

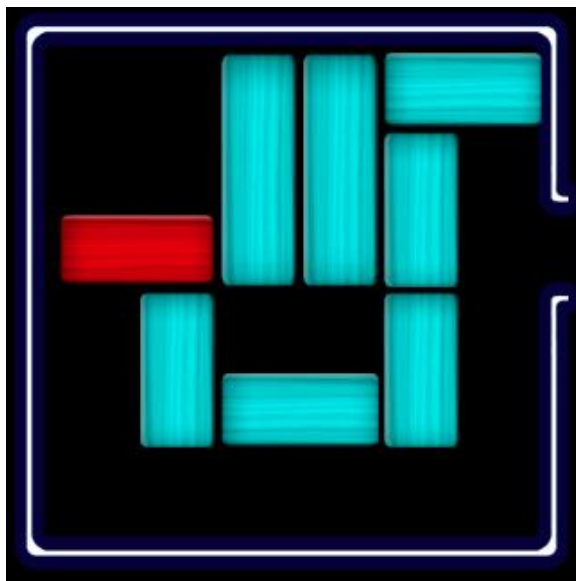
**Unblock Me:**

## 1) Create Your Own Puzzle to Solve with AI

--Puzzle.cs

3 Methods

- 1) EasyPuzzles() for Easy Puzzle Menu
- 2) MediumPuzzles() for Medium Puzzle Menu
- 3) HardPuzzles() for Hard Puzzle Menu



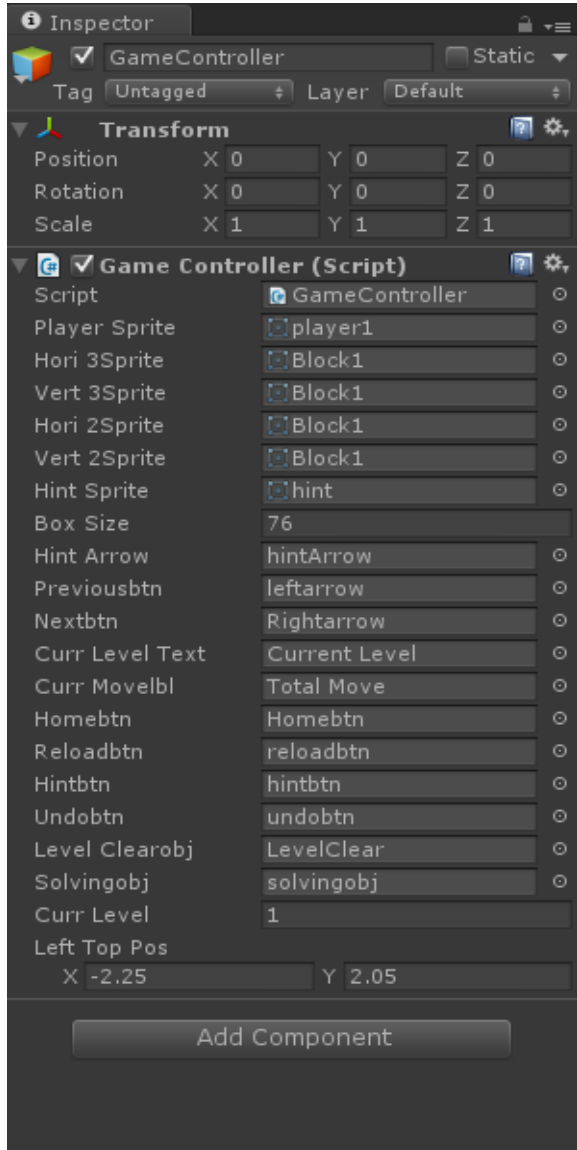
```
yield return new Board(  
    // Block to solve for:  
    new Block(BlockOrientation.Orientation.Horizontal, 2, 0, 2),  
    // Obstacle blocks:  
    new Block(BlockOrientation.Orientation.Vertical, 0, 2, 3),  
    new Block(BlockOrientation.Orientation.Vertical, 0, 3, 3),  
    new Block(BlockOrientation.Orientation.Vertical, 1,4, 2),  
    new Block(BlockOrientation.Orientation.Vertical, 3, 4, 2),  
    new Block(BlockOrientation.Orientation.Vertical, 3,1, 2),  
    new Block(BlockOrientation.Orientation.Horizontal, 0, 4, 2),  
    new Block(BlockOrientation.Orientation.Horizontal, 4, 2, 2)  
);
```

