid to drag and move Items. Can use as a level target. Has 3 stages of destruction. Block match.

Chest

Type Blocked

Blocks the cell.

Horizontal

Type Booster

Gathers all Items of the selected type from the field.

Wand

Type Blocked

Blocks the cell.

Verical

Type Booster

Breaks and collects the Item from a cell.

Hammer

Type Falling

Falling object. Can be collected, when it reaches the bottom cell.

Diamond

Type Booster

Explodes and collects all nearby Items around the cell.

Bomb

Objects used in MatchSet

Type Booster

Shuffles the field.

Shuffle

Type Booster

Attracts and collects all nearby Items same type around the cell

Color Bomb

Type Booster

Explodes and collects all nearby Items around the cell.

Explosive

Type Booster

Attracts and collects the entire horizontal row with the selected cell.

Magnet

Type Bombs

Occurs when match 5 or more Items cross, collects a horizontal and vertical row. You can set 3 types: static match, dynamic match and click.

Cross Bomb

Type Booster

Adds five moves.

Move Plus 5
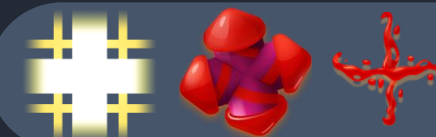
Type Bombs

Occurs when match 4 or more Items vertically, collects a vertical row. You can set 3 types: static match, dynamic match and click

Vertical Bomb

Type Booster

Adds 30 seconds.

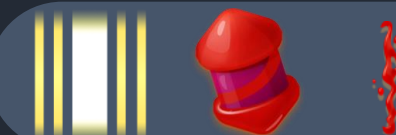**Time Plus 30**

Type Bombs

Occurs when match 4 or more Items horizontally, collects a horizontal row. You can set 3 types: static match, dynamic match and click

Horizontal Bomb

FAILED!

LEVEL 35

YOUR SCORE 120 550

TRY THIS BOOSTERS:

3   8

MAP   REPLAY

ACHIEVEMENTS

USE HAMMER
20/20   GET

COLLECT DONUTS
14/50   200

USE DYNAMITE
3/20   500

PLAY DAYS IN A ROW
0/7   700

BROKE PRESENTS
27/100   1000

DAILY BONUS

DAY 1	DAY 2	DAY 3	DAY 7
50	100	300	x1 / x1
DAY 1	DAY 2	DAY 3	
400	700	1000	2000

COLLECT

SETTINGS

AUDIO
ON   ON

FACEBOOK
CONNECT   GET +100

RATE US   ABOUT

DISCOUNT

12H   x3
x300   x3
x3

26:59:34
ENDS IN

$9.99

PROFILE

MIKA KREP
EDIT

123

150 000   LEVEL 253

MY INVENTORY

3   8   2   4

6   1   10   5

COINS

x3   x3   x3
x300   12H

STARTER PACK $9.99

x50 $3.99

x100 $5.99

x200 $8.99

MISSION

LEVEL 35

GET SCORE 150 000

x6   x12   x24

GET BOOSTERS:

3   8   10

PLAY

BOOSTER

SHUFFLE THE FIELD

x1 $3.99

x5 $5.99

COLLECT

x1   x1   x1

COLLECT

LIFES

REFILL YOUR LIFE'S

x1   WATCH VIDEO

x5 $5.99   HOT!

MASTER KEY

TERMS OF USE

PRIVACY POLICY

NEED HELP?

SUPPORT

COMPLETED!

LEVEL 35

YOUR SCORE 150 000

MAP   NEXT

GAME PAUSED...

RESTART   RESUME

OUT OF MOVES
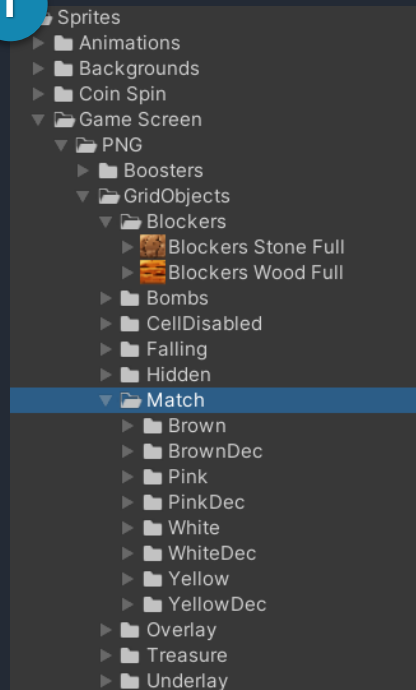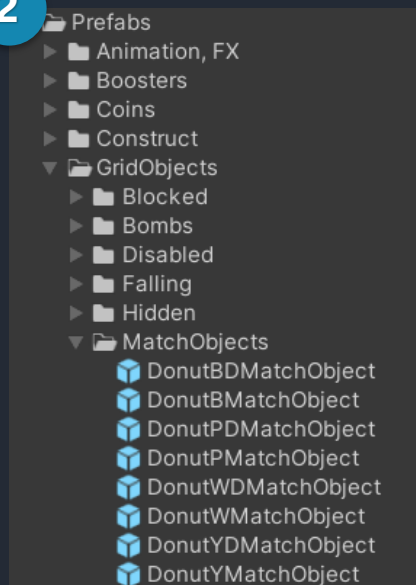GET   EXTRA MOVES FOR   100

