-Instruction-

Forest Match-3 Game Asset
with Level Constructor

Contents

Description

Forest match-3 Game Asset is a powerful game template with complete of Match-3 possibilities, premade Game Screen, Level Map, Splash Screen, Pop Ups, GUI elements, Animations, icons, backgrounds in casual, forest style for your mobile/web/video game. Working on IOS, Android, Web. The package is provided with complete source code, graphics files, properly commented code and with a detailed documentation for easy getting started.

Note

For using all asset possibilities, you need to download Facebook SDK for Unity Here, admob plugin here
If you need in game shop, add in-app purchasing. For this please watch our video instruction or Unity instruction.
To work with layer styles in PSD files you need minimum Photoshop CC 2015 with Multiple Layer Styles.

FAQ

If I buy your asset, can you help me with any issue?
Sure, we try to make the best products, so we are always happy to help you understand the project. If you have any issue within our functionality, please email us.
Is it possible to customize your asset for me, change some features or add new, made new UI, theme designs, etc.?
No, sorry. At this moment we are very busy on other projects.
If I have bought your asset, can I use all images and codes in my commercial projects/game?
Yes, you can use them personally and/or commercially in your game and project.

Do you have any restrictions on the use of your assets?
The license doesn't allow resale whole asset or its parts as your asset or template.

How far I can change the template?
You can change/add/delete absolutely everything in the asset: code, graphics, music, font, etc.
Can I publish the game with your asset in the Google Play Store, App Store, etc. without getting policy issues?
Yes, the license of the Unity Asset Store allow this, but we can`t guarantee that Google Play Store or other Store will approve your game.

What Included

Graphic
Editable PSD and PNG

- Premade Game screen in PSD and PNG. 100% GUI editable, 2048 X 2732. All elements are also in PNG, ready for code.

- Premade Map screen in PSD and PNG. 100% GUI editable, 2048 X 2732. All elements are also in PNG, ready for code.

- Premade splash screen in PSD and PNG.

- 7 game Icons for match-3 in PSD and PNG.

- 28 Blockers and Boosters for game in PSD and PNG.

- 50 Icons for your own design.

- 11 Premade Pop Up (Settings, Achievements, Profile, Mission, Win, Failed, Coins Shop, Life Shop, Booster Shop, Message, Out of moves) in 100% editable PSD. All elements also in PNG, ready for code.

- 8 Premade Backgrounds for Game and 8 for Level Map Screen in PNG, 2048 X 2732.

- Premade GUI elements, including hover effects in PNG and PSD. 100% editable with different styles.
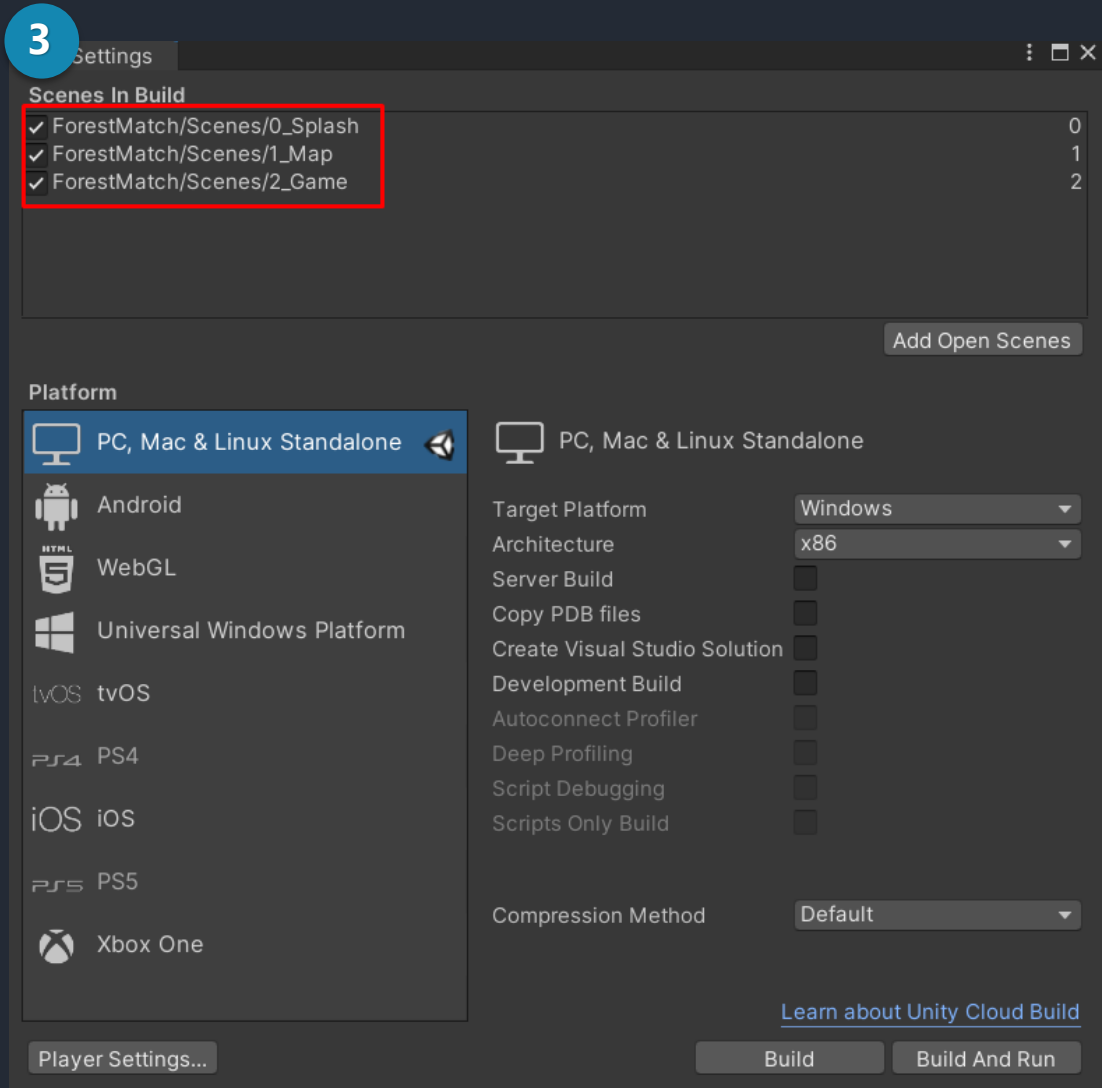
Code
Ready game

Forest Match-3 Game Asset is a powerful full game asset with complete solution of match-3 game with 100% code, 100% graphics, basic animations and sounds ready in casual, forest, wood, colorful style for your mobile/web/video game. It included premade Game Scene, Map, Splash, Pop Ups, etc. Working on IOS, Android, Web. The package is provided with complete properly commented source code, graphics files, and with a detailed documentation for easy getting started.

In the asset realized next functionality:

- *Full Match-3 game functionality;*
- *Customizable Boosters functionality;*
- *26 tested levels with different targets (you can add any numbers of levels);*
- *Easy to use Visual Level Constructor;*
- *Included Animations for every events;*

- *Included Levels Map functionality for 160 Levels;*
- *Shops (life, coins, boosters);*
- *Connect player to Facebook;*
- *In App Purchasing;*
- *Sounds (included only for testing);*

- Asset realize system of the players data saving (like coins, player level and game settings) on the device.

- Three premade Scene Match-3 Game, Level Map and Splash with ready buttons and Pop Ups functionality.

- GUI controller with Pop Ups

Font   Not Included

Berlin Sans FB Bold   Link

Creating project

3

Settings

Scenes In Build

☑ ForestMatch/Scenes/0_Splash   0
☑ ForestMatch/Scenes/1_Map   1
☑ ForestMatch/Scenes/2_Game   2

Add Open Scenes

Platform

💻 PC, Mac & Linux Standalone ◁

🤖 Android

WebGL

⊞ Universal Windows Platform

tvOS tvOS

PS4 PS4

iOS iOS

PS5 PS5

❌ Xbox One

Player Settings...

