Touch the UI somewhere on the screen with one finger := choose a type of domino piece / cannon(better with Event System, the corresponding UI carries the code)

Touch the screen with one finger, without stay := put a chosen type of domino piece at the position of touch(I think it is better to implement this with Event System, the object that carries the code could be the map)

Touch the screen with one finger, with stay(finger keeps there for a while, maybe 0.8 sec) := remove the domino piece at the touch position(better with Event System, domino piece carries the code)

Drag on the screen with one finger := rotate the map(or you can rotate the camera around the center of the map)(implementation better with Input Class)

Drag on the screen with two fingers := move the camera towards left/right/front/back(or you can make the map move in opposite direction)(better with Input Class)

Move two fingers in same/opposite directions := zoom in/out (which is equivalent to move the camera closer/further towards map)(better with Input Class)

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Remaining problem: user should be able to set the direction of domino piece, when:

1. He puts a new piece in the map
2. He wants to change the direction of an existent piece in the map

The problem is that I don’t know which finger gesture is the best to this

xddddd