PLAY ON

NEW DESIGN   **V.2**

- MISSION
- WIN
- FAILED
- ABOUT
- SETTINGS
- MESSAGE
- PROFILE
- LIFE SHOP
- BOOSTER SHOP
- ACHIEVEMENTS
- OUT OF MOVES
- COINS SHOP
- DAILY BONUS
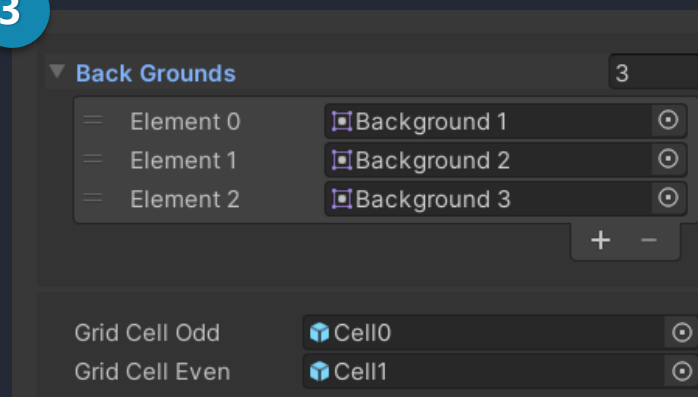- DISCOUNT
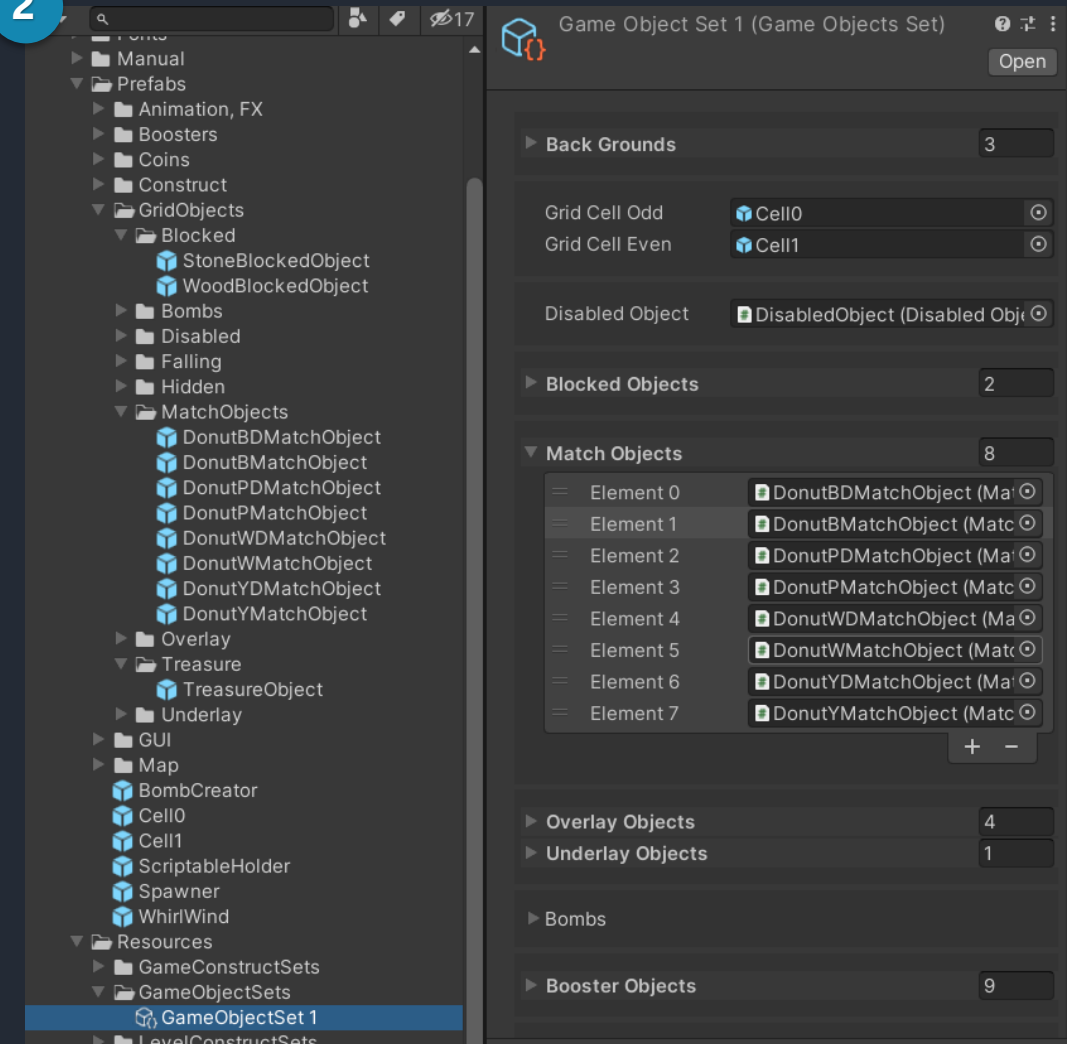- STAR CHEST

Level Constructor

Create new objects set for your levels

1. Copy a new images set in its own folder. Like here.

2. Select appropriate prefab in <Prefabs> folder and change object image. You can create a new object prefab and add it to the GameObjectSet_1. We use 9 types of objects: match object, overlay, underlay, booster, bomb, falling, blocked, hidden, treasure. The match object is located on the game grid. Overlay and underlay used only with main object as protection.

3. In this section (GameObjectSet_1):
   • Backgrounds – level backrounds.
   • Gridcell (odd or even) prefab – for match grid construct.
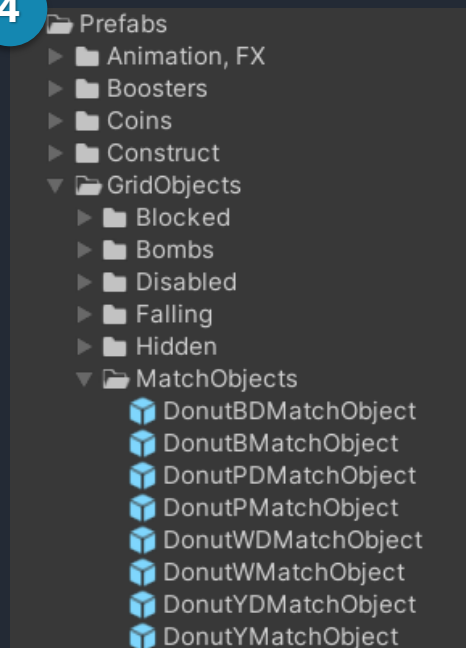   • Gridcell disabled – sprite to highlight empty cells in edit mode.

