



## Juice Fresh Match 3 Complete Project + EDITOR Documentation

**Minimal requirement: Unity 5.3.4**

**Latest android SDK**

**Warning! We would recommended you to make a reskin for prevent problems with Google play. They don't like many the same games.**

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## **EngineDescription**

- Source code was made in Unity3D
- Cross platform (Googleplay, iTunes)
- 100tested levels with different targets
- Gameplay - combine 3 or more items the same color
- Included IAP's
- Map

**Juice Fresh Match 3 Engine** will help you to create beautiful and juicy game in Match 3 style (with many visual and sounds effect).

The engine very comfortable for understanding and studying. Creating new levels will be for you like a game. You need just open the engine and set desired game objects at desired locations playing field. The size of the playing field is configured in the editor also.

All you need is a little time and imagination everything else will make **Juice Fresh Match 3 Engine**.

## How to play

Swipe on the fruits of the same color to destroy them. Do additional tasks!



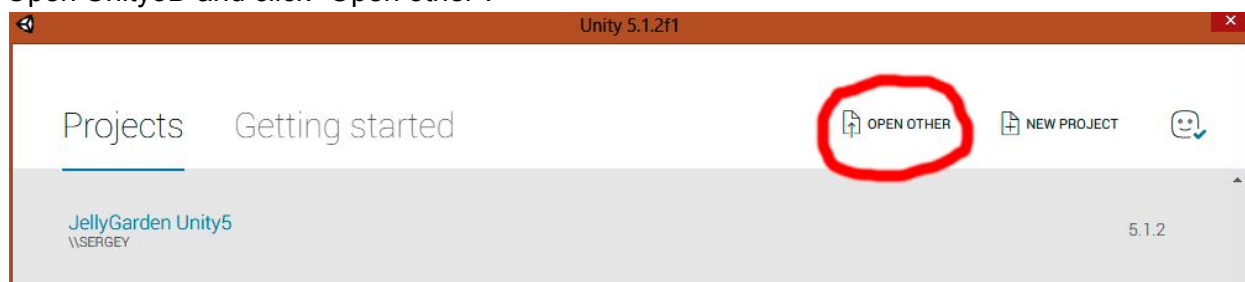
## SET UP

Use Unity3D 5.3 or high. You can **download** it from this link

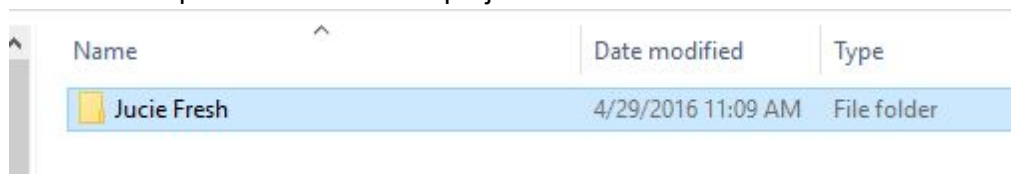
[DownloadUnityFree](http://unity3d.com/get-unity/download?ref=personal)(<http://unity3d.com/get-unity/download?ref=personal>)

### How to install:

1. Download the project archive.
2. Unpack the archive.
3. Open Unity3D and click "Open other".

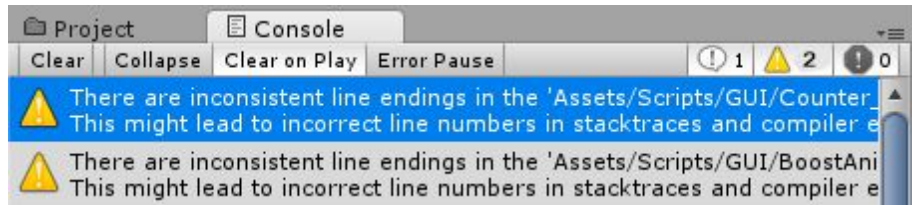


4. Chose the unpacked folder of the project.



## Important information!!!

**NOTE:** Ignore all warnings and notifications (like yellow sign and white bubble in console). Press clear.



It's **NOT errors**. It does not affect to work of the game.

### Attention!

We are not responsible for the work of free plugins and third-party IDE. For any questions, please contact an official developer. The quality of our templates for games is not depends from the quality of plugins and IDE of other developers!

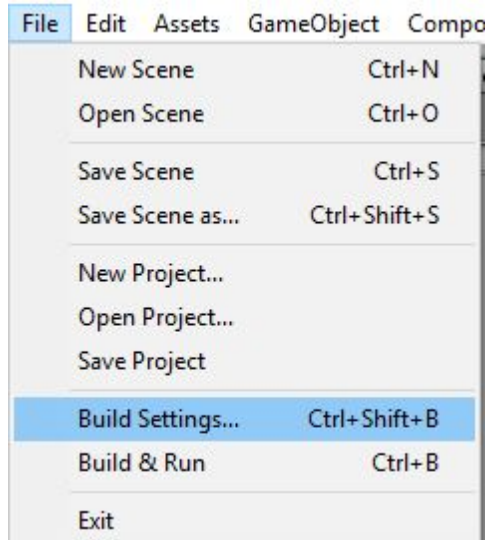
Also, we unable to educate every of our buyers work with these plug-ins and third-party IDE. If you have questions, you can ask us or to google.

Usually, we add them from your big requests and completely free! If you do not like those free plugins, you can integrate your plugins.

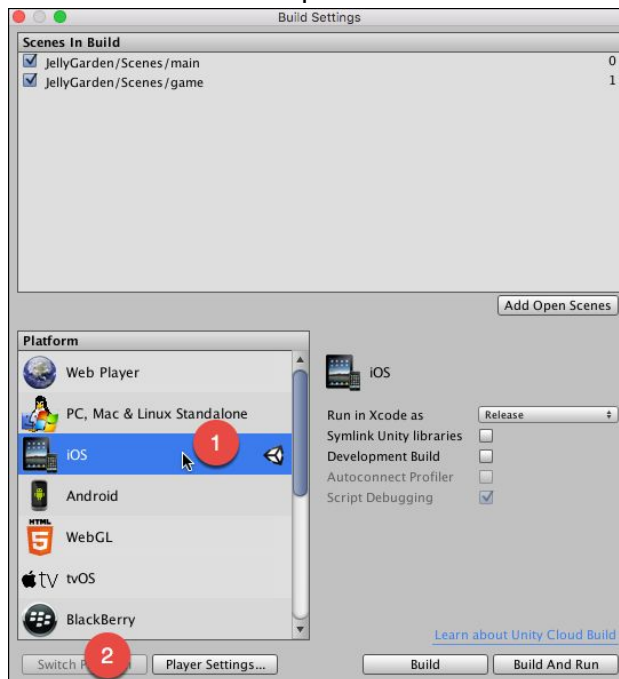
We are always happy to help you find out in the project, but we can not be responsible in your experience in working with plugins and third-party IDE. So please objectively evaluate the project and the work done by us. Thank you!

