

# Cross Connect - Puzzle Game Template

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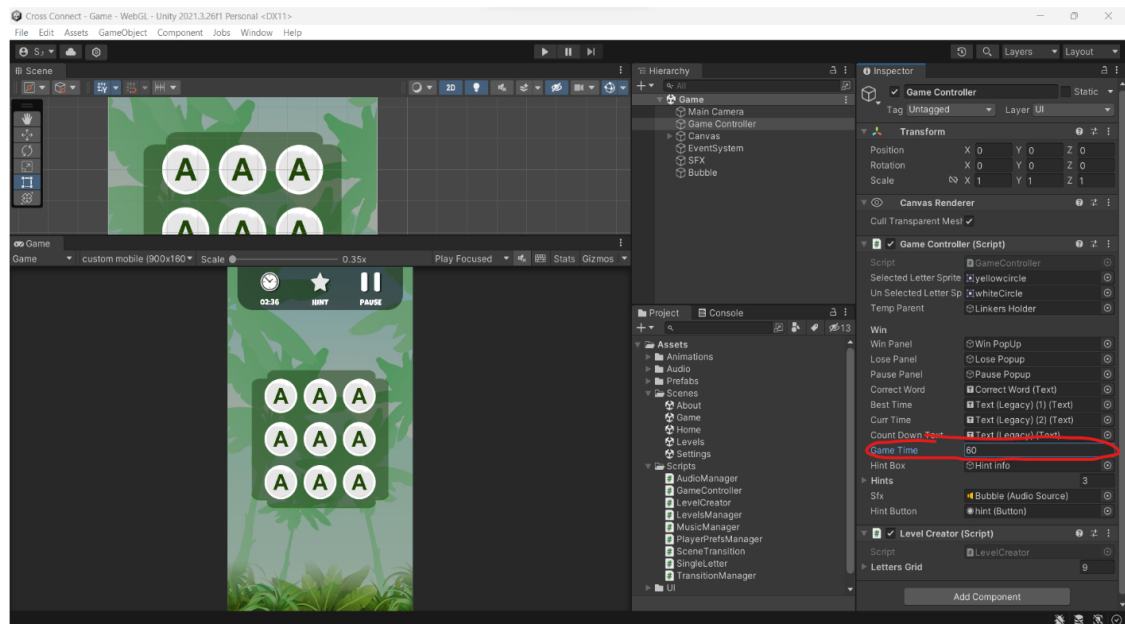
### A) How to import the package to unity?

1. Open Unity and create a new project, or open an existing project.
2. In the Unity Editor, click on the "Assets" menu at the top of the screen.
3. Select "Import Package" from the dropdown menu.
4. In the "Import Package" window, click the "Custom Package" button.
5. Navigate to the location where you saved the "cross connect.unitypackage" file and select it.
6. Click "Open" to import the package into your project.
7. Unity will display a list of assets that will be imported. You can deselect any assets that you don't want to import by unchecking their checkboxes.
8. Click "Import" to begin importing the package into your project.
9. Wait for Unity to finish importing the assets. This may take several minutes, depending on the size of the package and the speed of your computer.
10. Once the import is complete, you should see the new assets in the "Assets" folder of your project.

### B) Managing Gameplay

#### 1) Changing the Level Maximum Time

1. Navigate to the "Scenes" folder in your game project.
2. Locate and open the "Game" scene file.
3. In the scene hierarchy, find and select the "Game Controller" game object.
4. Attached to the "Game Controller" game object, you will find a script named "GameController."
5. Inside the "GameController" script, locate the "gameTime" field.
6. Update the value of the "gameTime" field to the desired duration in seconds. For example, if you want to set the maximum time to 120 seconds, enter the value "120" in the field.



### C) Managing Levels

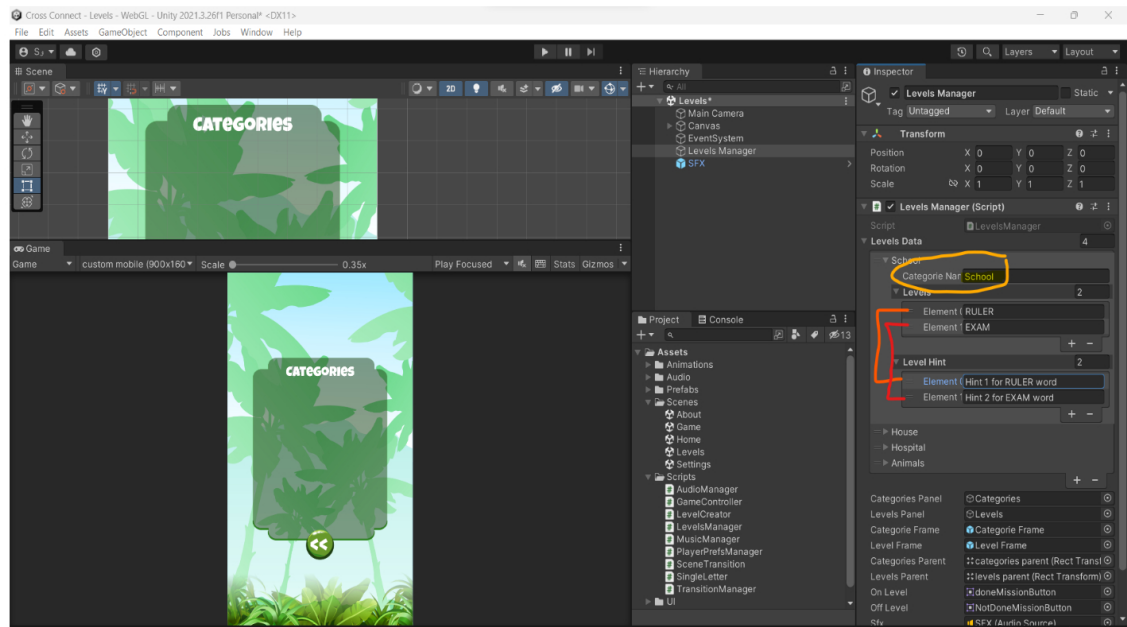
#### 1) Adding New Categories and Levels

1. Navigate to the "Levels" scene located in the "Scenes" folder.
2. Locate the "Levels Manager" game object in the hierarchy.
3. Look for the "Levels Manager" script attached to the game object.
4. Under the "Levels Data" list, you can add new categories and their respective lists of words.
5. Click the "+" button to create a new element in the list, adding a new category.
6. Fill in the "Category Name" field for the newly added element, giving it a name.
7. Within this element, you will find two other lists: one for the list of words in each level and another for the list of hints corresponding to each level.
8. Add the words and their corresponding hints for each level in the second list.
9. Make sure to add the corresponding hint at the same position in both lists for each new level added to the "Levels" list.

**Advice:**

When adding new levels, ensure that you add the corresponding hints to the "Hints" list in the same order. This will prevent any disruptions or errors since each level should have its corresponding hint at the same position in both lists.

Congratulations! You have successfully added a new category and its levels in the game. Enjoy playing "Cross Connect" with the newly added content!



Once again, thank you so much for purchasing this game. As I said at the beginning, I'd be glad to help you if you have any questions relating to this theme. No guarantees, but I'll do my best to assist. If you have a more general question relating to the themes on ThemeForest, you might consider visiting the forums and asking your question in the "Item Discussion" section.

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