Level Constructor

4 Prefabs
  ▸ Animation, FX
  ▸ Boosters
  ▸ Coins
  ▸ Construct
  ▾ GridObjects
    ▸ Blocked
    ▸ Bombs
    ▸ Disabled
    ▸ Falling
    ▸ Hidden
    ▾ MatchObjects
      ● DonutBDMatchObject
      ● DonutBMatchObject
      ● DonutPDMatchObject
      ● DonutPMatchObject
      ● DonutWDMatchObject
      ● DonutWMatchObject
      ● DonutYDMatchObject
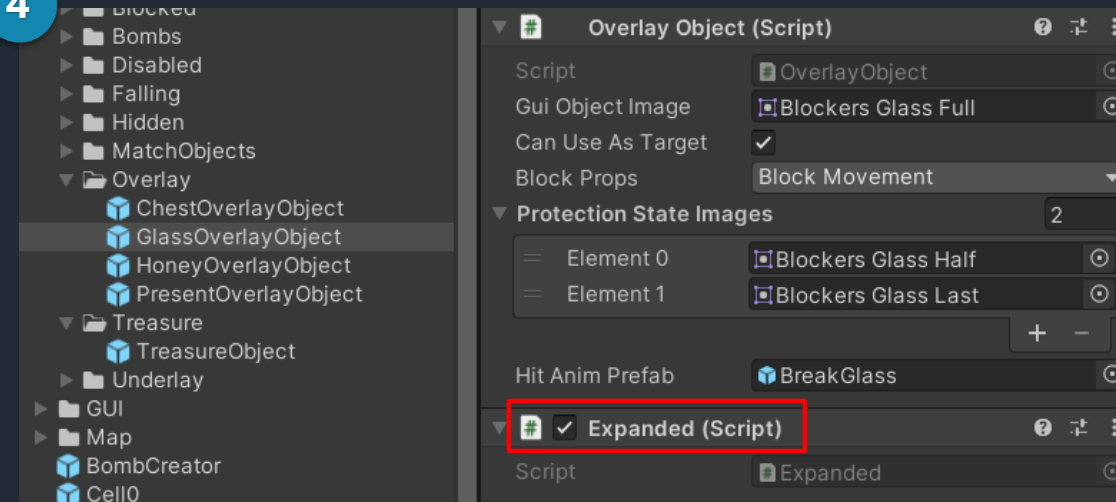   ● DonutYMatchObject

4. Paste the objects images in the appropriate fields of object prefab. If the object has additional states, paste its in the array <Protection State Images> for destroyable objects like wood, ice ... Object can has a different image for the GUI. Then you need paste a GUI images too.
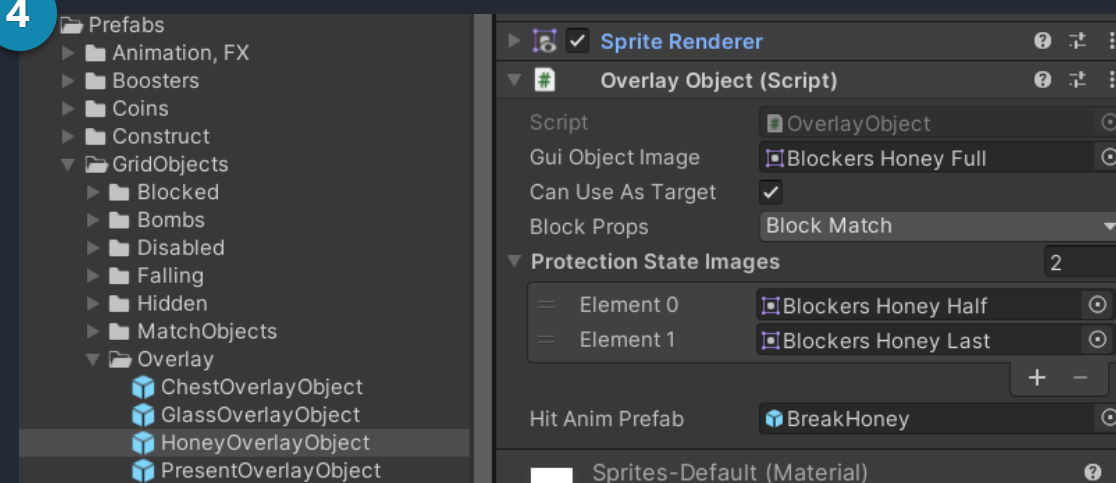
    For Overlay or Underlay protectors you can add Expanded component. The object will spread across the playing field.

- If the object can used as level target, then check it.

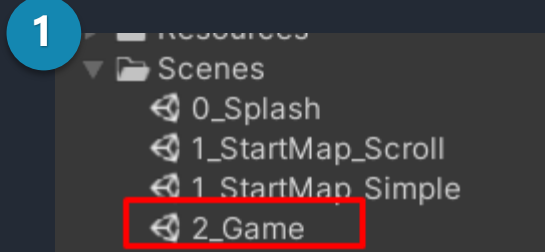- Select block props for blocker (Only Touch, Block Match, Block Movement)

**4**
  ▸ Blocked
  ▸ Bombs
  ▸ Disabled
  ▸ Falling
  ▸ Hidden
  ▸ MatchObjects
  ▾ Overlay
    ● ChestOverlayObject
    ● GlassOverlayObject
    ● HoneyOverlayObject
    ● PresentOverlayObject
  ▾ Treasure
    ● TreasureObject
  ▸ Underlay
  ▸ GUI
  ▸ Map
  ● BombCreator
  ● Cell0

Overlay Object (Script)
Script	OverlayObject
Gui Object Image	Blockers Glass Full
Can Use As Target	✓
Block Props	Block Movement

▾ Protection State Images   2
  ☰ Element 0   Blockers Glass Half
  ☰ Element 1   Blockers Glass Last
                              + −

Hit Anim Prefab   BreakGlass

Expanded (Script)
Script	Expanded

4 Prefabs
  ▸ Animation, FX
  ▸ Boosters
  ▸ Coins
  ▸ Construct
  ▾ GridObjects
    ▸ Blocked
    ▸ Bombs
    ▸ Disabled
    ▸ Falling
    ▸ Hidden
    ▸ MatchObjects
    ▾ Overlay
      ● ChestOverlayObject
      ● GlassOverlayObject
      ● HoneyOverlayObject
      ● PresentOverlayObject

Sprite Renderer ✓

Overlay Object (Script)
Script	OverlayObject
Gui Object Image	Blockers Honey Full
Can Use As Target	✓
Block Props	Block Match

▾ Protection State Images   2
  Element 0   Blockers Honey Half
  Element 1   Blockers Honey Last
                              + −

Hit Anim Prefab   BreakHoney

Sprites-Default (Material)

Level Constructor

Create and edit levels

1. Load 2_Game scene and press Play Button.

2. Set resolution for game window 2048x2732.

3. Press on the button <GoTo EDIT>.

4. Create or Edit Levels in RunTime mode.

5. In upper constructor panel you can select, create and delete levels. The selected level number and its grid are immediately display.