## iOS Building

1. Open Build Settings...

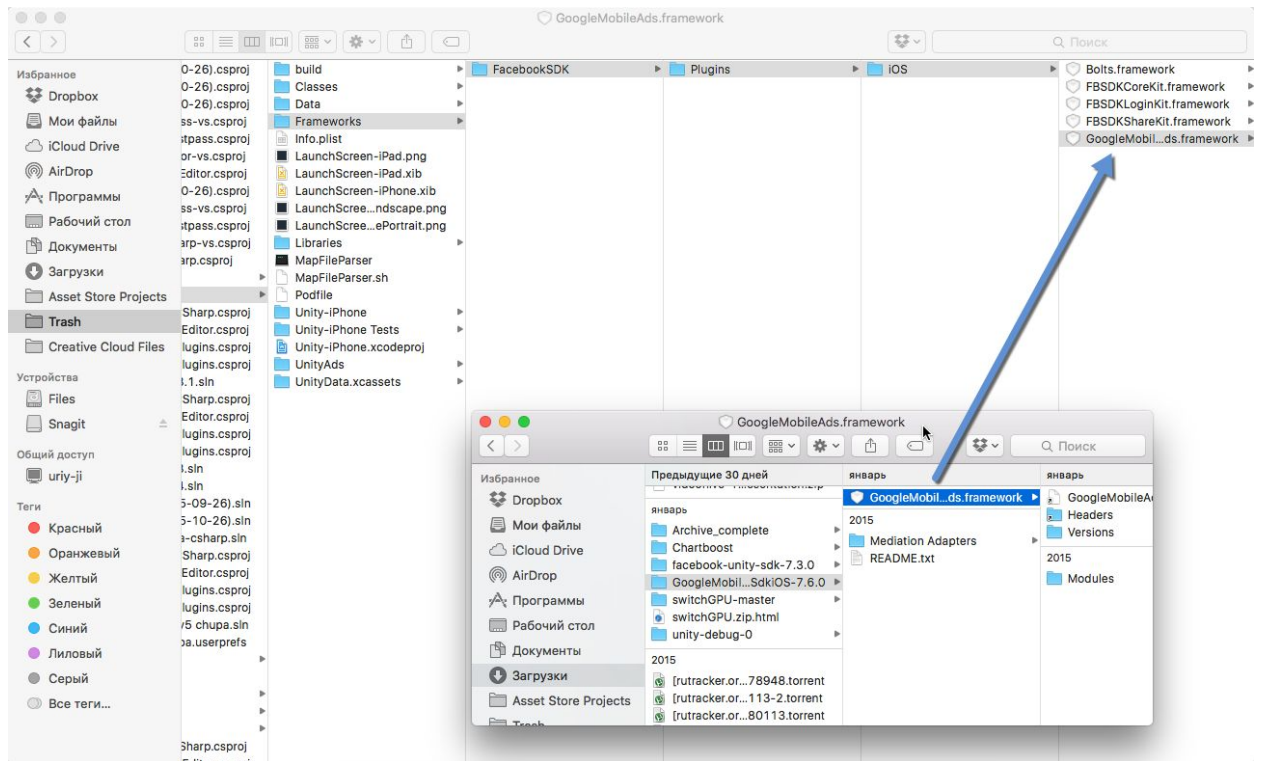


2. Select iOS and Switch platform

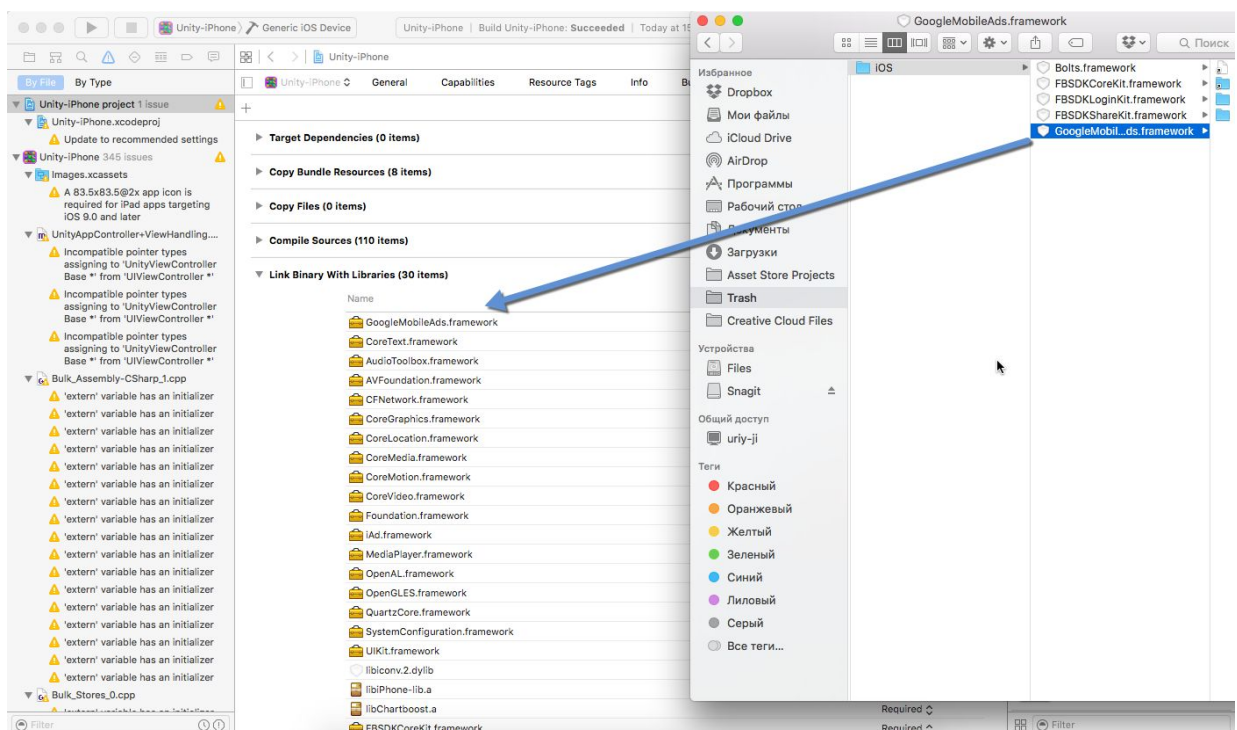


3. Then Build and Run
4. After building open the result project in xCode.
5. Download Google Mobile Ads SDK <https://developers.google.com/admob/ios/download>

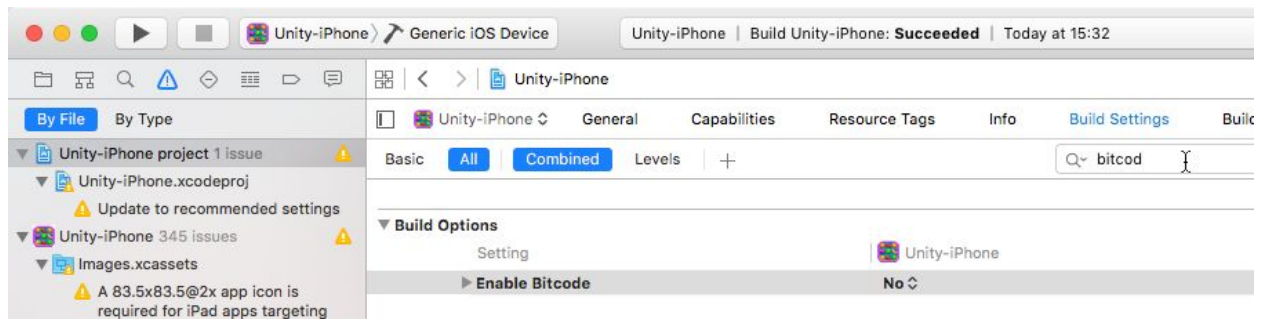
## 6. Copy GoogleMobileAdsSDK.framework to your xCode project/Frameworks