💻 PC, Mac & Linux Standalone

Target Platform   Windows ▾
Architecture   x86 ▾
Server Build   ☐
Copy PDB files   ☐
Create Visual Studio Solution   ☐
Development Build   ☐
Autoconnect Profiler   ☐
Deep Profiling   ☐
Script Debugging   ☐
Scripts Only Build   ☐

Compression Method   Default ▾

Learn about Unity Cloud Build

Build   Build And Run

1. Create new project (check unity editor version before importing asset)

2. Import matc3 asset

3. Open BuildSettings and add existing scenes (if they are missing). Close BuildSettings

4. If you need add FaceBook SDK (or make it later). For using Facebook add Scripting Define Symbol: ADDFB.

5. If you need add in-app purchasing (or make it later). For using IAP add Scripting Define Symbol: ADDIAP.

6. If you need add AdMob plugin (or make it later). For using Ads add Scripting Define Symbol: ADDGADS.

7. How to add IAP, FACEBOOK, ADMOB (see video)

8. Open scene 0_Splash, press play

9. Set resolution for best fit (1080 x1920, 2048 x 2736, or 1536 x 2048, 1440 x 2960, 945x2048)

10. How to use asset youtube video.

9

080x1920 ▾   Scale

☐ Low Resolution Aspect Ratios
☐ VSync (Game view only)

Free Aspect
16:9 Aspect
16:10 Aspect
Full HD (1920x1080)
WXGA (1366x768)
QHD (2560x1440)
4K UHD (3840x2160)

2100x1000
1920x1080
2960x1440
2732x2048
2048x2732
✓ 1080x1920
1440x2960
⊕

4   **5**   **6**

...ion

Scripting Define Symbols

ADDIAP

ADDFB

ADDGADS

➕ ➖
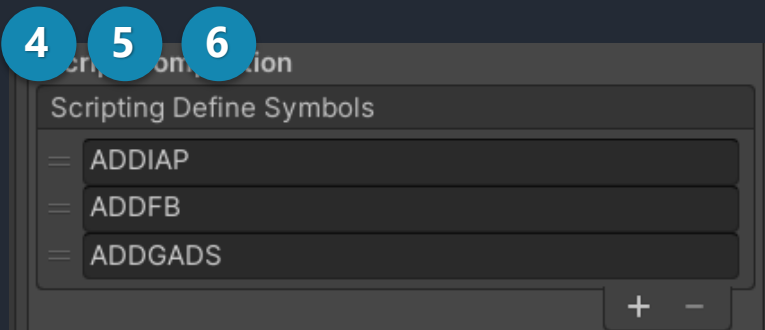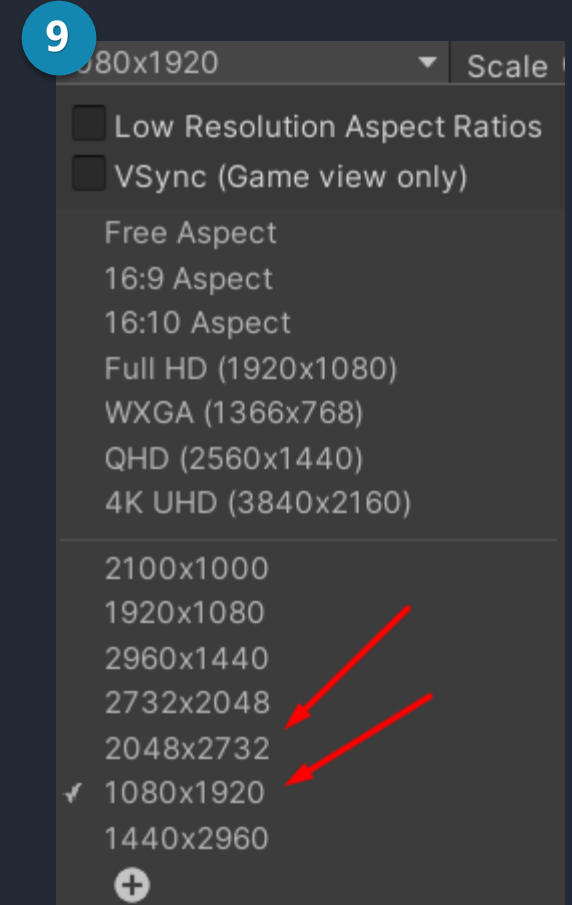
Scenes Description
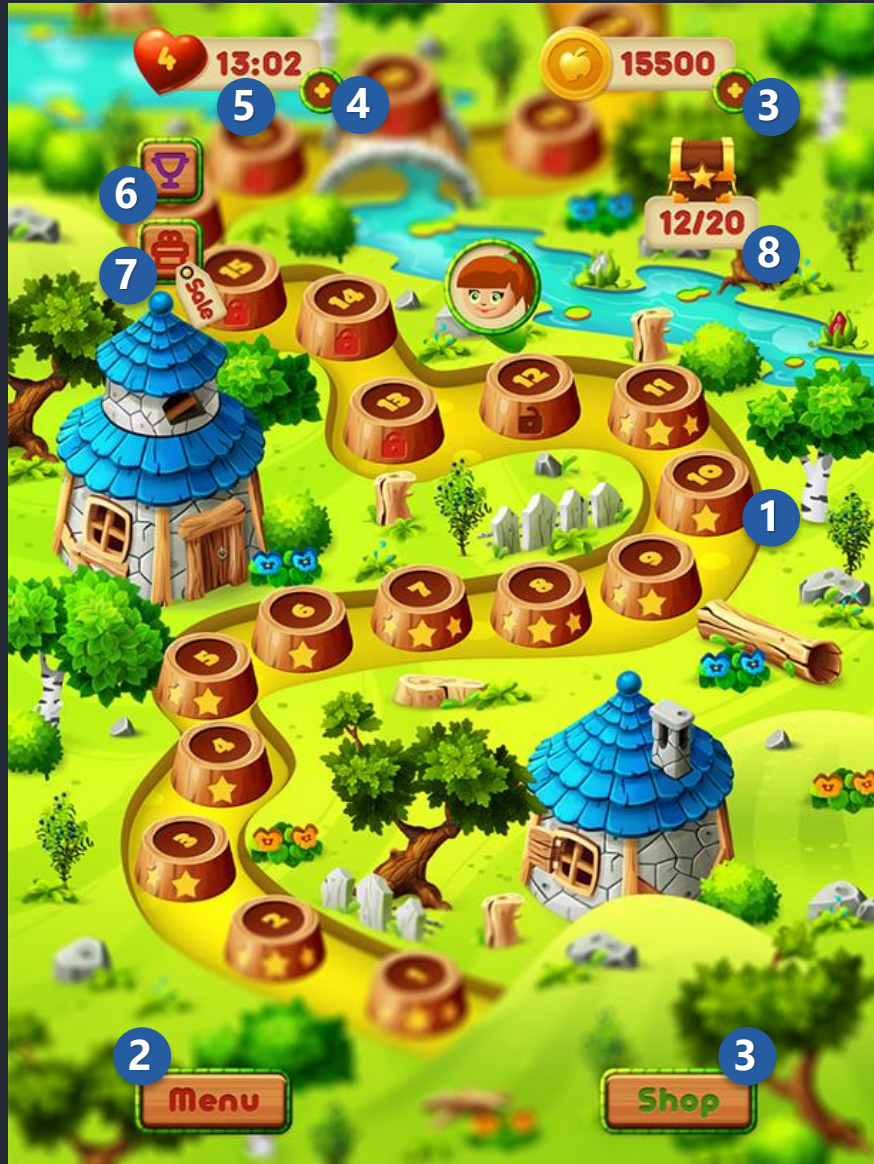
1. Scroll map with level buttons
2. Settings button
3. Coins shop button
4. Life shop button
5. Life timer
6. Leader boat Button
7. Sale Button
8. Star Chest Button

9. Score counter
10. Target counter
11. Score strip
12. Pause button
13. Boosters
14. Moves counter

Objects used in MatchSet

Type Match

Drag and drop Item

Apple

Type Match

Drag and drop Item

Honey

Type Match

Drag and drop Item

Bluebell

Type Match
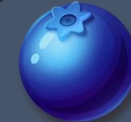
Drag and drop Item

Blueberry

Type Match

Drag and drop Item

Chanterelle

Type Match

Drag and drop Item

Drop

Type Match

Drag and drop Item

Clover
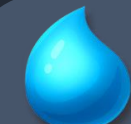
Type Protector

Lay under Items. Allow to drag Items. Can use as a level target. Has 1 stages of destruction.

