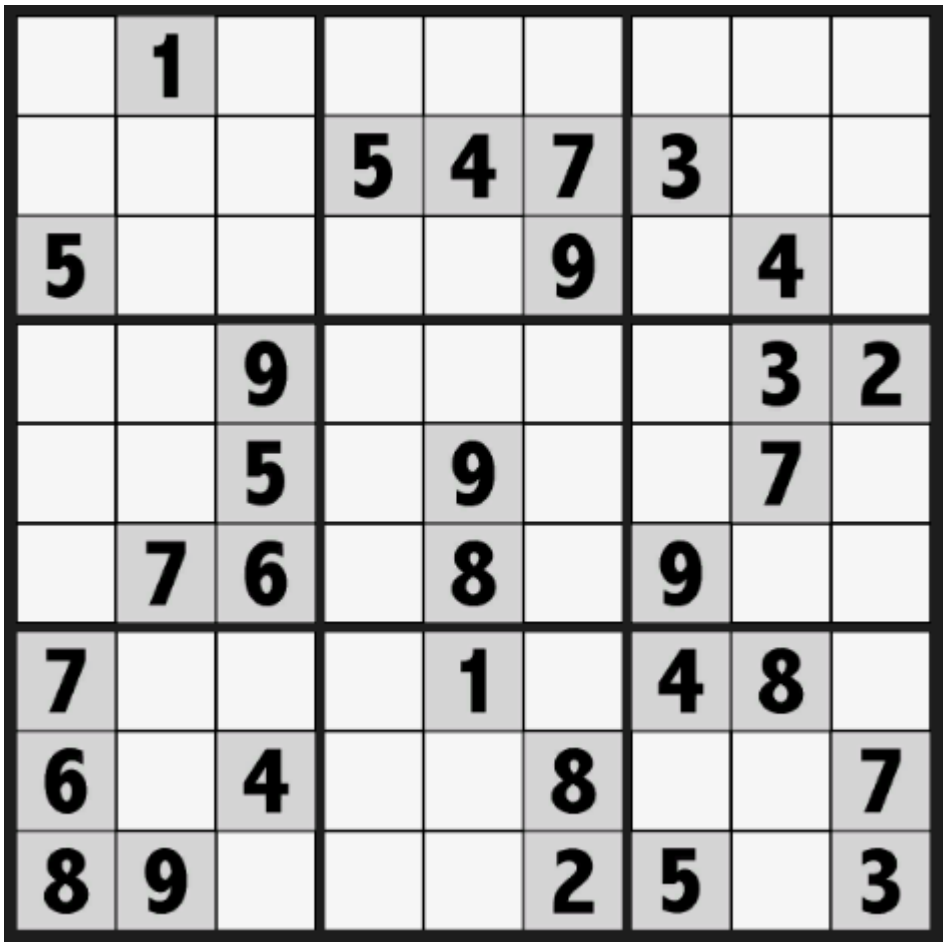
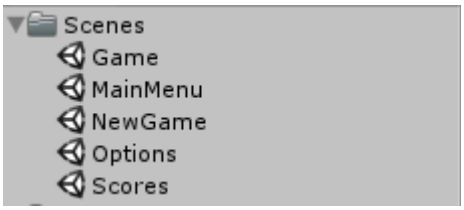
Sudoku v1.1