## 7. Drag GoogleMobileAdsSDK.framework from your xCode project to Build Phases->Link Binary With Library



## 8. Disable bitcode

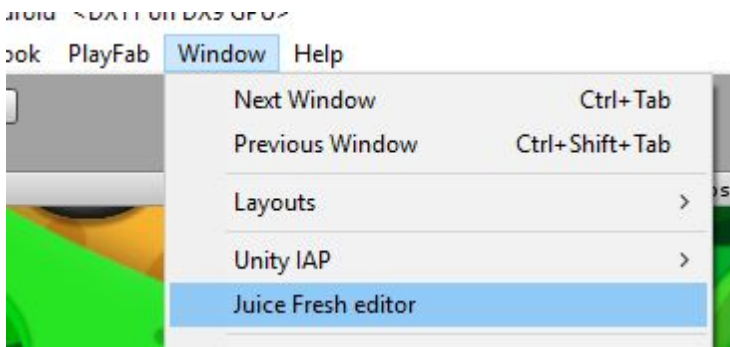


## 9. Than select your device and press Build.

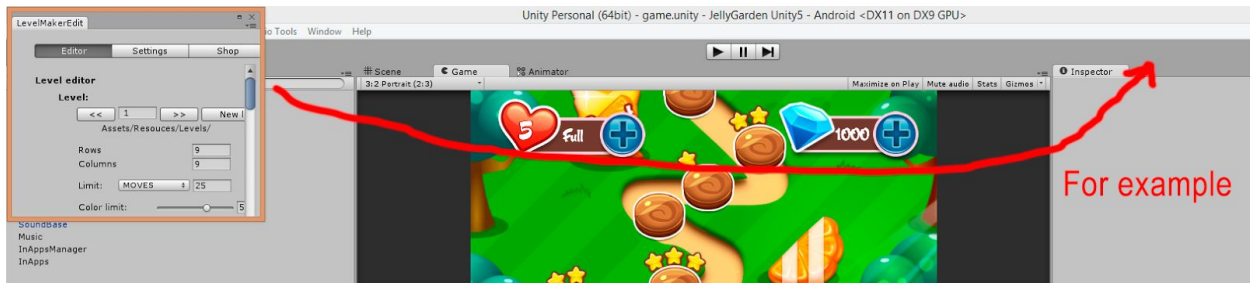
## How to open Level Maker Editor

### Important information!!!

For open LevelMakerEditor you need go to **Window** and choose **Juice Fresh editor**.  
See screenshot:










Opens a window with the **LevelMakerEditor**. Just drag it in a comfortable place for you:





## Game Targets and Obstacles

-  - Collect dirty blocks. Can be placed twice on one place.
-  - Stone obstacle. Can be placed twice. Prevents further falling.
-  - Collect ingredients
-  - Collect items
-  - Expanding monster
-  - Ice cage. Break it to pass level.
-  - Collect bombs before it explode.

## Game Boosters

-  Give +5 extra moves



- Give +30 extra seconds



- Destroying 1 item on game field



- Destroy some items around.



- Places 2 special items



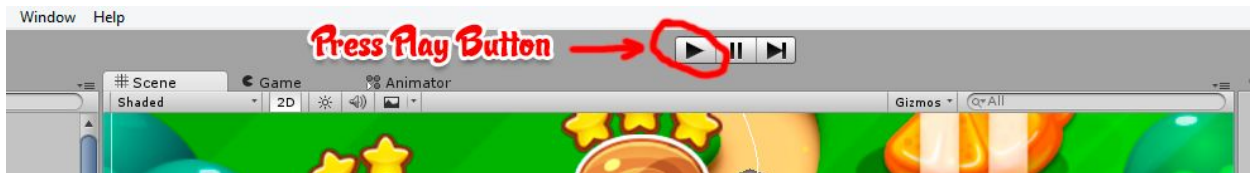
- Replace some colors



- Destroy the row and column crosswise

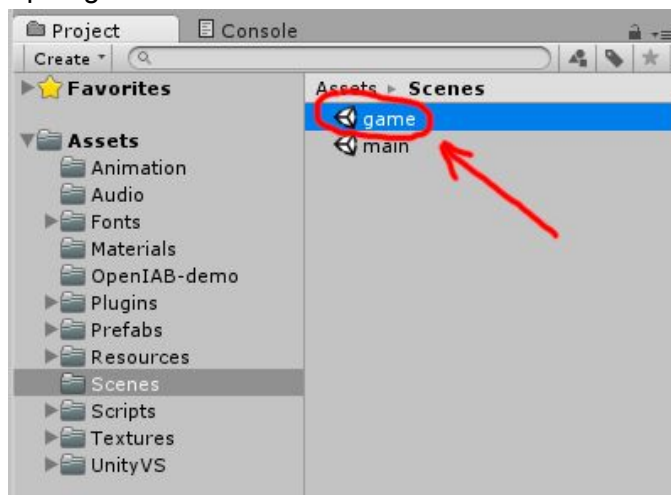
## Map

Map have 100 ready levels for demonstration created by professional game designer. You can change current levels, and create more than 100 via EDITOR. It's very EASY :) Press the PLAY button for testing.