Level Constructor
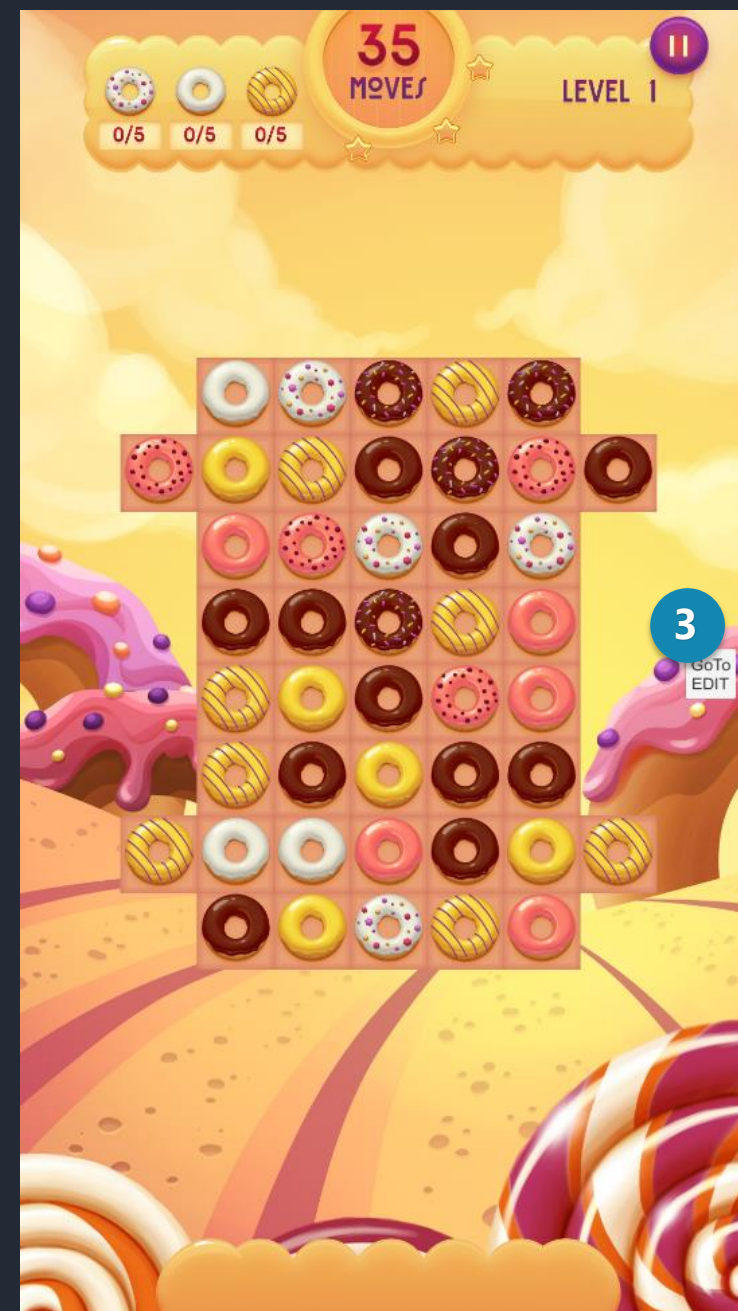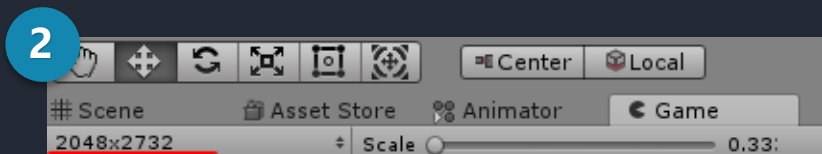
5. Brushes : disabled, blocked, falling, overlay, underlay, hidden, treasure

6. Grid settings panel.

7. Mission panel. You can set moves constrain or time constrain, targets.

8. MissionConstruct.cs with mission fields.


```
public class MissionConstruct
{
    #region serialized fields
    [SerializeField]
    private string description = "Mission";

    [SerializeField]
    private int timeConstrain = 0;

    [SerializeField]
    private int movesConstrain = 10;

    [SerializeField]
    private int scoreTarget = 0;

    [SerializeField]
    private ObjectSetCollection targets;
    #endregion serialized fields
```
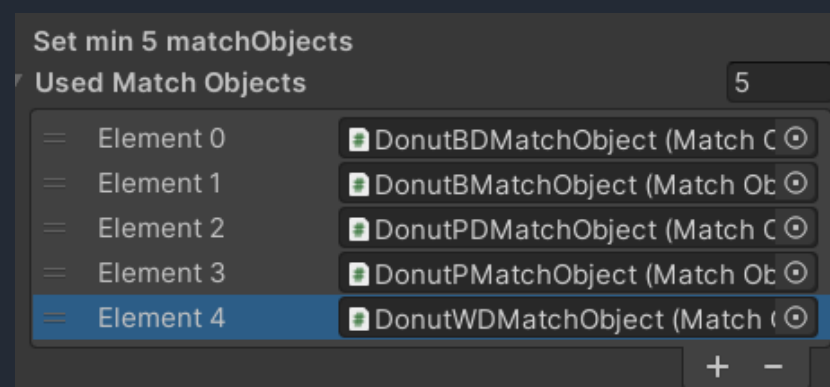
Manual Levels Edit
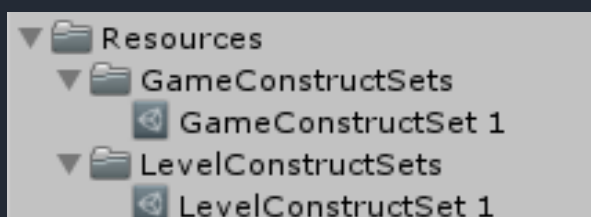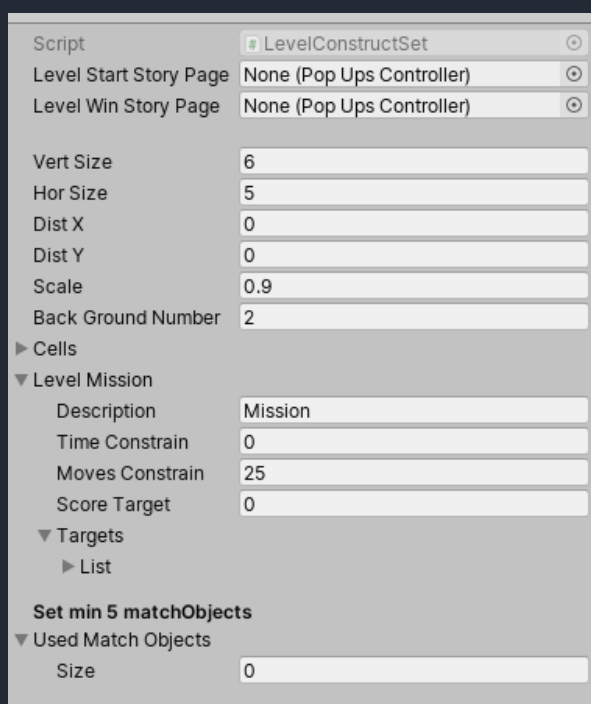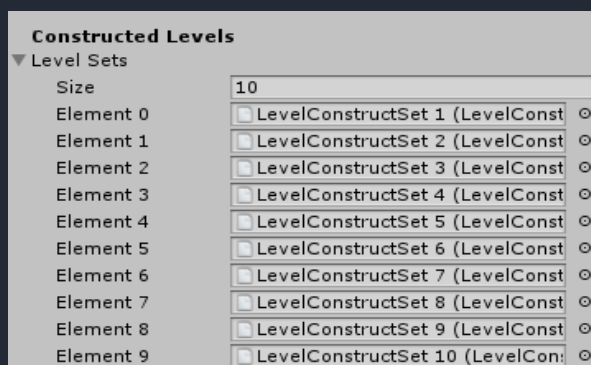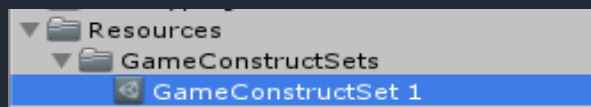
You can delete, add and adjust levels manually. The Object storing the game settings is GameConstuctSet 1.

