

INTRODUCTION

Drag and Drop Puzzle Creator package provides a way to easily create Puzzle games, by taking advantage of Unity3D best workflow and UI based work system, artists / designers as well as programmers can make Puzzle games easily.

How To Use

From inside project window inside folder named “DDP Prefab” contains prefab for drag and drop puzzle creator , take it and drag it into your scene inside Hierarchy window.

Select DDPPuzzle -> DPPuzzle and from inspector window inside DPPuzzleController component you can specify settings for Drag And Drop Puzzle Creator below are the settings available.

- Puzzle Image
 - The image use to create puzzle pieces from
- Background Image
 - Background image displayed in full screen behind puzzle pieces and other UI.
- Animation Speed
 - Speed of piece going back to its place when picked and dropped at wrong place
- Total Rows
 - Total number of pieces in a column of puzzle
- Total Cols
 - Total number of pieces in a row of puzzle.
- Time To Finish In Seconds
 - Total time available to finish puzzle
- Remaining Time Display
 - Unity text display for current remaining time of the game
- Number Of Attempts Display
 - Total number of piece placement attempts made
- Peek Image
 - Complete image i.e. Puzzle Image which will be displayed on pressing peek image button

- BtnHidePeekImage
 - Button to hide peek image , usually a button covering whole screen as in example scene.
- Sounds
 - Piece Slide
 - Puzzle Completion Sound
 - Time Up Sound
 - Background Music

You can also checkout example scene **DDP Example** for visualization of working of drag and drop puzzle creator.

For more updated documentation and options go to **window menu -> DDP creator**.

For any ideas or issues or bug reporting email me at **m_umair69@yahoo.com**