Grass

Objects used in MatchSet

Type Blocked

Root

Blocks the cell. Can be destroyed. Has 3 stages of destruction. Can use as a level target.

Type Protector

Swamp

Lay under Items. Allow to drag Items. Can use as a level target. Has 1 stages of destruction.

Type Hidden

Glade

Lay under Items. Can use as a level target. Appears after collecting match object, if match group have already opened hidden object.

Type Protector

Wood

Cover the Items. Forbid to drag Items. Can use as a level target. Has 3 stages of destruction. Block match.

Type Protector

Chest

Cover the Items. Forbid to drag and move Items. Can use as a level target. Has 3 stages of destruction. Block match.

Type Falling

Acorn

Falling object. Can be collected, when it reaches the bottom cell.

Type Treasure

Coin

Treasure object. Can be collected, when not covered with protector.

Type Falling

Pine

Falling object. Can be collected, when it reaches the bottom cell.

Objects used in MatchSet

Type Protector

Honey

Cover the Items. Forbid to drag Items. Can use as a level target. Has 3 stages of destruction. Block match.

Type Protector

Ice

Cover the Items. Forbid to drag Items. Can use as a level target. Has 3 stages of destruction.

Type Protector

Leaves

Cover the Items. Forbid to drag Items. Can use as a level target. Has 2 stages of destruction. Block match.

Type Protector

Lianna

Cover the Items. Forbid to drag Items. Can use as a level target. Has 2 stages of destruction.

Type Blocked

Stone

Cover the Items. Blocks the cell.

Type Booster

Wand

Gathers all Items of the selected type from the field.

Type Booster

Hammer

Breaks and collects the Item from a cell.

Type Booster

Bomb

Explodes and collects all nearby Items around the cell with explode radius = 2.

Type Booster

Color Bomb

Attracts and collects all nearby Items same type around the cell

Type Booster

Magnet

Attracts and collects the entire horizontal row with the selected cell.
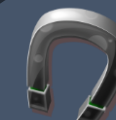
Objects used in MatchSet

Type Booster

Adds five moves.

Move Plus 5

Type Booster

Adds five seconds.

Time Plus 5

Type Booster

Shuffles the field.

Shuffle

Type Booster

Explodes and collects all nearby Items around the cell.

Explosive

Type Bombs

Occurs when match 5 or more Items cross. During the explosion, it collects a horizontal and vertical row. You can set 3 types of this bombs: static match, dynamic match and click.

Cross Bomb

Type Bombs

Occurs when match 4 or more Items horizontally.. During the explosion, it collects a vertical row. You can set 3 types of this bombs: static match, dynamic match and click

Vertical Bomb

Type Bombs

Occurs when match 4 or more Items vertically. During the explosion, it collects a horizontal row. You can set 3 types of this bombs: static match, dynamic match and click
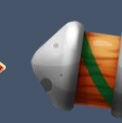
Horizontal Bomb

- Settings
- Message
- Profile
- Life Shop
- Mission
- Win
- Failed
- Booster Shop
- Achievements
- Out of moves
- Coins Shop
- Daily Bonus
- Discount
- About
- Star Chest

Level Constructor

Create new objects set for your levels

1
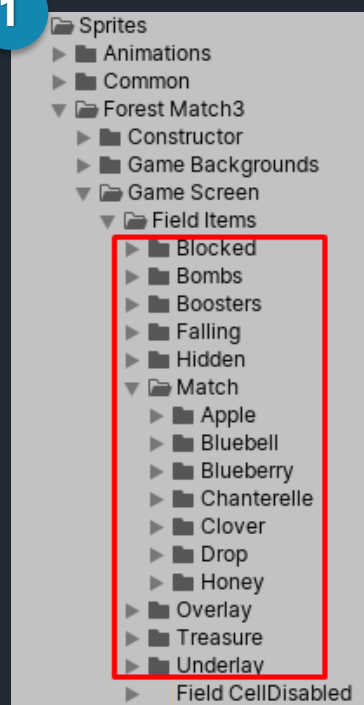
1. Copy a new images set in its own folder. Like here.

2. Select appropriate prefab in <Prefabs> folder and change object image. You can create a new object prefab and add it to the GameObjectSet_1. We use 9 types of objects: match object, overlay, underlay, booster, bomb, falling, blocked, hidden, treasure. The match object is located on the game grid. Overlay and underlay used only with main object as protection.

3. In this section (GameObjectSet_1):

   • Backgrounds – level backrounds.

   • Gridcell (odd or even) prefab – for match grid construct.

   • Gridcell disabled – sprite to highlight empty cells in edit mode.

2
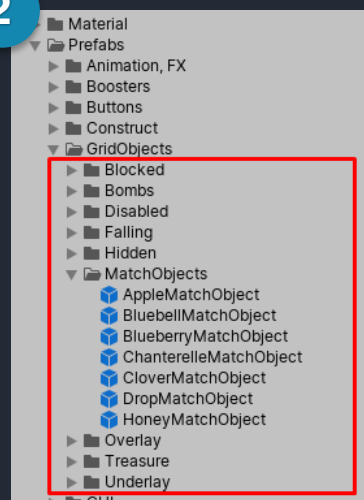
3
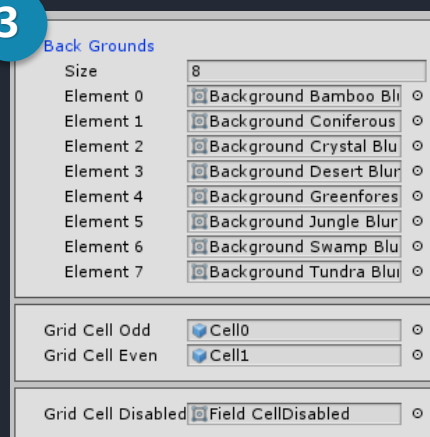
2
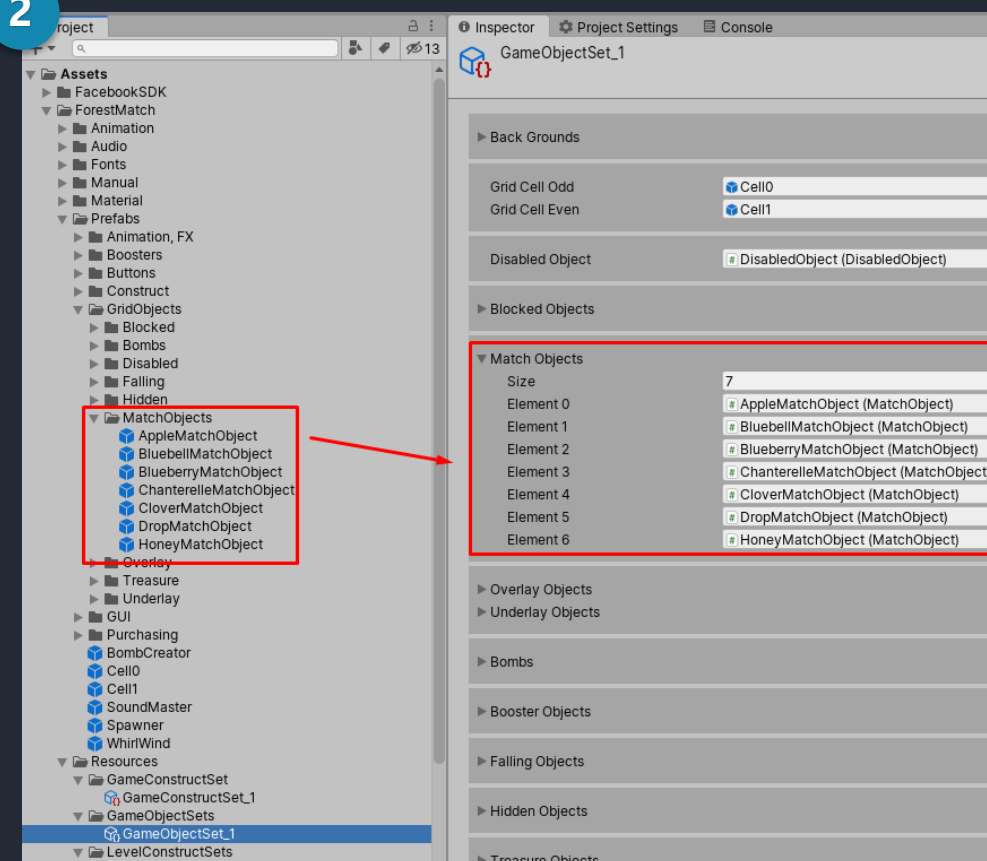
Level Constructor

