Grid

Introduction:

Grid is a fun and addictive game from [MAD Entertainment](), designed for mobile devices.

Observe the pattern in the small grid and re-create the pattern in the main grid. It is easy to learn but difficult to master style game. Watch the game play video or the screenshots to learn how to play the game.

Unity Specifications:

The project consists of FOUR basic scenes.

SplashScreen: Here, a few game objects and file operations take place. You can add your company logo. This scene will be launched once per execution, so you can place your singleton logic here.

MainMenu: Provides options to play game, quit, sound on/off.

MainLevel: This is where the main action begins.

GameOver: You will be directed here when the game is over. You can choose to play again or go back to main menu from here.

Scripts:

All the scripts of the game are C# scripts. To keep the ease in understanding necessary comments are provided. All the scripts have relative names to easily understand what each script does.

Contact us anytime on our E-mail; we will get back to you ASAP with all the might in the heart to help whenever needed.

Following is the list of scripts with a little description.

- **SplashScreenScript:** This script will simply load "Main menu" scene after some seconds. You can put the code that needs to be executed only once in this script. Objects that require to be created only once can be put here. This way you can avoid creating multiple copies of the same game objects.

- **MainMenuScript:** This script holds the functions that need to be called when a particular button in main menu is pressed.

- **SaveDataScript:** This script is responsible to save and load best score in a file, so that the score can be preserved even if player quits the game.

- **ThemeChangeScript:** This Script contains RGB combinations of different colors to set a color theme for the game. You can simply add new color combinations to the game in this script.

- **MainMenuScript:** This script holds the functions that need to be called when a particular button in main menu is pressed. Every time the "Main menu" scene loads a random color theme will be set from "ThemeChangeScript".

- **TouchHandlerScript:** This script is put on all the nine tiles of the main grid. It will toggle the state of a tile object of main grid.

- **RandomiserScript:** This script will create random patterns in the small grid that a player must re-create to score point. It has procedural difficulty generation; it will get a little difficult every time to add to the challenge.

- **ScoreMgmt:** This script will manage and display the score during game play.

- **PauseGameScript**: This script contains the function to call when pause / resume button is pressed. It will change the Time.timeScale to 0 on pause and to 1 on resume.

- **ClockScript:** This script will manage countdown seconds during the game play. It will add seconds if the player makes the correct pattern. It will also be responsible to manage the difficulty and generate a new random pattern after the player makes the correct pattern.

- **GameOverScript:** This script shows the score and the best score of the player. It also contains the functions to be called for "Play" and "Main menu" buttons. If the current score is more than the best score of the player it will call the "Save" function of the "SaveDataScript" to save the new best score in the file.

Game Modes:

- **Time Mode:** In this mode the player has to score as many as he can before the time runs out.

- **Death Mode:** Same as time mode plus added challenge where the player has to tap only the right tiles. If he taps on the wrong tile the game is over.

- **Mirror Mode:** Same as time mode but here you will have to make the mirror image if what it shown the small grid.

You can create as many color combinations as you like. All you have to do is to add the RGB codes for both the colors in the "ThemeChangeScript".

Feel free to contact us if you need any help for the game setup, we will be happy to help. We would like to thank you so much for buying this package and wish you all the success with it in the app market.

Happy Gaming..!!

MAD Entertainment

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