## How to edit map

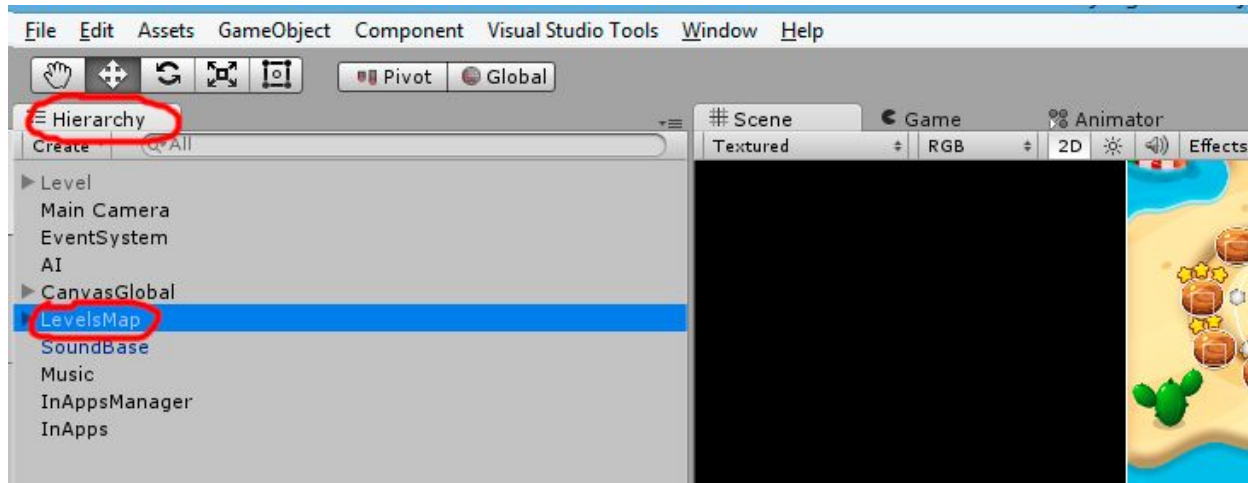
1. Open game scene



2. Select Scene view



3. Double click on LevelsMap object in Hierarchy to see it in center.

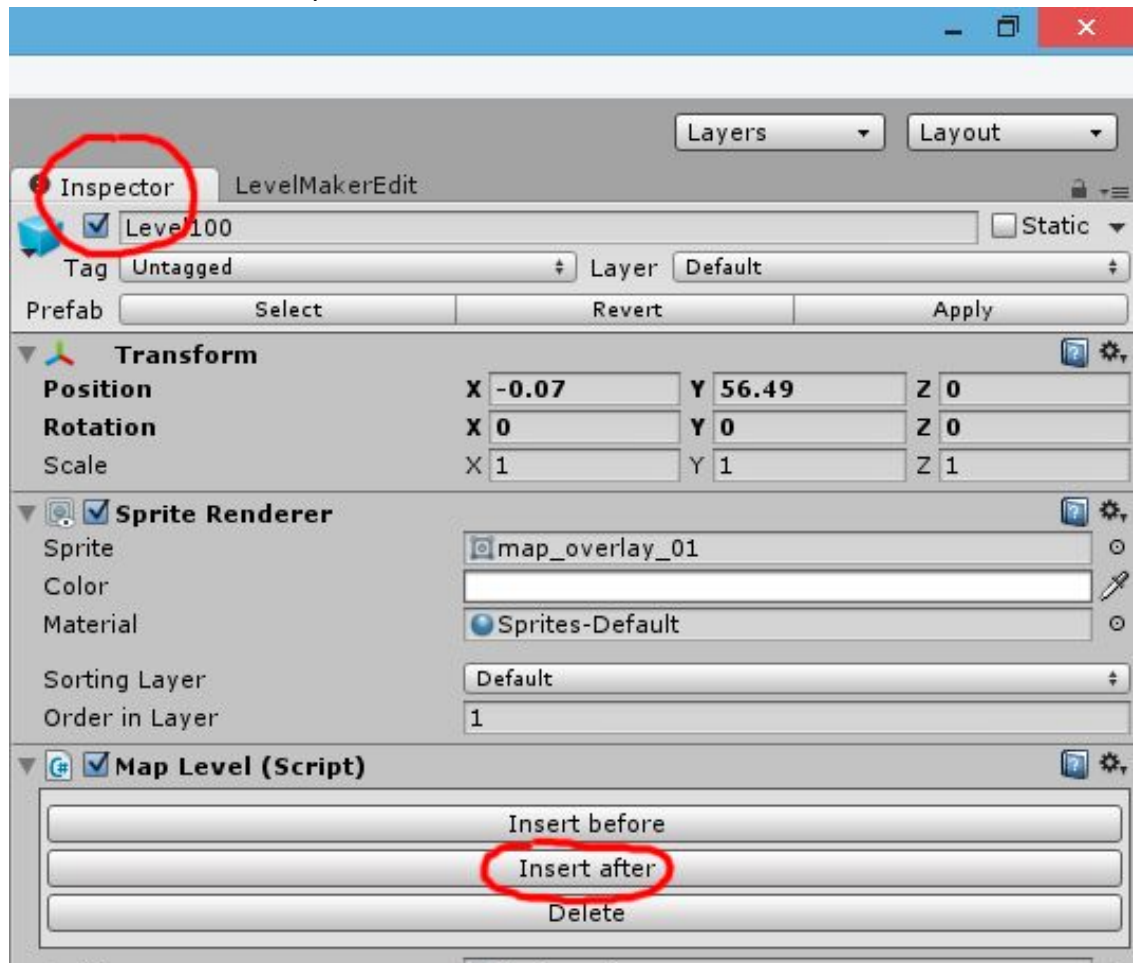


4. Select level icon you need on the map



5. Drag it where you need.
6. If you need to **add new level** select the last icon on map. Now it is 100<sup>th</sup> level

- Click “Insert after” in inspector window



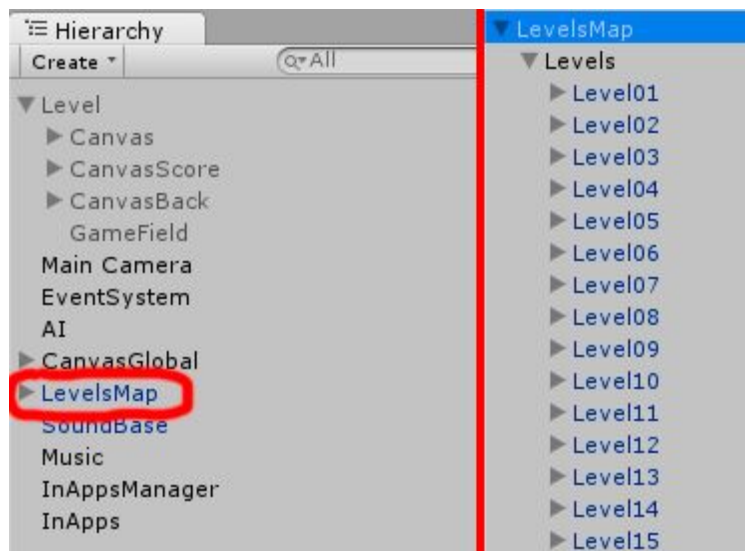
- Drag it where you need.
- Also you have “delete” and “insert before” buttons there

**Remember:** If you want to create new levels (**more than 100levels**), you need to create new levels in LevelMakerEditor and then to create the new object on map.

10. How to edit **Player Icon** position:

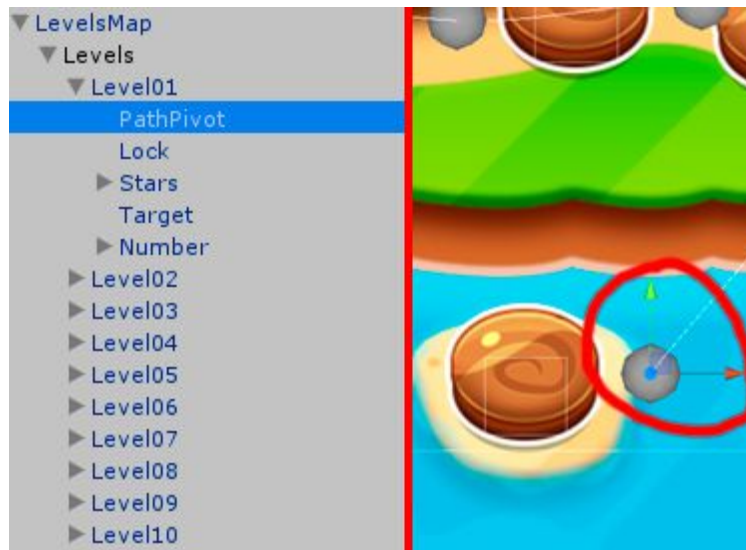


The grey points in map editor is Player Icon position. You can change it, just look in **Hierarchy** and select Levels map, expand it:



After this, expand any "level...", you see the "PathPivot". It is position for player icon.

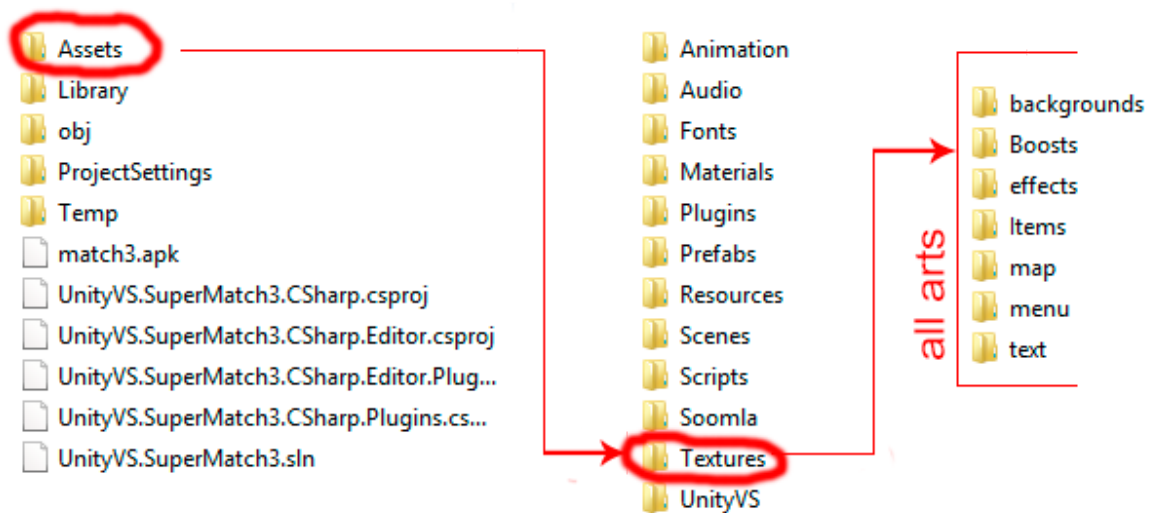




Just drag it in necessary place.