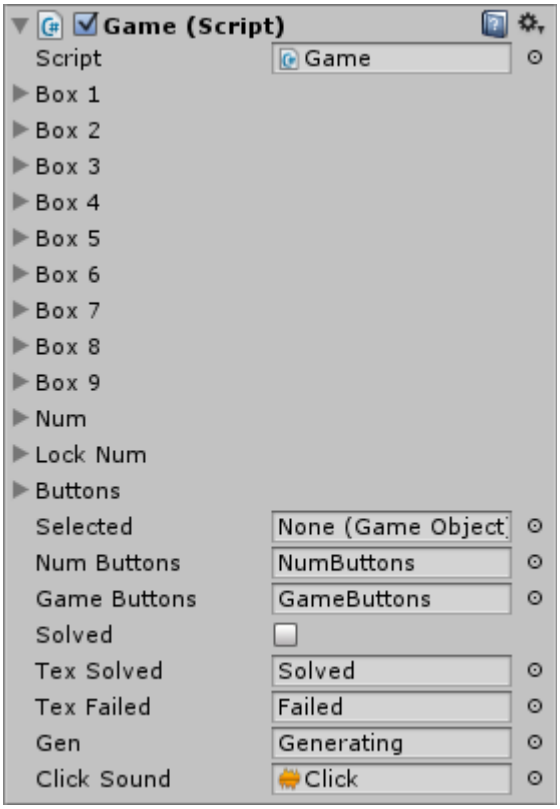
Sudoku is a old logic game with numbers created in Japan over 1000 years ago. Goal of the game is to fill 9x9 square box with numbers. There are 9 3x3 square boxes in a large box, and each 3x3 square box can hold numbers from 1 to 9 (1,2,3,4,5,6,7,8,9) without repeating one number twice. That means that all 9 boxes must contain all numbers from 1 to 9, and the whole 9x9 box must contain each number from 1 to 9 nine times (9x1, 9x2, 9x3, 9x4, 9x5, 9x6, 9x7 ,9x8, 9x9). The 9x9 box also has 9 rows and 9 columns and each row and each column can hold numbers from 1 to 9 without repeating. When all squares are filled the puzzle is solved and the play time is recorded.

There are three difficulty levels - easy, medium and hard. Each level best score is saved. Each new game is unique and different, puzzle solution is saved after puzzle generation so if you cant solve it you can see the solution by clicking on "Solve" button. If you want to clear are the numbers you entered in the box you can click on "Clear" button. Only the numbers you have entered will be erased but not the starting gray numbers. Clicking on a "New" button will generate new puzzle with the same selected difficulty level. Clicking on a "Quit" button will load main menu and if you click on "Quit" on main menu then the game will quit. Filling the squares is very easy, select empty field or a field with a number you have entered and select available number on the bottom of the screen. If you want to switch menu just click on the "X" mark next to number nine. To close the menu just select a field.

Whole game is created with 5 scenes just to make it as simple as possible. Each menu is a different scene, game scene is where game logic is.



When you load Game scene select Main Camera game object, you will see a script attached to the object called Game.



This script is where all game logic is. There are few fields you should not edit because it could corrupt the game.

- Box1 – Box9 – are used as a field containers and SHOULD NOT BE EDITED
- Num – is used as a texture array for field numbers
- Lock Num – is used as a texture array for locked field numbers, you cant replace textures in Num or Lock Num with your own number textures.
- Buttons – is a GUITexture array used for showing, enabling and disabling number buttons.
- Selected - selected field object
- Num Buttons – game object containing numbers in scene
- Game Buttons – game object containing game menu buttons in