**1<sup>st</sup> Block must be block to solve;**

**Others are Obstacle Blocks**

**Block have Orientation ,starting row(0 to 5 ),Starting Column(0 to 5) and length (2 or 3)..**

## 2) Change Block Graphics



### Sprites :

Player,Hori3,Vert3,Hori2,Vert2,Hint

You can any resolution sprite but make sure its pivot must be Top Left..

### BOX SIZE:

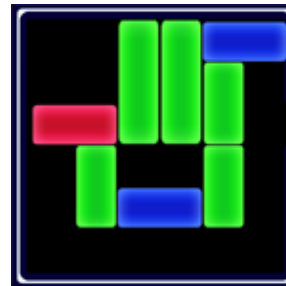
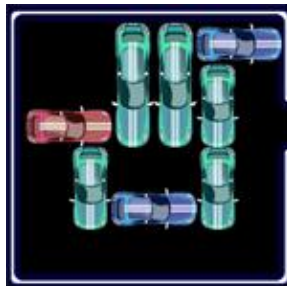
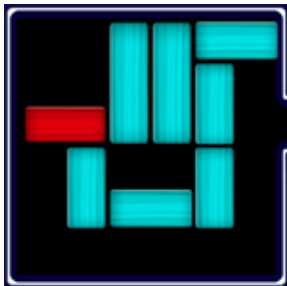
Size of Each square in 6 X 6 Board. In our case It is 76.

You can change it to make board big or small according to your requirement.

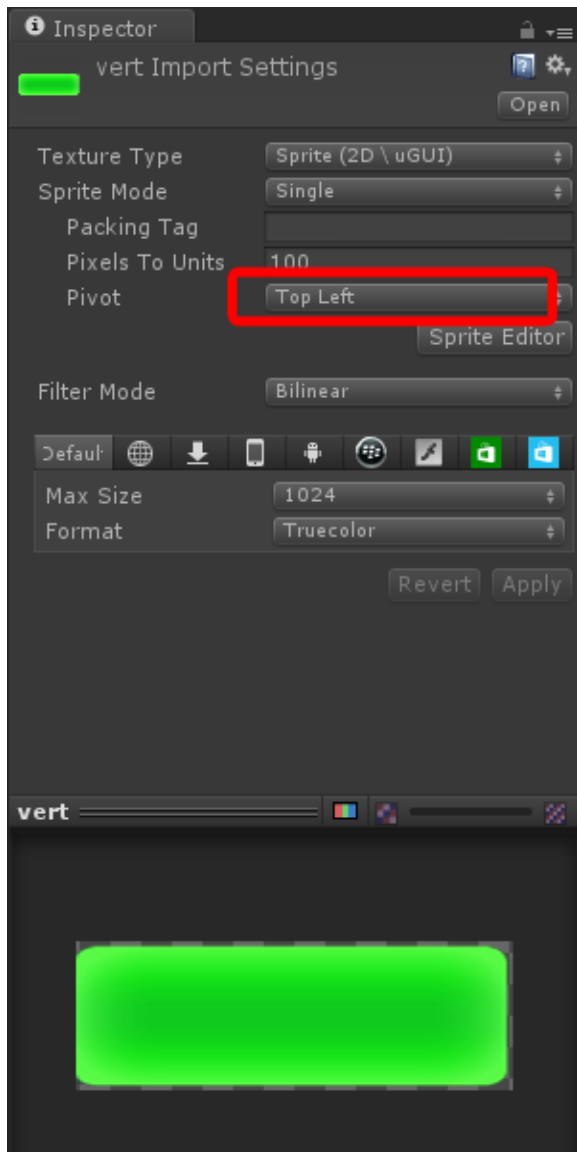
### Left Top Pos:

Top Most Position Of board

Change Sprites According to your need .No bar for sprites resolution...



**NOTE : Sprite pivot must be top left for each block**



---This Demo contains 20 puzzles for example you can add more puzzles.