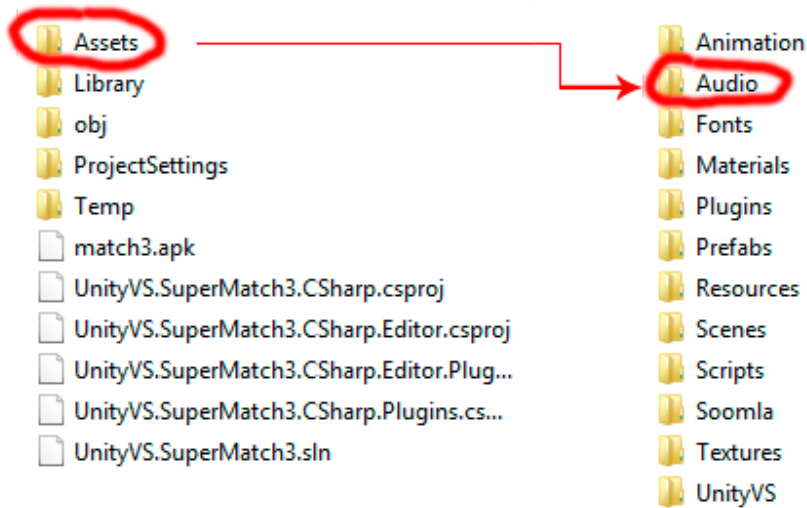
## How to Reskin

1 - Almost all graphics located in the folder **Assets/Textures**. You need just **replace** your arts in this folders, keep the same name and size in PNG format:



## Audio

Audio files located in the folder **Assets / Audio**. You need just **replace** your music and sounds in this folder, keep the same name in **MP3** format:

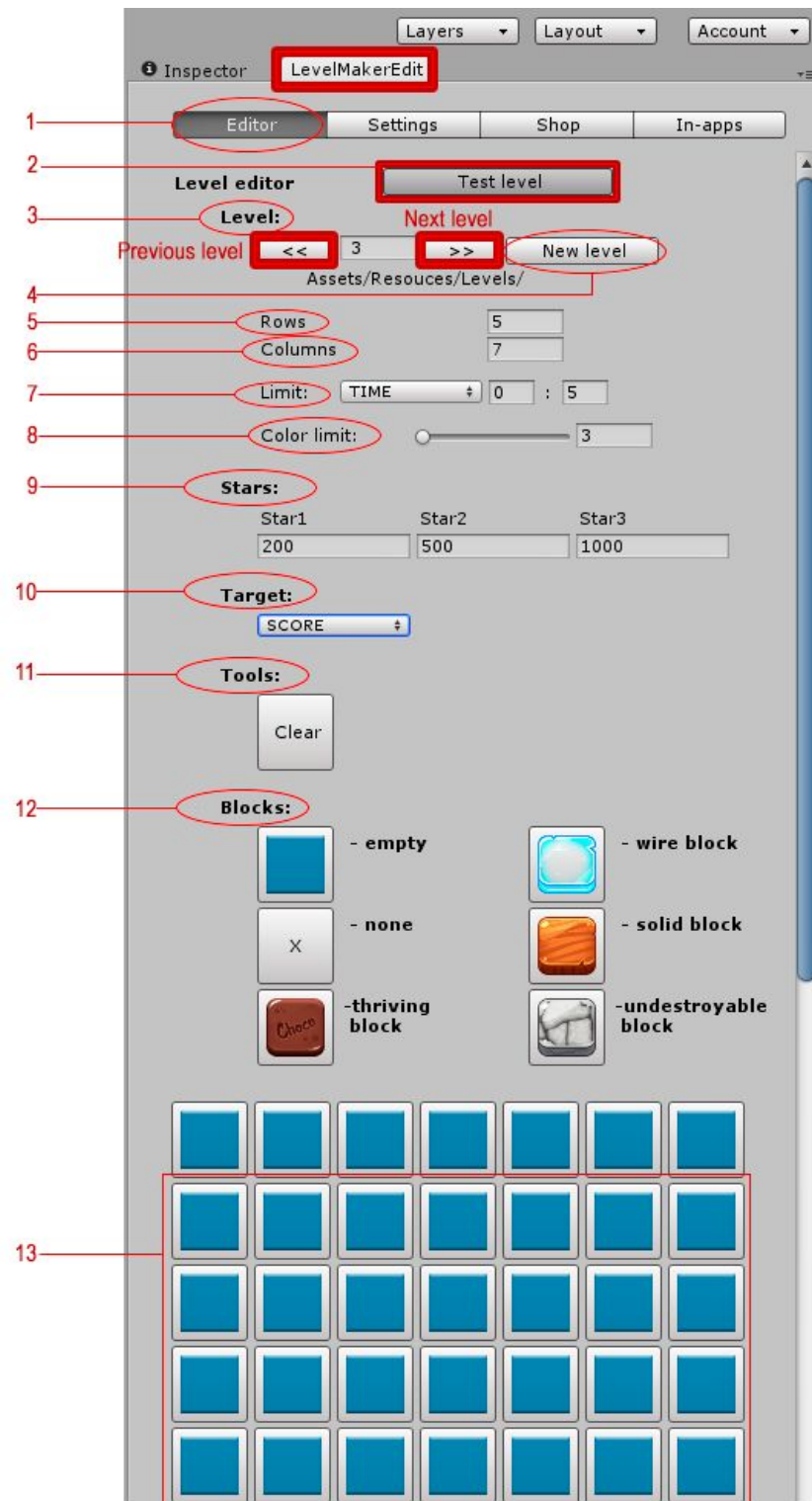




## Level Maker Editor

Use Level Maker Editor for create your unique level design.

**ATTENTION!** Please, use **scene** ---> Assets / Scenes / **gamewhen** when you creating and editing your levels!



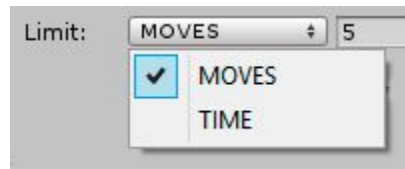
1. **Editor** section - here you can create your levels.

2. **Levels** - enter number of level for creating or editing.

To switch between the levels, use the buttons "Previous level" or "Next level" or enter a number of levels by hand.

**ATTENTION!** *You don't need to worry about saving data. All actions are automatically saved!*

3. **Test level** - Use this button after creating a level if you want to test.
4. **New level** - to create a new level press the "New level" button. The level is automatically created. You just need to create a level design.
5. **Rows** - number of the rows on game field. **Maximum 11.**
6. **Columns** - number of the columns on game field. **Maximum 9.**
7. **Limit** - you need choose the gameplay for your level. The Engine included two type of game play - **Moves** or **Time**. The drop-down menu select the type of gameplay:



\*If you choose **MOVES**, you need to enter a limit on the number of **moves** for this level



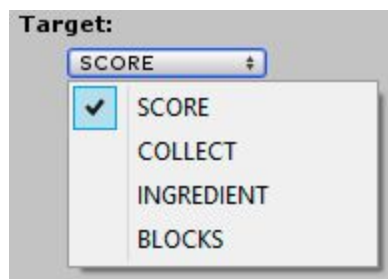
\*If you choose **TIME**, you need to enter a limit on the number of **minutes and seconds** for this level



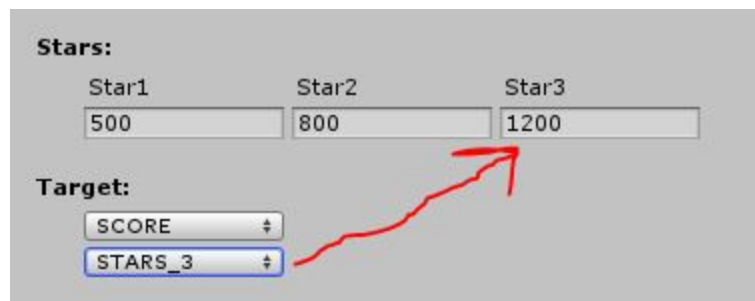
8. **Color limit** - number of color on current level (minimum 3 - maximum 6)
9. **Stars** - number of scores for each stars (Star1 - minimum scores for win)



10. **Target** - you need to choose the target for your level.