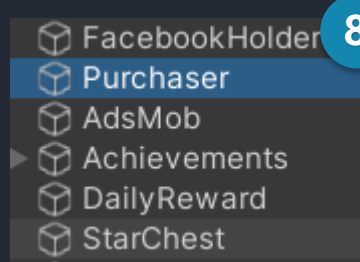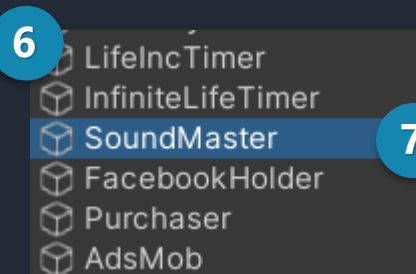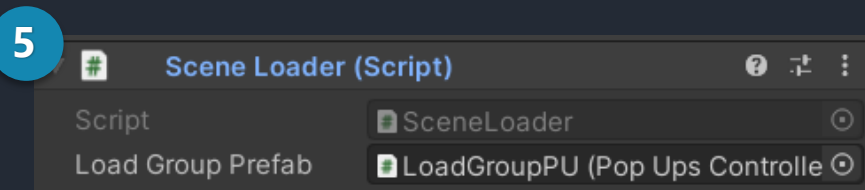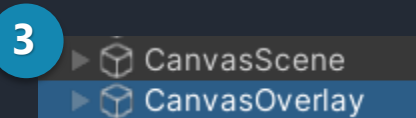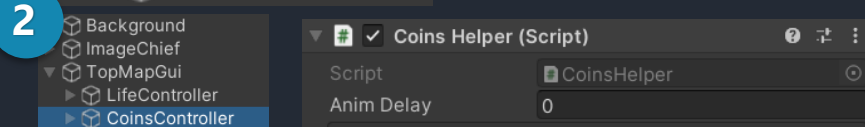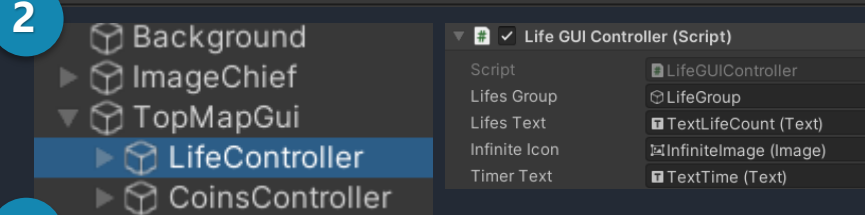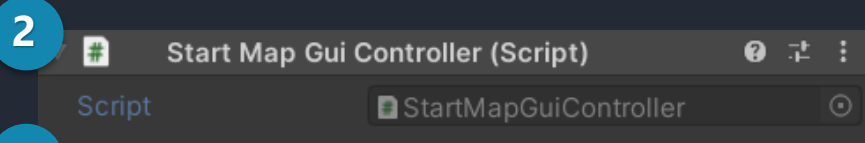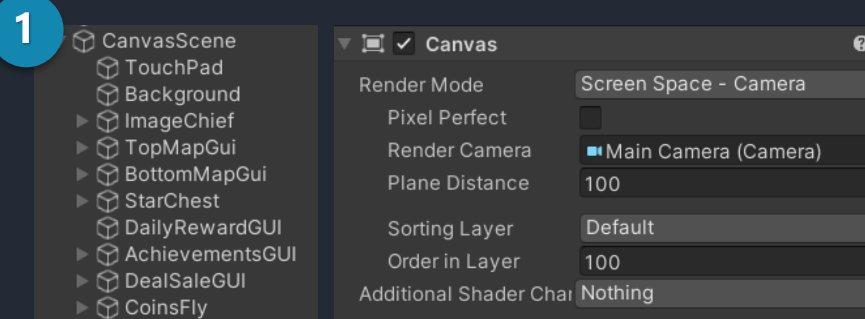GameConstuctSet 1 consists some set of levels. It can be edited as ordinary objects in Unity in the Inspector Window.