Create new objects set for your levels
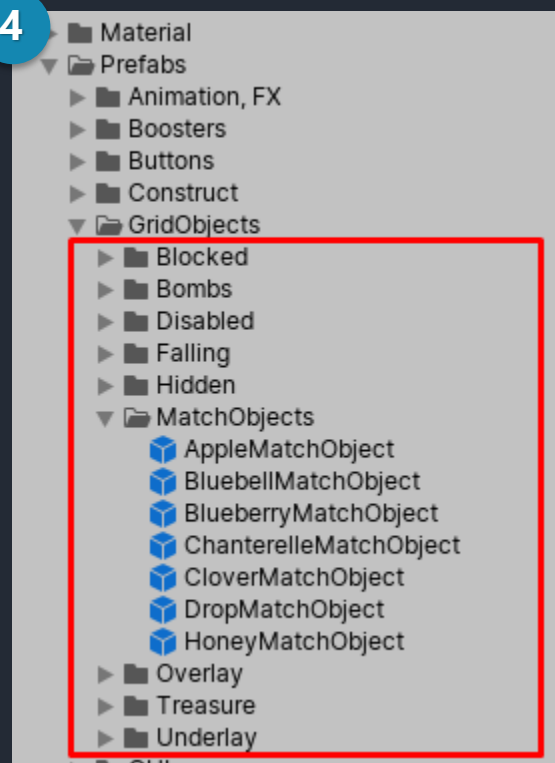
4. Paste the objects images in the appropriate fields of object prefab. If the object has additional states, paste its in the array <Protection State Images> for destroyable objects like wood, ice ... Object can has a different image for the GUI. Then you need paste a GUI images too.

For Overlay or Underlay protectors you can add Expanded component. The object will spread across the playing field.

- If the object can used as level target, then check it.
- Select block props for blocker (Only Touch, Block Match, Block Movement)
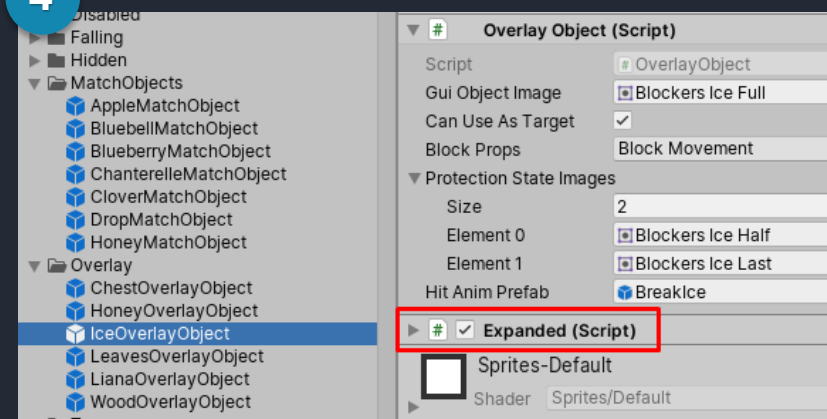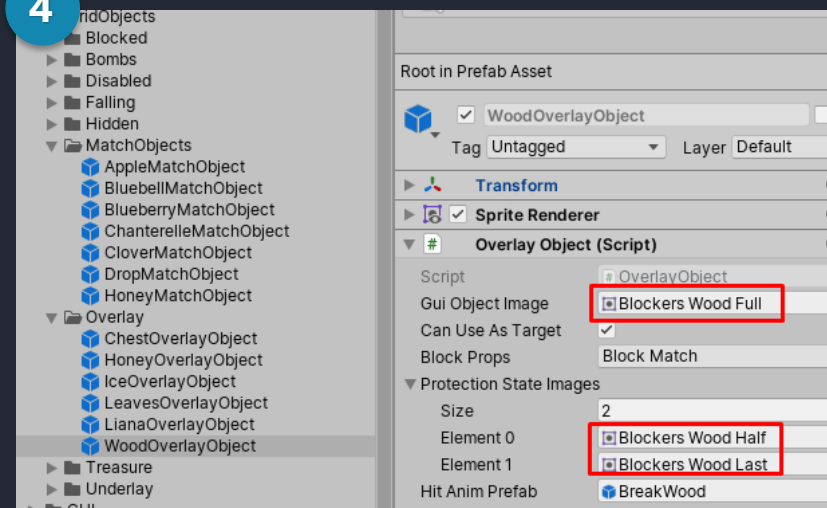
Level Constructor

Create and edit levels
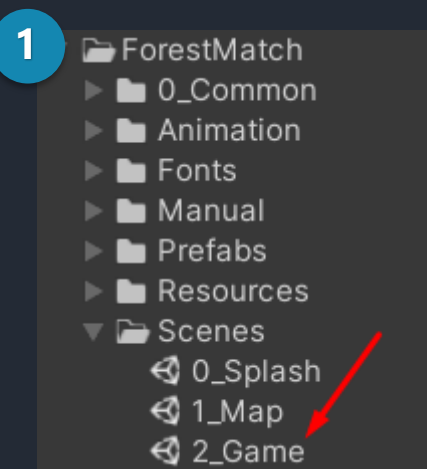
1. Load 2_Game Scene and press Play Button.

2. Set resolution for game window 2048x2732.

3. Press on the button <GoTo EDIT>.

4. Create or Edit Levels in RunTime mode.

5. In upper constructor panel you can select, create and delete levels. The selected level number and its grid are immediately display.