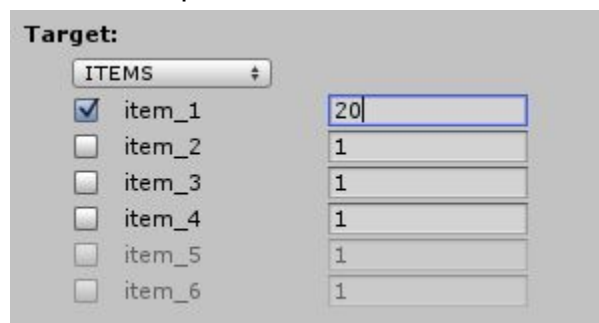
**\*SCORE** - get necessary number of scores and get the stars. Choose a 1-2-3 star to set the final goal. This means that the player needs to get this number of stars to complete the level.



**\*ITEMS** - necessary number of items.

**Items** is game objects like fruits

You need to choose the two different game items (fruits) for collecting, and enter the required number of each item.



**\*COLLECT**- necessary number of ingredients to complete level.

**Ingredients** is game objects like sprouts .

You need to choose the one or two ingredients for collecting, and enter the required number of each item.

**Target:**

COLLECT

Edit

☒ Ingredient1 2

☒ Ingredient2 2

You can edit it or add more. Just press EDIT button and press ADD.

CollectItemsWi

**Collect Items Settings**

Name	Sprite
Ingredient1	ingredient_01
Ingredient2	ingredient_02



Add Delete

Choose a sprite for new item or delete it.

Ingredient3

None (Sprite)

Add Delete

**\*BLOCKS**  or  - when you choose this target, additional block are available. This block is target. Player need to destroy all of this blocks for win.

**ATTENTION!** *Double-clicking creates a double layer of this block when you creating or editing your level. Click 2 times to place it.*



**Empty** - use for clearing space.

**None** - use for cut a slot.

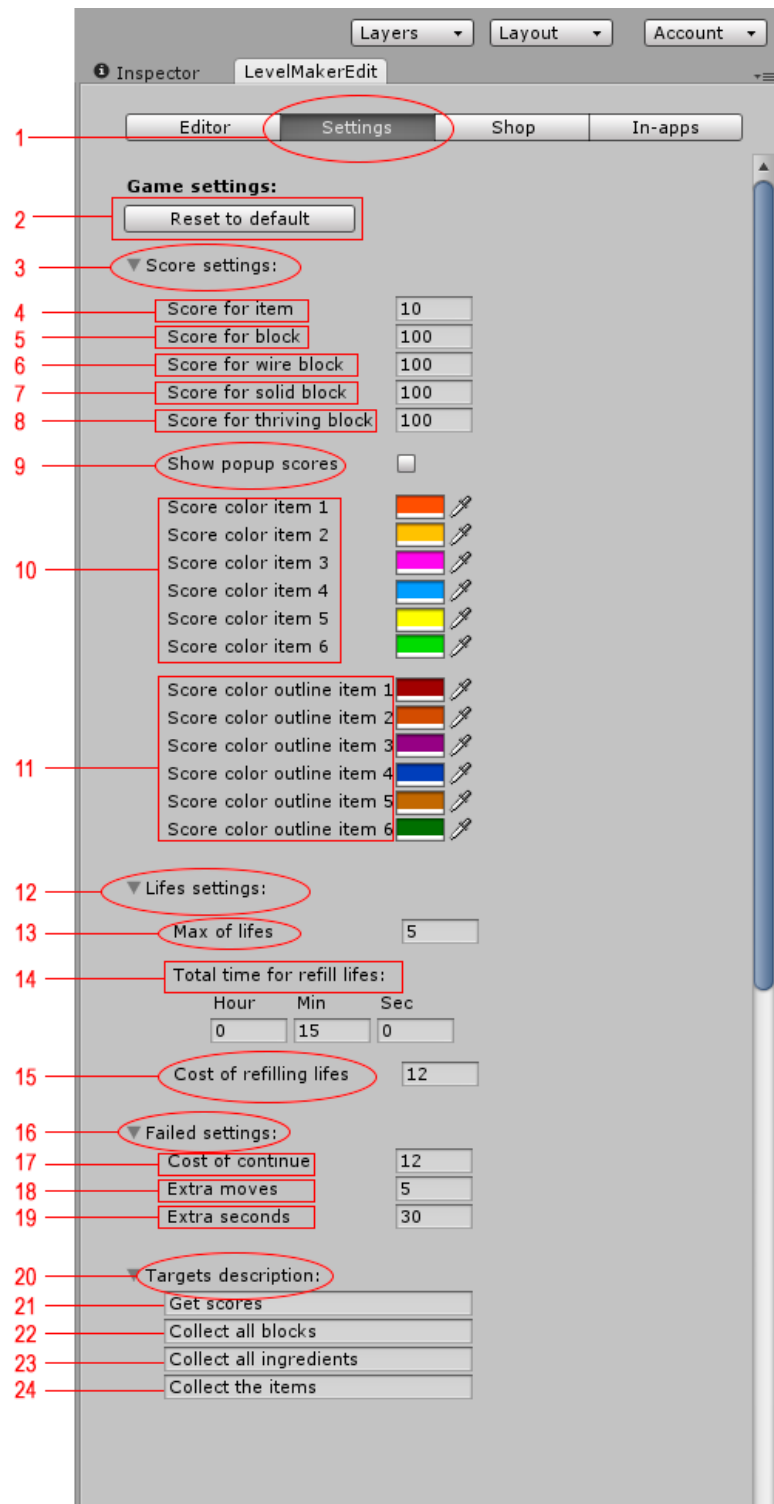
11. **Tools** - Press button "Clear" to reset your settings.

12. **Blocks** - it is obstacles. Click on icon any block and click on game field.

13. **Game field** - place for actions in game. You need click on wisher block then click on game field, and block appear in a specified place.

## Settings

**ATTENTION!** Please, use **scene** ---> Assets / Scenes / **game.unity** when setting up the game!



1. **Settings** - you can setting up your project here;



2. **Reset to default** - reset all your setting;
3. **Score settings** - all settings about score;
4. **Score for ITEMS** - you can change a score for destroying game ITEMS;
5. **Score for BLOCK** - you can change a score for destroying game obstacles -

**BLOCK / DOUBLE BLOCK**  and 

6. **Score for WIRE BLOCK**- you can change a score for destroying game obstacles

- **WIRE BLOCK** 

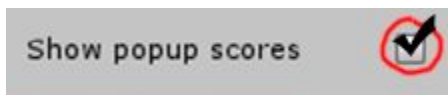
7. **Score for SOLID BLOCK**- you can change a score for destroying game