Each level has its own LevelConstructSet object. It can be edited manually also. If you need here you can set also <Used Match Objects> for level
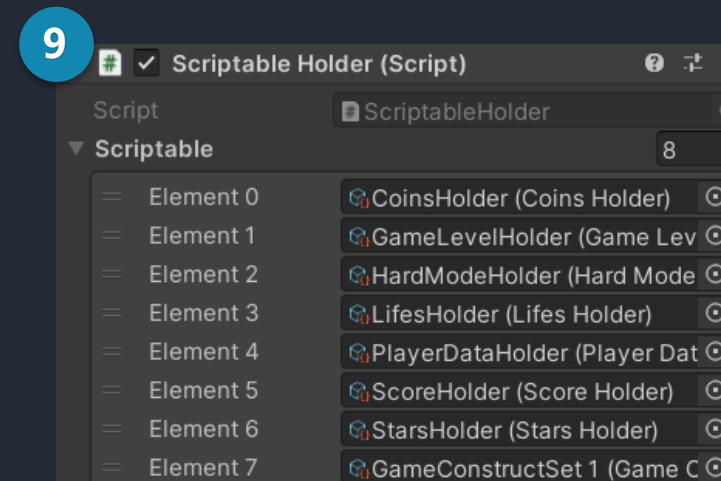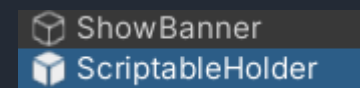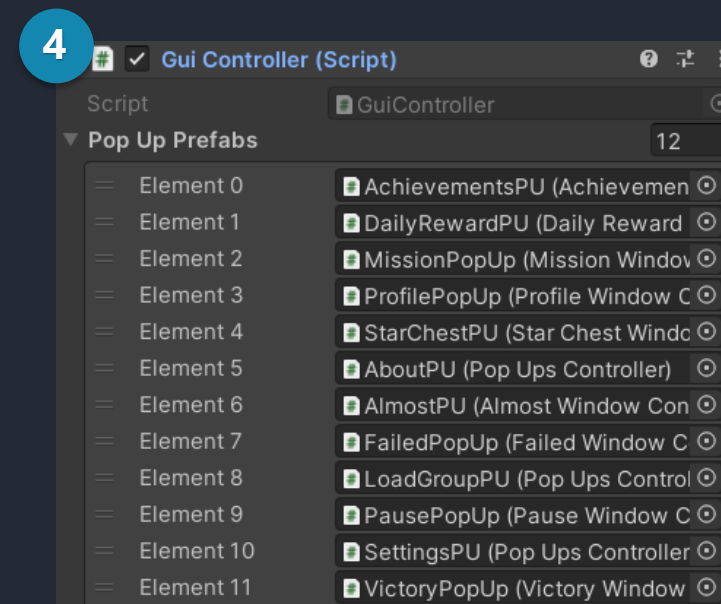

All LevelConstructSet objects are located in the Resources folder.

Map scene scripts and settings

1. All object in map scene created on canvas. Canvas sort order = 100 (bottom canvas).

2. CanvasScene has attached script – StartMapGuiController.cs. Object Canvas contains LifeGUIController, CoinsHelper, StarChestGUIController, DailyRewardGUIController, AchievementsGUIController, DealSaleGUIController,.

3. Overlay canvas (sort order 150) are used for instantiating pop up windows, and also contains LoadGroup object – simple pop up with scene loading progress. CanvasOverlay has 2 attached scripts:
   - GuiController.cs;
   - SceneLoader.cs;

4. GuiController.cs – used for all pop up window instantiating.

5. SceneLoader.cs – used for loading scenes and show loading progress image.

6. Scene object SoundMaster – object that controls game sounds.

7. Scene object FacebookHolder. FBHolder.cs contains methods for login, logout, get player info.

8. Scene objects Purchaser. Contains data for the shop pop up.

9. ScriptableHolder – contains references to scriptable holders. They are required to save player data.

Map scene scripts and settings

10

Sound Master (Script)

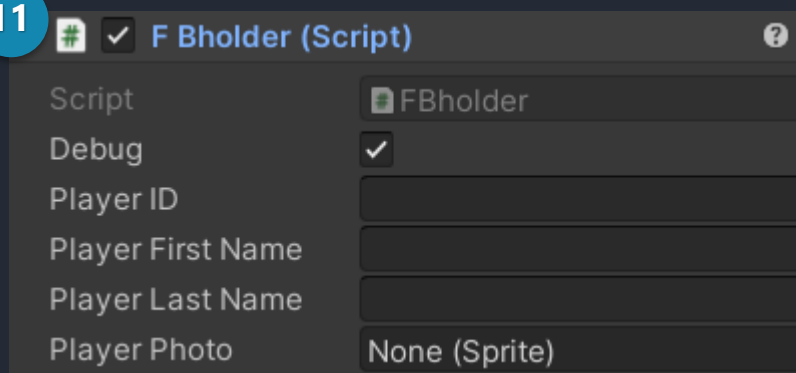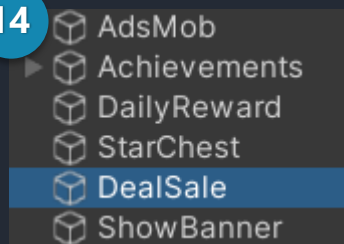|	
Script	SoundMaster
Basic audio clips	
Music	music
Button Click	button
Open Window	choose
Close Window	choose
Audio Sources Max C	10
Save Settings	✓
Music Volume Mult	0.1
Use Music Volume Co	
Goto play mode for test sounds	

11
F Bholder (Script)

Script	FBholder
Debug	✓
Player ID	
Player First Name	
Player Last Name	
Player Photo	None (Sprite)