Level Constructor
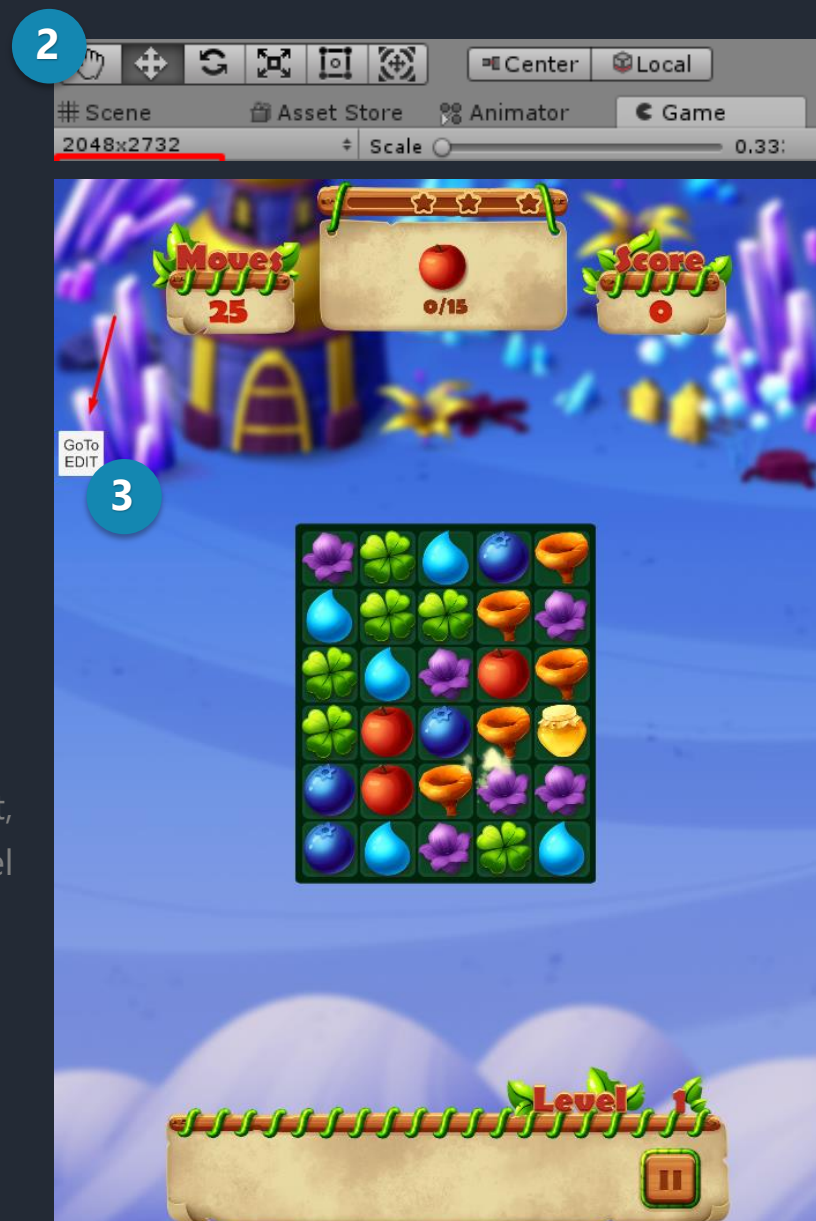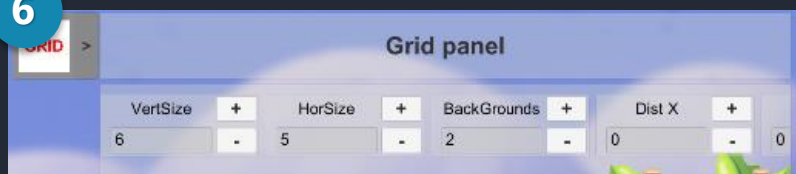
5. Brushes : disabled, blocked, falling, overlay, underlay, hidden, treasure

6. Grid settings panel.

7. Mission panel. You can set moves constrain or time constrain, targets.

8. MissionConstruct.cs with mission fields.


```
public class MissionConstruct
{
    #region serialized fields
    [SerializeField]
    private string description = "Mission";

    [SerializeField]
    private int timeConstrain = 0;

    [SerializeField]
    private int movesConstrain = 10;

    [SerializeField]
    private int scoreTarget = 0;

    [SerializeField]
    private ObjectSetCollection targets;
    #endregion serialized fields
```
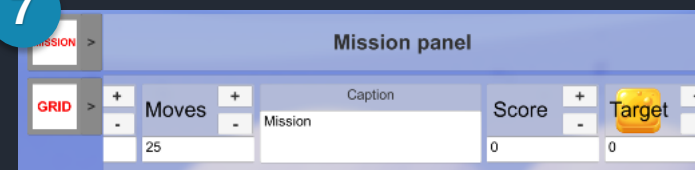
Manual Levels Edit
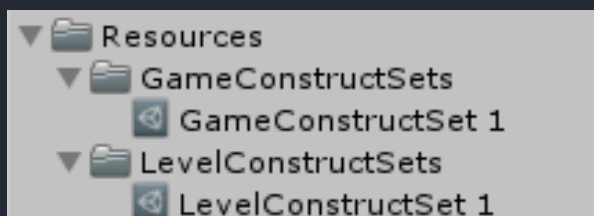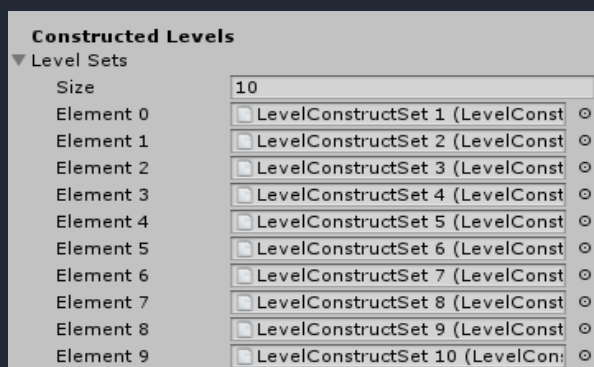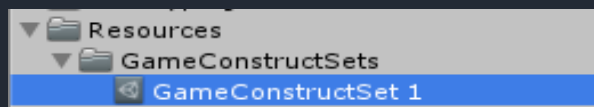
You can delete, add and adjust levels manually. The Object storing the game settings is GameConstuctSet 1.

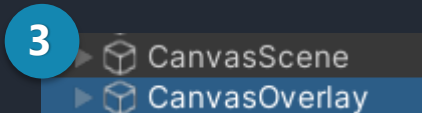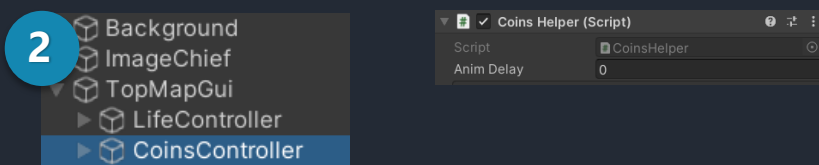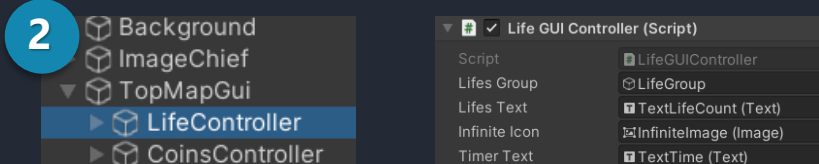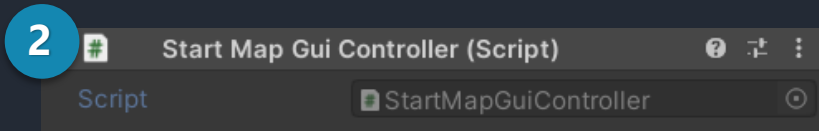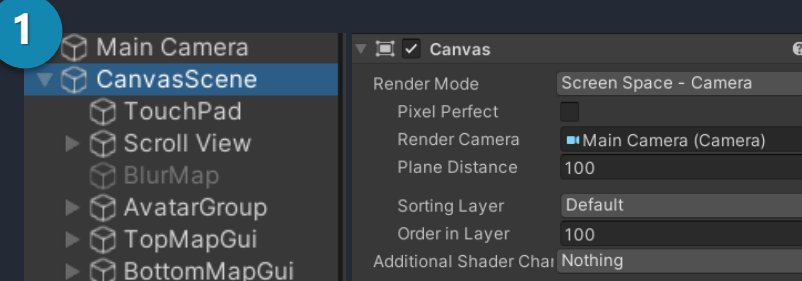GameConstuctSet 1 consists some set of levels. It can be edited as ordinary objects in Unity in the Inspector Window.