obstacles - **SOLID BLOCK**  

8. **Score for THRIVING BLOCK** - you can change a score for destroying game

obstacles - **THRIVING BLOCK** 

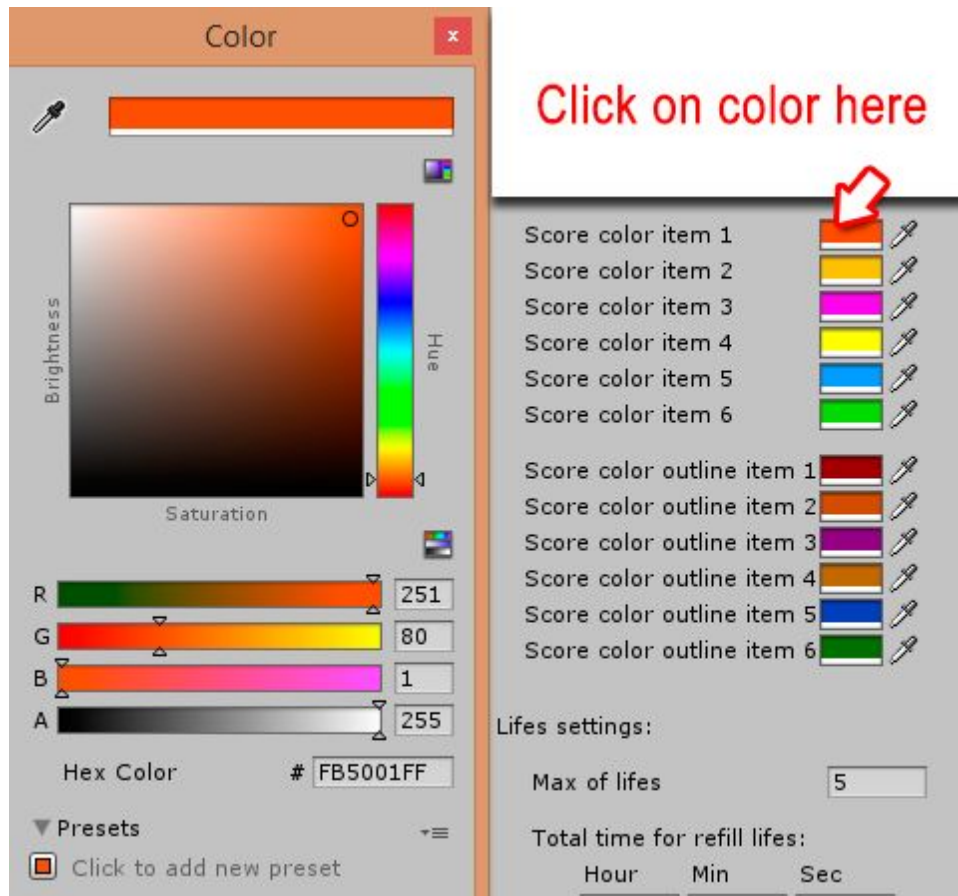
9. **Show POPUP score** - if you want to show popup score, you need check it



**Popup score:**



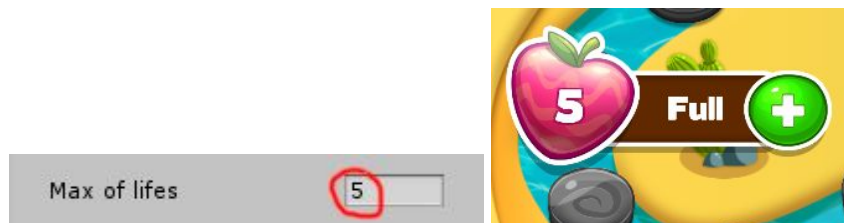
10. **Score color item**- you can change the color for each score of the items. You need just to click on color field and select a new color in the window "Color" like on Screenshot:



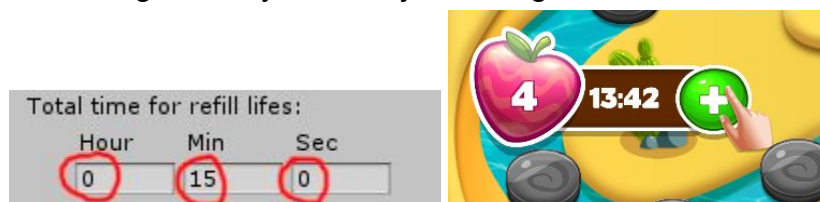
11. **Score color outline item**- the same like "Score color item"

12. **Life settings** - all settings of life.

13. **Max of life** - maximum number of life. Five lives by default. But you can change it like you wish, just change this number:



14. **Total timer to refill lives** - timer for refill one life. 15 minutes by default. But you can change it like you wish, just change this number:

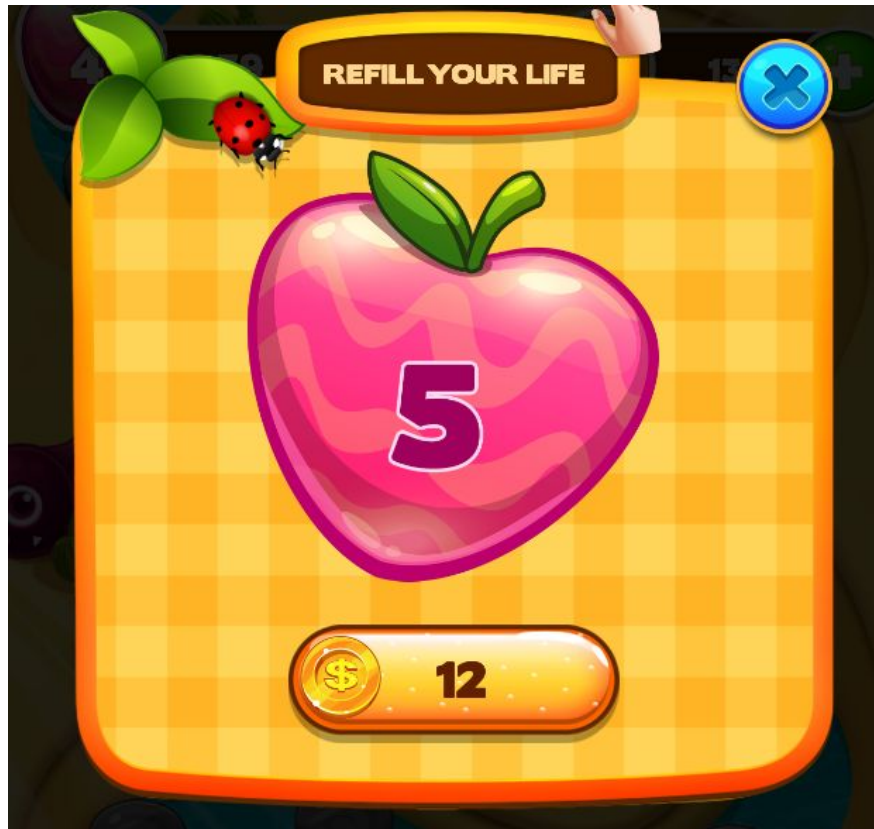


15. **Cost of refilling lives** - cost for refill is 12 gems by default, but you can change it. Just change this numbers:



Cost of refilling lives

12



## Shop settings

In **Shop Setting** you can set the price for gems and boosters.

Inspector LevelMakerEdit

Layers Layout Account

Editor Settings **Shop** In-apps

**Shop settings:**

Reset to default

Gems shop settings:

Gems count	Price \$
10	0.99
50	4.99
100	9.99
150	14.99

Boosts shop settings:

Description: Gives you the 5 extra moves

Count	Price(gem)
3	5
5	6
10	11

Description: Place this special item in game

Count	Price(gem)
3	5
5	6
10	11

Description: Place this special item in game

Count	Price(gem)
3	5
5	6
10	11

Description: Gives you the 30 extra seconds

Count	Price(gem)
3	5
5	6
10	11

Description: Destroy the item

Count	Price(gem)
3	5
5	6
10	11

Description: Place this special item in game

Count	Price(gem)
3	5
5	6
10	11

Description: Switch to item that don't match

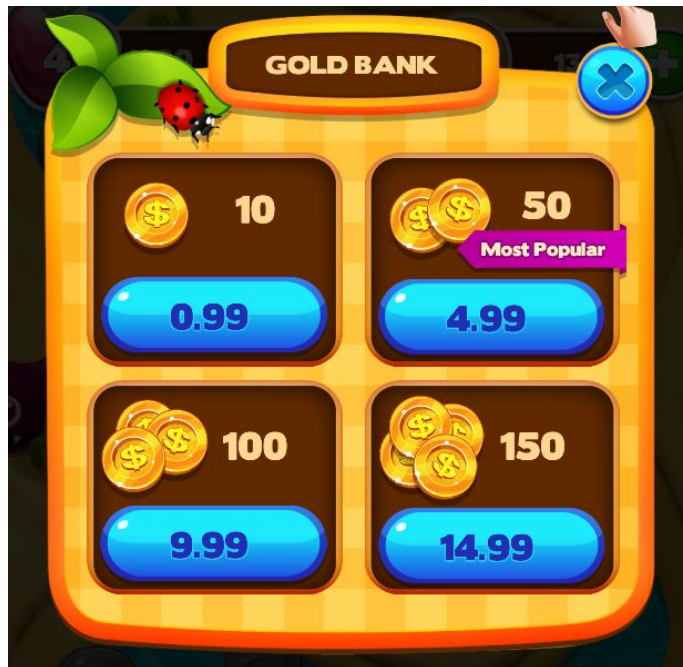
Count	Price(gem)
3	5
5	6
10	11

Description: Replace the near items color

Count	Price(gem)
3	5
5	6
10	11

the same like 8

1. **Shop** - here you can change the price for gems (in dollars) and boosters (in gems).
2. **Reset to default** - reset button
3. **Gems shop settings** - count and price for gems (in dollars) for each stack.