14
- AdsMob
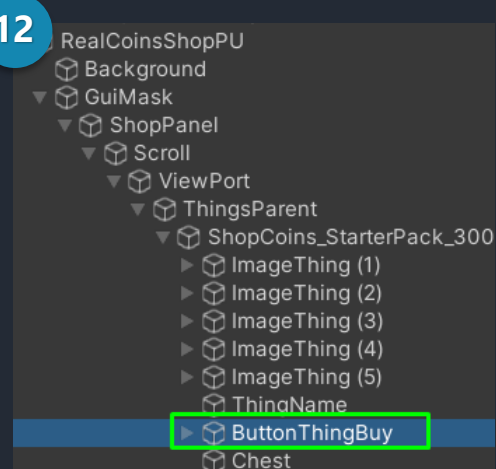- Achievements
- DailyReward
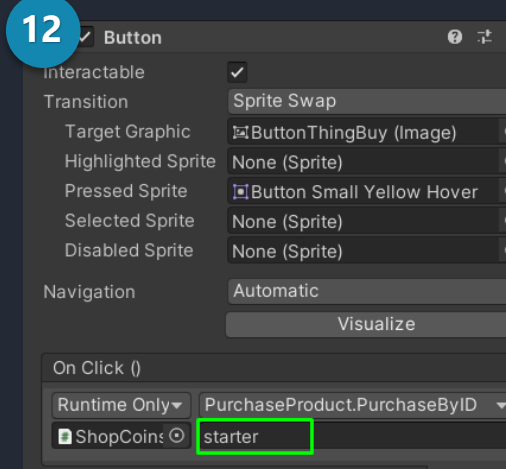- StarChest
- DealSale
- ShowBanner

10. MatchSoundMaster settings. Contains basic sound clips.. Included audio is only for demo purpose. For playing any clip call SoundMaster.Instance.Play...();

11. After login on Facebook, script is automatically fill next fields – playerID, player first name, player last name, player photo. You can access Facebook data using FBHolder.Instance.playerID FBHolder.Instance.playerFirstName, etc.

12. Store purchasing (for real money) settings. You can add your own consumables or non consumables goods here. Set unique ID for each product. Create product buy button.

13. LifeIncTimer and InfiniteLifeTimer – life control timers.

14. AdMob, Achievements, DealSale, DailyReward, StarChest, – gameobjectst that contains appropriate controller component.
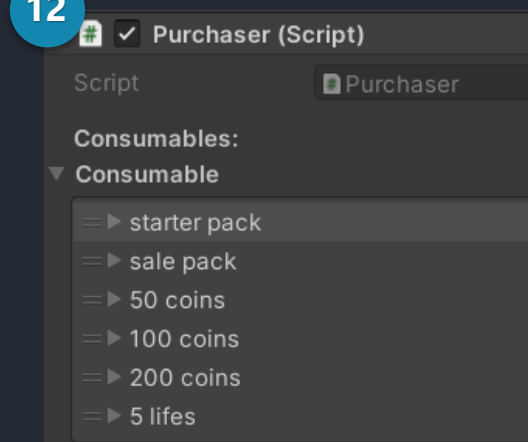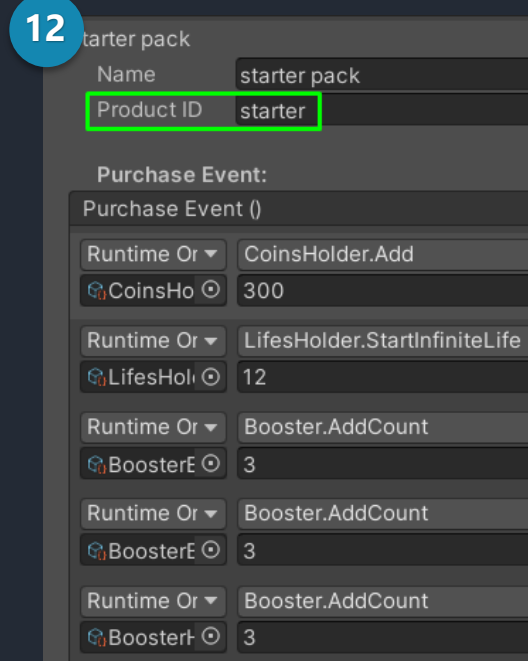
12
Purchaser (Script)

Script	Purchaser
Consumables:	
▼ Consumable	
starter pack	
sale pack	
50 coins	
100 coins	
200 coins	
5 lifes	

12

starter pack

Name	starter pack
Product ID	starter

Purchase Event:
Purchase Event ()

Runtime On ▾	CoinsHolder.Add
CoinsHo ⊙	300
Runtime On ▾	LifesHolder.StartInfiniteLife
LifesHol ⊙	12
Runtime On ▾	Booster.AddCount
BoosterE ⊙	3
Runtime On ▾	Booster.AddCount
BoosterE ⊙	3
Runtime On ▾	Booster.AddCount
BoosterE ⊙	3

13
- LifeIncTimer
- InfiniteLifeTimer

12
RealCoinsShopPU
- Background
- ▼ GuiMask
  - ▼ ShopPanel
    - ▼ Scroll
      - ▼ ViewPort
        - ▼ ThingsParent
          - ▼ ShopCoins_StarterPack_300
            - ImageThing (1)
            - ImageThing (2)
            - ImageThing (3)
            - ImageThing (4)
            - ImageThing (5)
            - ThingName
            - ButtonThingBuy
            - Chest

12
Button

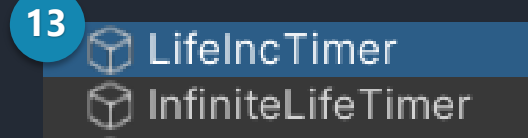|	
Interactable	✓
Transition	Sprite Swap
Target Graphic	ButtonThingBuy (Image)
Highlighted Sprite	None (Sprite)
Pressed Sprite	Button Small Yellow Hover
Selected Sprite	None (Sprite)
Disabled Sprite	None (Sprite)
Navigation	Automatic
	Visualize

On Click ()

| Runtime Only ▾ | PurchaseProduct.PurchaseByID |
| ShopCoins ⊙ | starter |

Map scene scripts and settings. Data Holders.

15. Scene admob objects. Banner control, interstitial control.

16. Sale controller.

17. Achievement container.

18. Scriptable holders folder. Holders are required to save player data (coins, stars, level, score...)

Game scene scripts and settings

1

CanvasMain
- TouchPad
- SceneGui
  - HeaderGui
  - FooterGui

2

CanvasConstruct
- EditModeText
- OpenCostructButton
- MissionPanelContainer
- GridPanelContainer
- PathBrushContainer
- SpawnBrushContainer
- SaveSpawnOffsetsButton
- BrushPanel
- Button

3

MatchField
- Background-game
- MatchBoard
  - GridContainer
    - cell : [row: 0 , col: 0]
    - cell : [row: 0 , col: 1]
    - cell : [row: 0 , col: 2]
    - cell : [row: 0 , col: 3]
    - cell : [row: 0 , col: 4]

1. Scene object CanvasMain contains SceneGUI object with HeaderMenu and FooterMenu. SimpleTouchPad – touch input helper for touch devices. CanvasOverlay used for pop ups.

