# DAY 1

Started with a game template that i used for game. İt contains level management, currency management, pooling and some other systems.

At first i layout the scene positions with dummy objects and create the sample level hierarchy. After this i started the create needed scripts for controlling all objets in the scene.

I created an parent-child related script order for grid and match mechanics.

MatchGroup.cs -> SingleGroup.cs -> QueueObject.cs

This 3 script is handling operations for object type control, match control and empty spaces check. At this point i need some drag-drop and grid position features. I use “Flexalon: 3D Grid Layout” package for basic line grid and drag-drop movement.

Most of the match mechanic foundation is layed at this point. So i found some 3d object models and categorized them with scriptable objects so i can easly create more and set at other scripts.

Now i need some levels to test this system. So i planned the future development and created a simple semi automatic level creation tool. I used prefabs to level progression.

# DAY 2

I started day with some fixes for Flexalon package. Objects are not moving the way i want so i changed some behaviors. I use flexalon package’s drag drop feature and create a system to work on drops so objects can change place at level. At this change i check front line for “all empty” and “all same” condition so i can make match pops and destroy front line place holders. Deleting the place holders automaticly trigger the Flexalon system to move objects front so there is no need for a new system here. Because of the this movement is automated i dont have a point to change material for front lines at these stage. But i figured out i dont need it and created a shader graph that change color behind Z axis.

At this point i have a grid system, item matching, item sorting and cascading effects for the game. So i connected end game operations and win condition.