Each level has its own LevelConstructSet object. It can be edited manually also. If you need here you can set also <Used Match Objects> for level
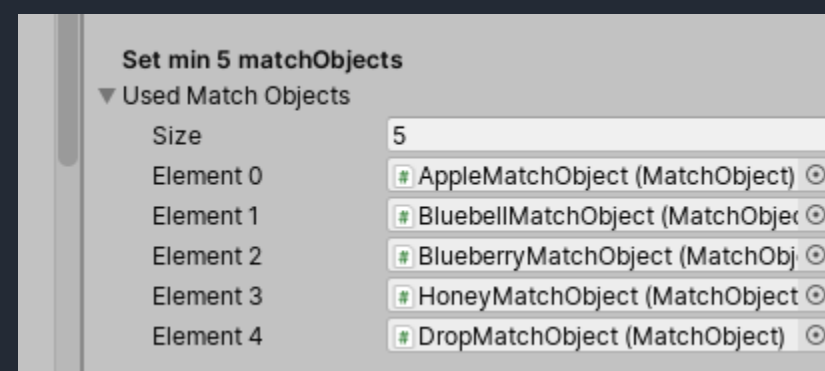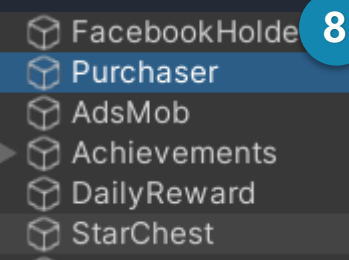

All LevelConstructSet objects are located in the Resources folder.
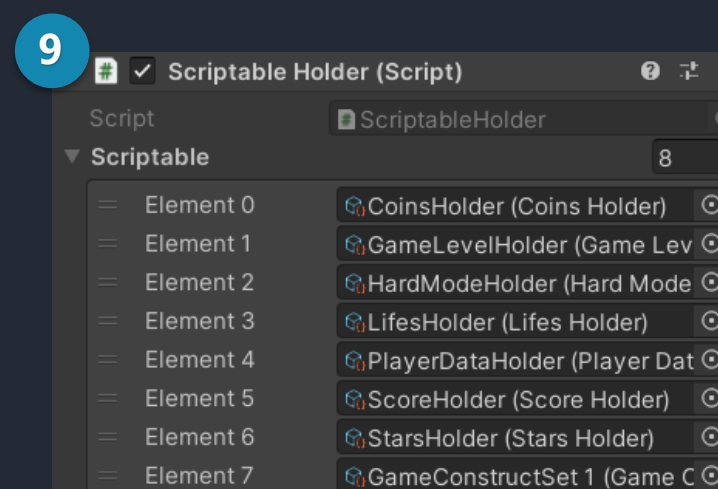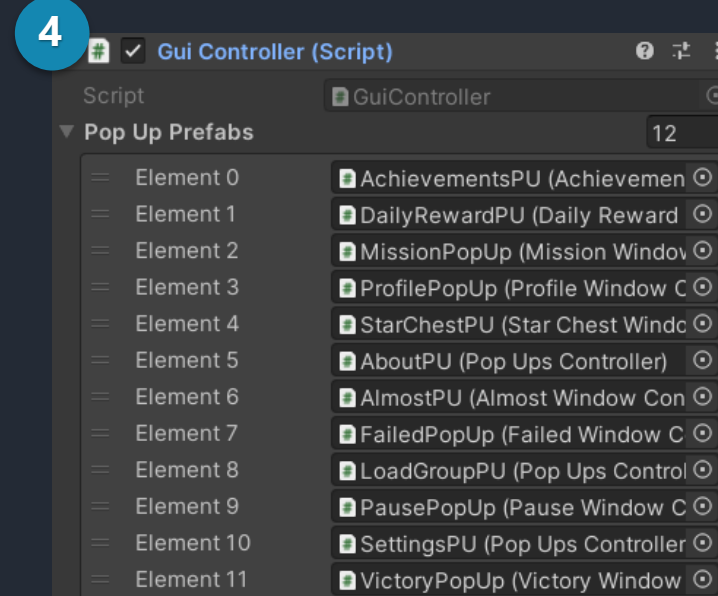
Map scene scripts and settings
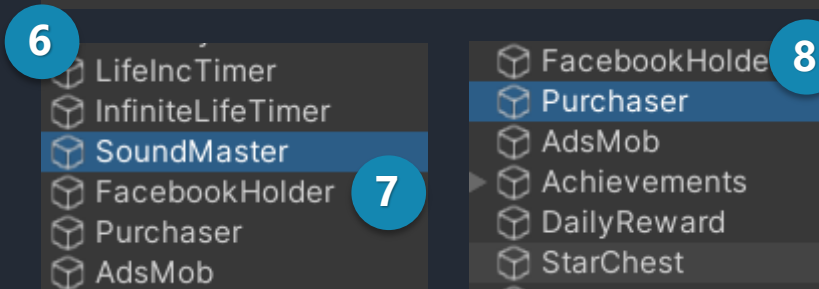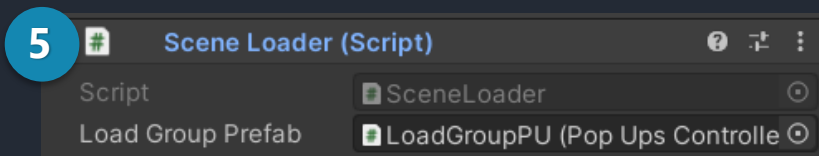
1. All object in map scene created on canvas. Canvas sort order = 100 (bottom canvas).

2. CanvasScene has attached script – StartMapGuiController.cs. Object Canvas contains LifeGUIController, CoinsHelper, StarChestGUIController, DailyRewardGUIController, AchievementsGUIController, DealSaleGUIController.

3. Overlay canvas (sort order 150) are used for instantiating pop up windows, and also contains LoadGroup object – simple pop up with scene loading progress. CanvasOverlay has 2 attached scripts:
   - MatchGuiController.cs;
   - SceneLoader.cs;

4. MatchGuiController.cs – used for all pop up window instantiating.

5. SceneLoader.cs – used for loading scenes and show loading progress image.

6. Scene object SoundMaster – object that controls game sounds.

7. Scene object FacebookHolder. FBHolder.cs contains methods for login, logout, get player info.

8. Scene objects Purchaser. Contains data for the shop pop up.

9. ScriptableHolder – contains references to scriptable holders. They are required to save player data.
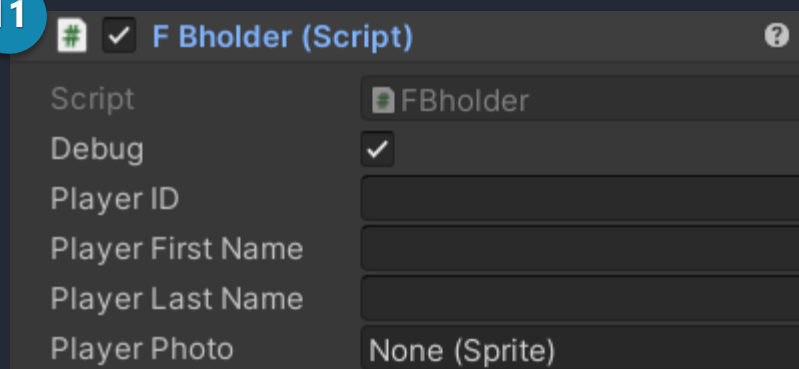
Map scene scripts and settings
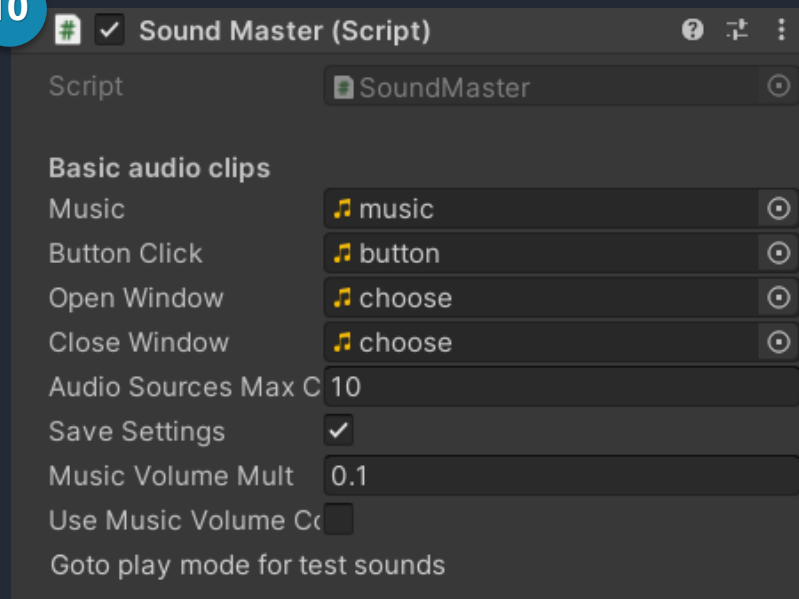
10. SoundMaster settings. Contains basic sound clips. You can add your own audio clips here. Included audio is only for demo purpose. For playing any clip call SoundMaster.Instance.Play...();

11. After login on Facebook, script is automatically fill next fields – playerID, player first name, player last name, player photo. You can access Facebook data using FBHolder.Instance.playerID FBHolder.Instance.playerFirstName, etc.