2. Scene object CanvasConstruct contains all controls for level editing and creating.

3. MatchField contains all game field objects.

4. MatchBoard script contain settings for bombs, common game setting : autoplay type, messages, fill type. Any swap use for testing purposes. ScoreController contains scores for matches, and bombs.

4

Game Board (Script)

Script	GameBoard

Bomb setting

Bomb Type	Static Match
Show Bomb Explode	✓

Game settings

Auto Win	Bombs
Show Almost Message	✓
Almost Coins	100
Fly Collected	
Fill Type	Fast
Show Score	

Main references

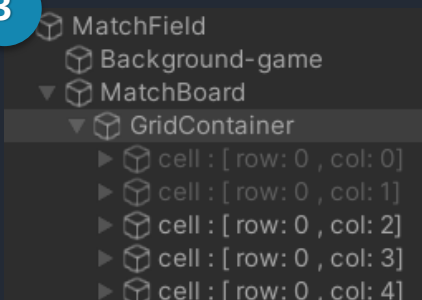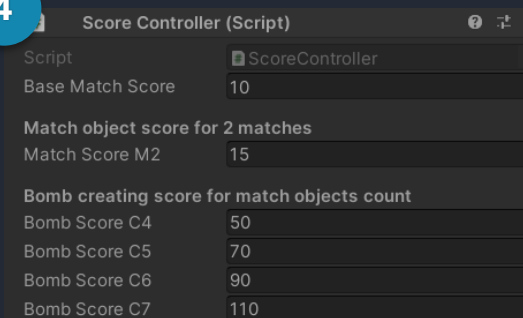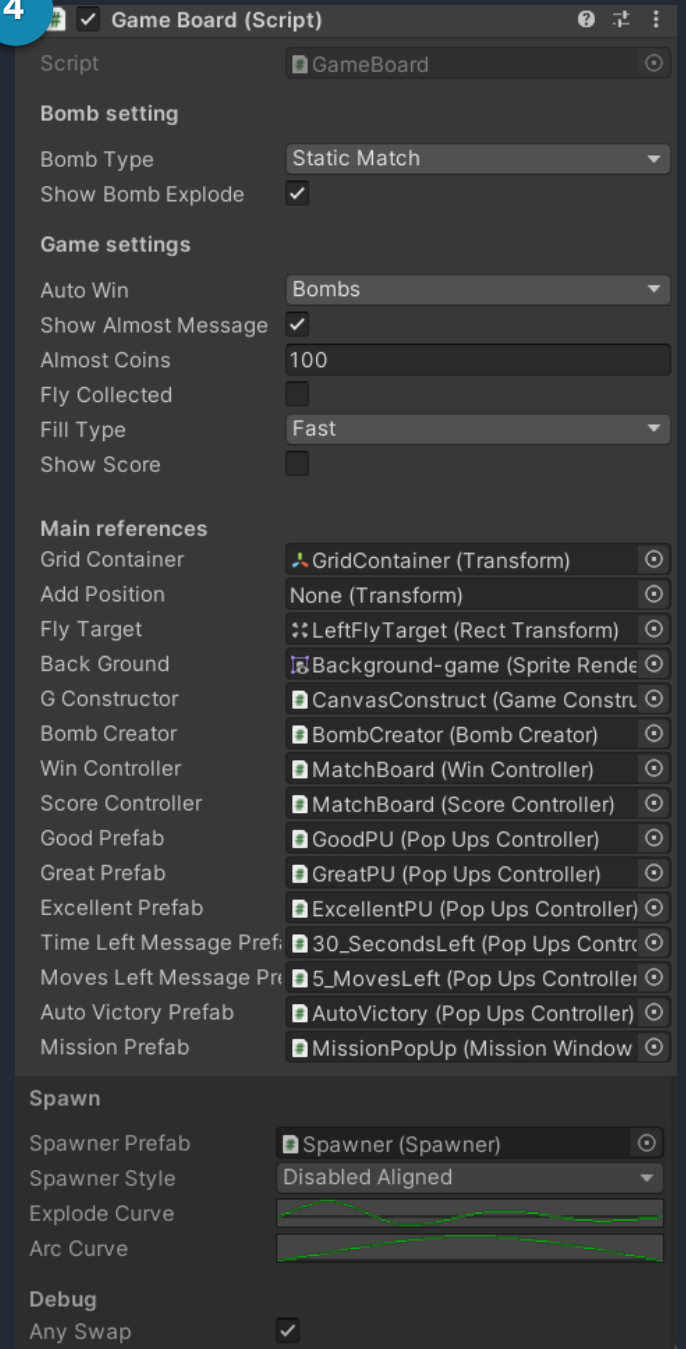| Grid Container	GridContainer (Transform)
Add Position	None (Transform)
Fly Target	LeftFlyTarget (Rect Transform)
Back Ground	Background-game (Sprite Rende
G Constructor	CanvasConstruct (Game Constru
Bomb Creator	BombCreator (Bomb Creator)
Win Controller	MatchBoard (Win Controller)
Score Controller	MatchBoard (Score Controller)
Good Prefab	GoodPU (Pop Ups Controller)
Great Prefab	GreatPU (Pop Ups Controller)
Excellent Prefab	ExcellentPU (Pop Ups Controller)
Time Left Message Pref	30_SecondsLeft (Pop Ups Contr
Moves Left Message Pr	5_MovesLeft (Pop Ups Controller
Auto Victory Prefab	AutoVictory (Pop Ups Controller)
Mission Prefab	MissionPopUp (Mission Window

Spawn

Spawner Prefab	Spawner (Spawner)
Spawner Style	Disabled Aligned
Explode Curve	
Arc Curve	

Debug

Any Swap	✓

4

Score Controller (Script)

Script	ScoreController
Base Match Score	10

Match object score for 2 matches

Match Score M2	15

Bomb creating score for match objects count

Bomb Score C4	50
Bomb Score C5	70
Bomb Score C6	90
Bomb Score C7	110

Game scene scripts and settings

Match Spawner styles

1. Disabled aligned
2. All enabled
3. All enabled align

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