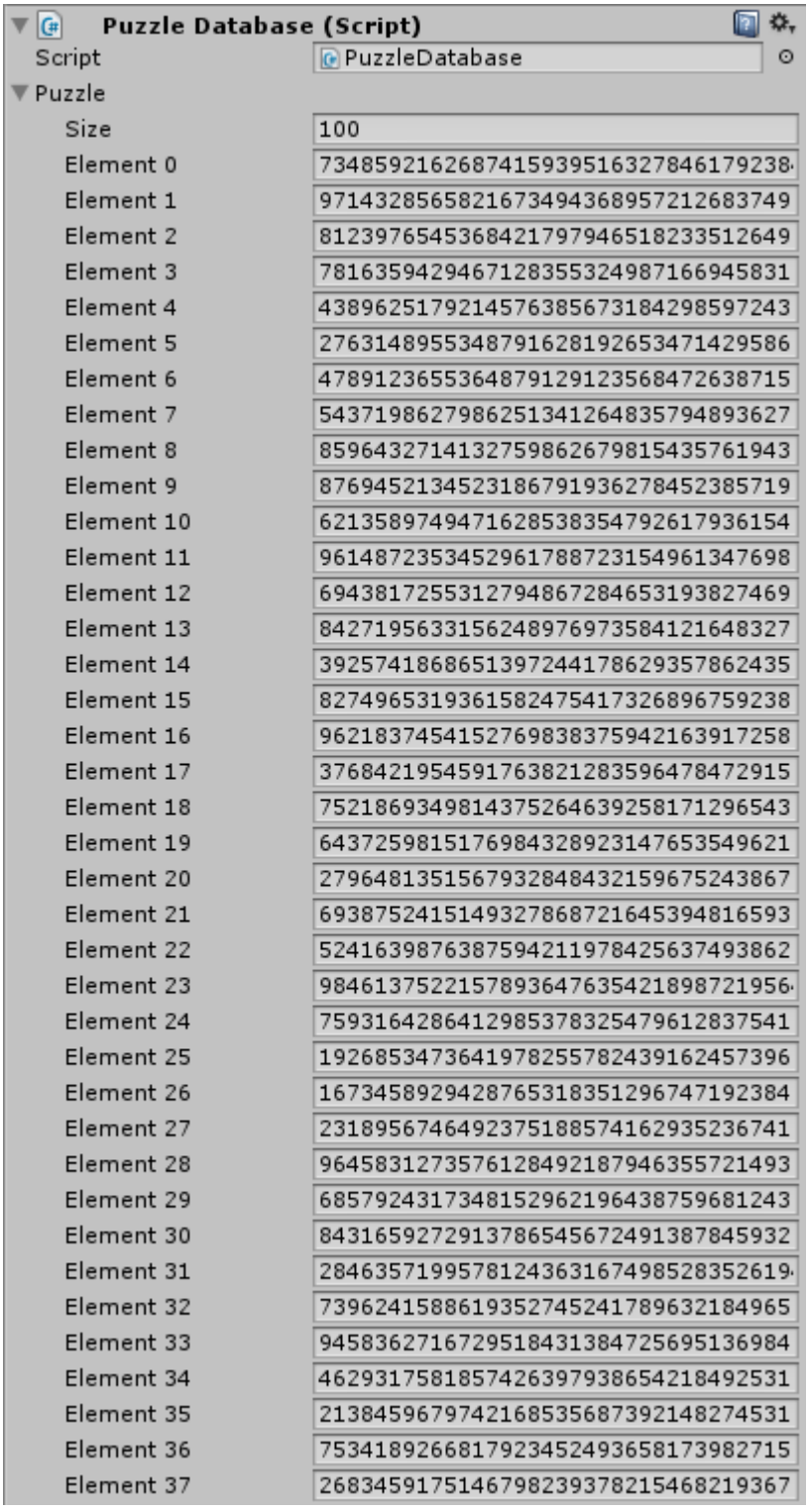
the scene

- Solved – has the puzzle been solved
- Tex Solved – GUITexture for displaying when the puzzle is solved
- Tex Failed – GUITexture for displaying when the player quits the game
- Gen – GUITexture showing when generating puzzle
- Click Sound – simple click sound

In Options menu there is an option to turn off the music but there is no music playing object in the game, so if you want one you can add it to the Game scene. To check if music is on or off just get string from PlayerPrefs.GetString("musicvolume","on");. If "on" then set audio volume of the audio source to 1.0f, if off set it to 0.0f.

UPDATE v1.1

In this update I have removed puzzle generator due to long waiting time on slower machines and mobile devices. Now there is a simple prefab in the "Game" scene called "Database". This prefab contains generated puzzles in one simple array, demo version has 100 puzzles but you can add any number of puzzles you need. To add new puzzles just go Sudoku > Prefabs folder and select Database prefab. Expand Puzzle array and change number from 100 to any number of puzzles you want to add, after you finish just save your scene and project.



If you have any questions please contact me.