4. **Gems count** - here you can change number of gems and price for this.
5. **Booster shop settings** - settings for buying each boosters in game.



6. **Description** - change it if you need for each boost



7. **Count** of boosters for each stack



8. **Price** (how much gems need for purchase each stack of boost)



## In-apps

Watch android in-apps guide [here](#).

## ADS

Advertisement and IAPs allow you to monetize your game.

Player should watch video ads if he don't want to buy gems or any other IAPs.

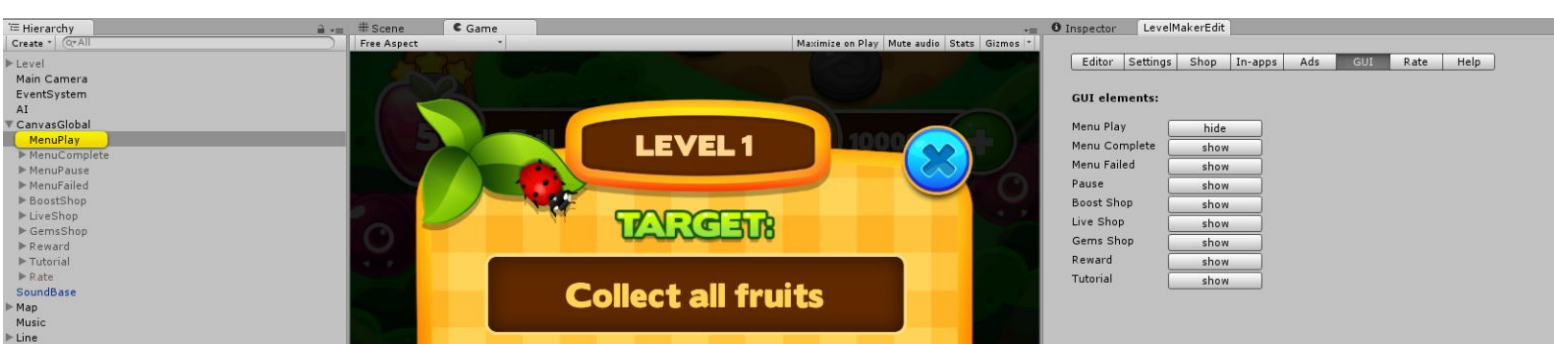
[How to setup Unity Ads](#)

[How to setup Google Mobile Ads \(admob\)](#)

[How to setup Chartboost](#)

## GUI editor

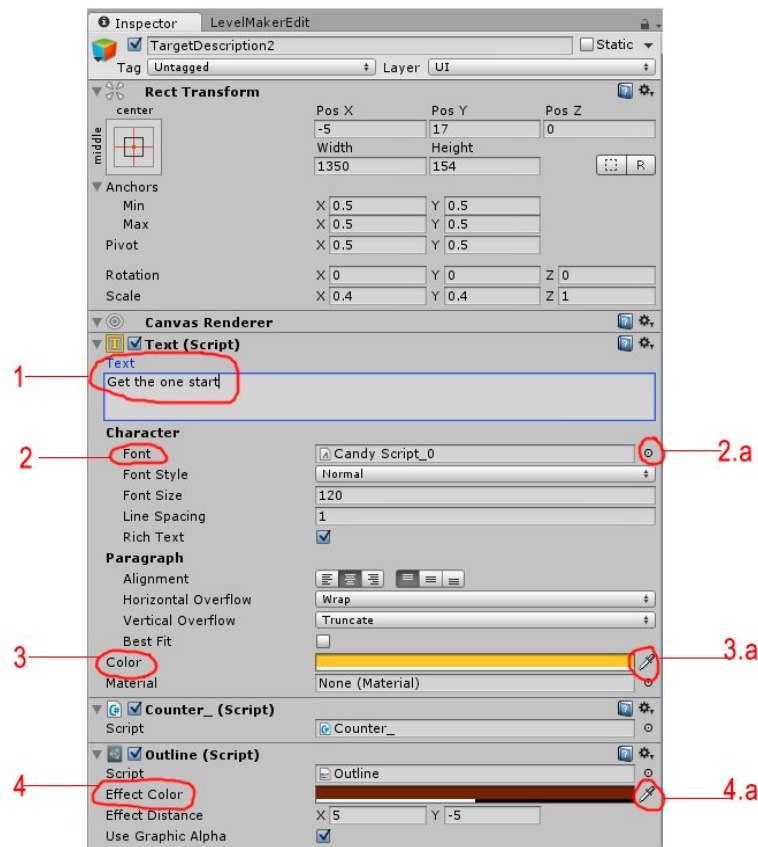
Use it for comfortable searching and changing the GUI dialogs. Here you can move any objects. Also for editing fonts and texts.



- Open GUI Editor
- Click "show" opposite of necessary game menu.
- Look on Hierarchy, you will see that this game object was selected.
- Expand this game object
- Choose what you want to change.

## How to change the fonts:

If you want to add new font, you need **put your font in folder Fonts** (go to JellyGarden / Fonts).



1. Write your text;
2. Font sections. Click **2.a** and choose your font in drop-down menu.
3. Color section. Click **3.a** for choosing the main color.
4. Effect color - it is color of outline. Click to **4.a** for choosing the outline color.

## Facebook:

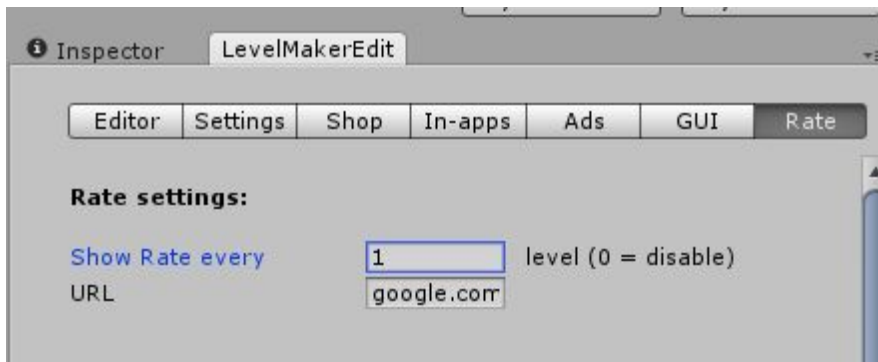
How to setup Facebook -

[https://docs.google.com/document/d/1bTNdM3VSg8qu9nWwO7o7WeywMPhVLVI8E\\_OQgMIVlw0](https://docs.google.com/document/d/1bTNdM3VSg8qu9nWwO7o7WeywMPhVLVI8E_OQgMIVlw0)

## Rate

It will shows on map after passing level.

If player click "Rate" once it will never shows again.



- Show Rate every – how often you want to show Rate dialog.
- URL – path