12. Store purchasing (for real money) settings. You can add your own consumables or non consumables goods here. Set unique ID for each product. Create product buy button.
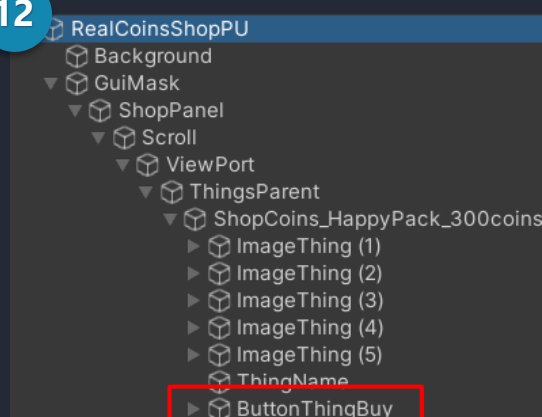
13. LifeIncTimer and InfiniteLifeTimer – life control timers.

14. AdMob, Achievements, DealSale, DailyReward, StarChest, – gameobjectst that contains appropriate controller component.
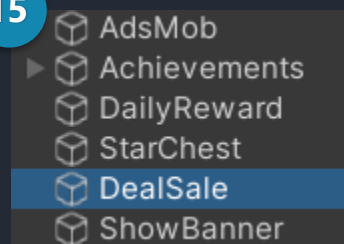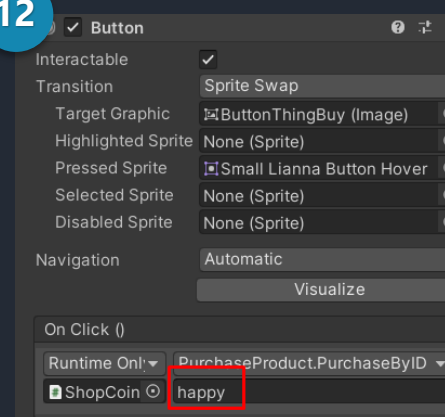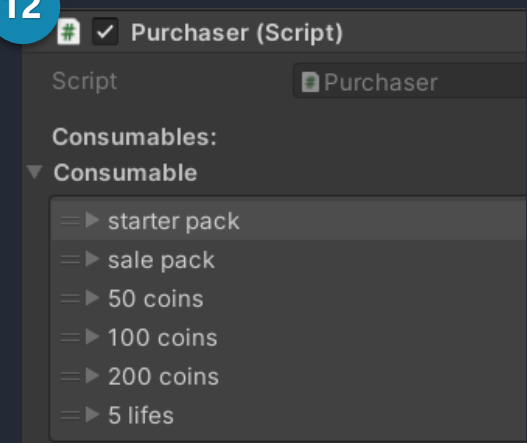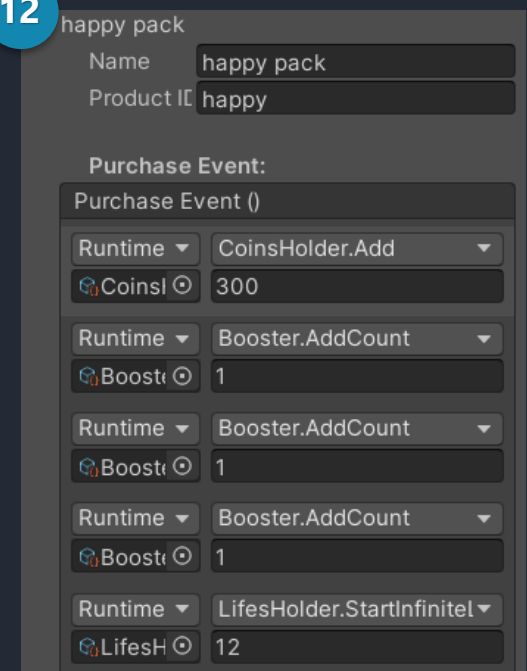
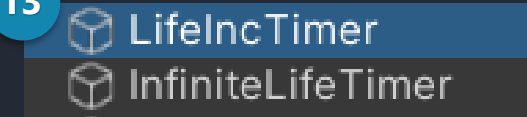# Map scene scripts and settings

15 BannerShow
InterstitialShow

15 Banner Control (Script)
Script   BannerControl
Banner   Show

15 ✓ Show Interstitial Ad (Script)
Script   ShowInterstitialAd
Starts Per Show   3
Show On First Start
Delay   0.5
Single Ton   ✓
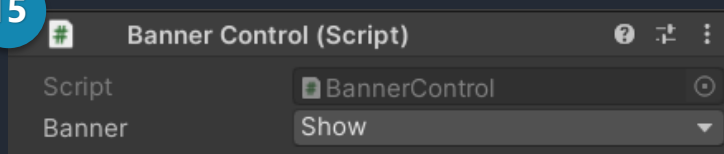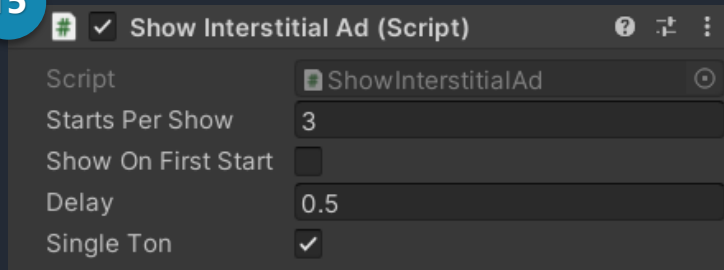
16 AdsMob
Achievements
DailyReward
StarChest
DealSale
ShowBanner

16 ✓ Deal Sale Controller (Script)
Script   DealSaleController
Deal time spans:
▼ Working Time Span
    Days   1
    Hours   0
    Minutes   0
    Seconds   0
▼ Paused Time Span
    Days   1
    Hours   0
    Minutes   0
    Seconds   0
▼ Test
        Reset Data
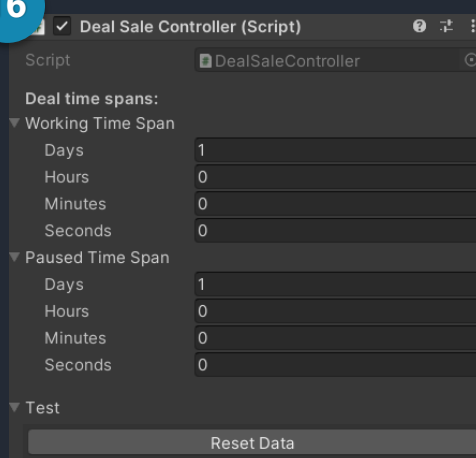
15. Scene admob objects. Banner control, interstitial control.

16. Sale controller.

17. Achievement container.

18. Scriptable holders folder. Holders are required to save player data (coins, stars, level, score...)
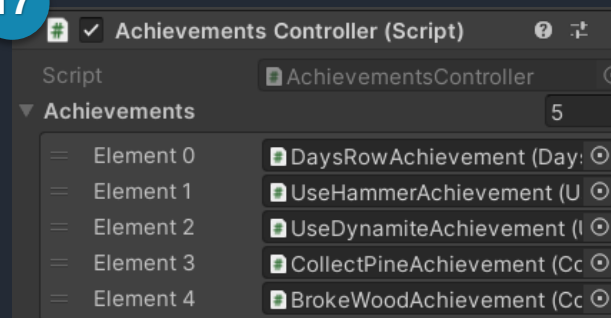
17 Achievements
DaysRowAchievement
UseHammerAchievement
UseDynamiteAchievement
CollectDiamondAchievement
BrokePresentAchievement

17 ✓ Achievements Controller (Script)
Script   AchievementsController
▼ Achievements   5
    Element 0   DaysRowAchievement (Day)
    Element 1   UseHammerAchievement (U
    Element 2   UseDynamiteAchievement (I
    Element 3   CollectPineAchievement (Cc
    Element 4   BrokeWoodAchievement (Cc

18 0_Common
▶ Audio
▼ Holders
    ▼ 0_CoinsHolder
        CoinsHolder
    ▼ 0_GameLevelHolder
        GameLevelHolder
    ▼ 0_HardModeHolder
        HardModeHolder
    ▼ 0_LifeHolder
        LifesHolder
    ▼ 0_PlayerDataHolder
        PlayerDataHolder
    ▼ 0_ScoreHolder
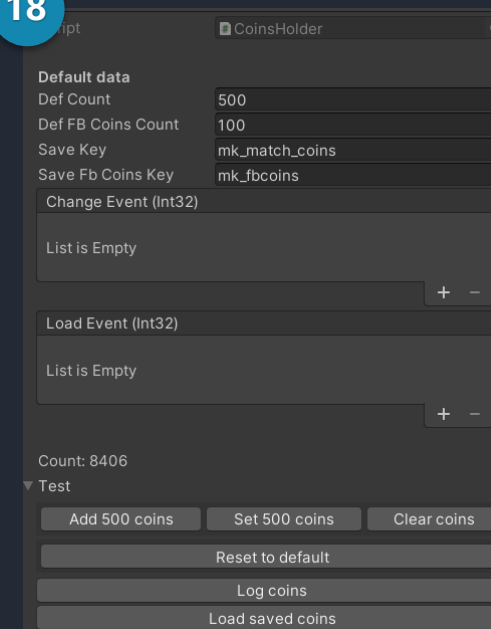   ScoreHolder
    ▼ 0_StarsHolder
        StarsHolder

18   CoinsHolder
Default data
Def Count   500
Def FB Coins Count 100
Save Key   mk_match_coins
Save Fb Coins Key   mk_fbcoins
Change Event (Int32)
List is Empty
                                + −
Load Event (Int32)
List is Empty
                                + −
Count: 8406
▼ Test
Add 500 coins   Set 500 coins   Clear coins
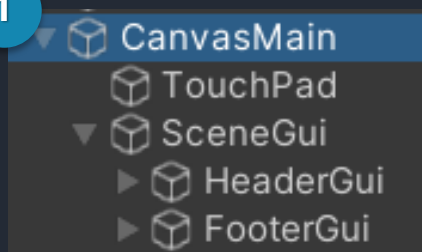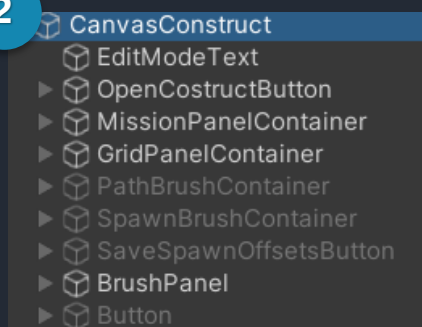   Reset to default
        Log coins
   Load saved coins
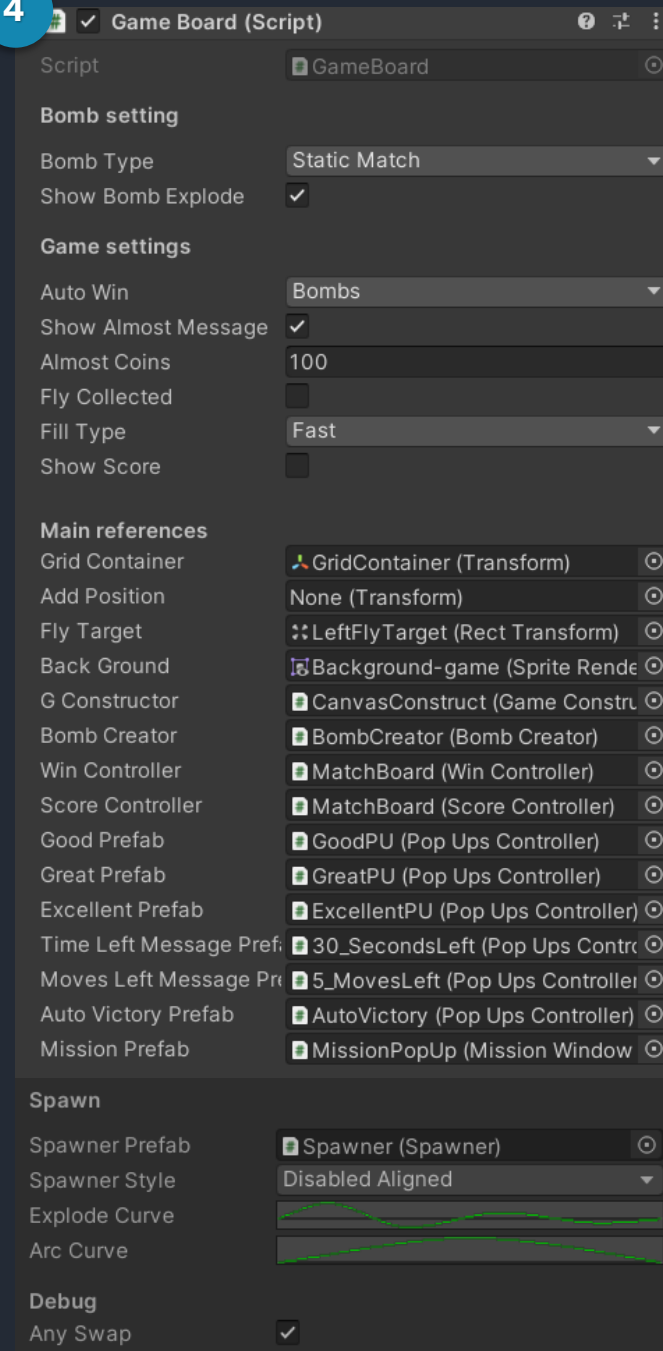
Game scene scripts and settings

1. Scene object CanvasMain contains SceneGUI object with HeaderMenu and FooterMenu. SimpleTouchPad – touch input helper for touch devices. CanvasOverlay used for pop ups.

2. Scene object CanvasConstruct contains all controls for level editing and creating.

3. MatchField contains all game field objects.

4. MatchBoard script contain settings for bombs, common game setting : autoplay type, messages, fill type. Any swap use for testing purposes. ScoreController contains scores for matches, and bombs.
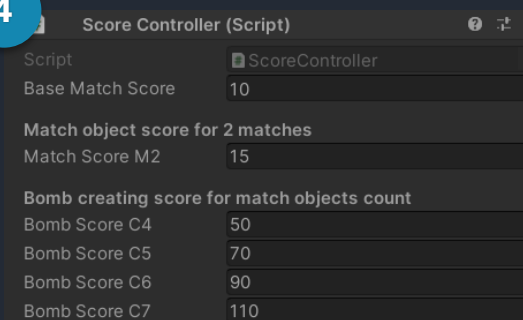
Game scene scripts and settings

Match Spawner styles

1. Disabled aligned
2. All enabled
3. All enabled align

FOREST LEVEL MAP MAKER

FULL DONUT MATCH-3 ASSET

CITYSCAPES BLAST
- Game Screen
- Map Screen
- 48 Field Items
- 12 Pop Ups
- GUI, Icons

CITYSCAPES BLAST, MATCH-2

Thanks!

We try to make the best products, so we are always happy to help you understand the project. If you have any issue or suggestion, please email us.

MASTER KEY

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