Match Them All

Introduction:

 This is a complete project to help you create a "Match 3 like " game , the project is easy to use and to understand also it's using the last Unity 4.3 features like Sprites and some features that are associated with them.

 In this guide we will show you how to create your own Match 3 game with your own asset and also we will expose some key features to help you personalize and enhance the game experience.
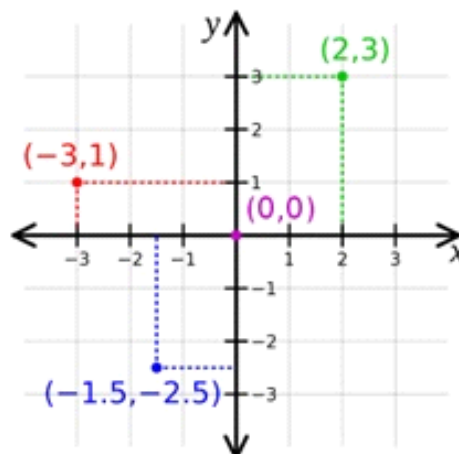
Unity 4.3 and 2d:

 Unity 4.3 introduces some new 2d game creation tools, the main idea behind this is that creating a 2d game inside a 3d tools is not that simple, so the unity team introduced some new features to make it more easy : 2d view, Sprites, 2d collision...

For more information please refer to the following link :
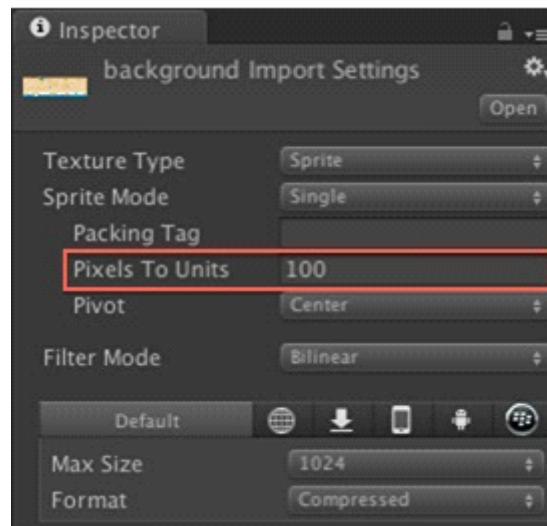
 www.unity3d.com/2d
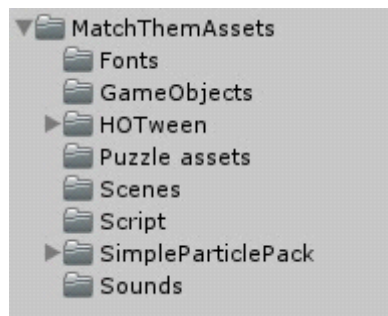
Unity 3d Coordinate system and units:

Unity coordinate system is as follow :

The (0,0) represent the center of the scene, each square represent a Unit, when you import a

2d asset you define how many pixels correspond to a unit in the asset inspector :

How the project is organized :

Fonts : Contain the project fonts.

GameObjects : The game objects used in the project.

Hotween : A free library to animate the game objects.

Puzzle assets : The image used by the project (Gems, background...).

Scenes : The 3 scenes of the project that are ready to use.

Script : The scripts used on the game objects.

SimpleParticlePack : Free ready to use particle.

Sounds : The sound effects and music.

How the scene is organized :

FirstBackground : The background of the game.

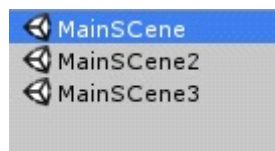**GridBackground** : The background of the grid.

Main Camera : The Orthographic

MainGameObject : The game object that contains the main logic.
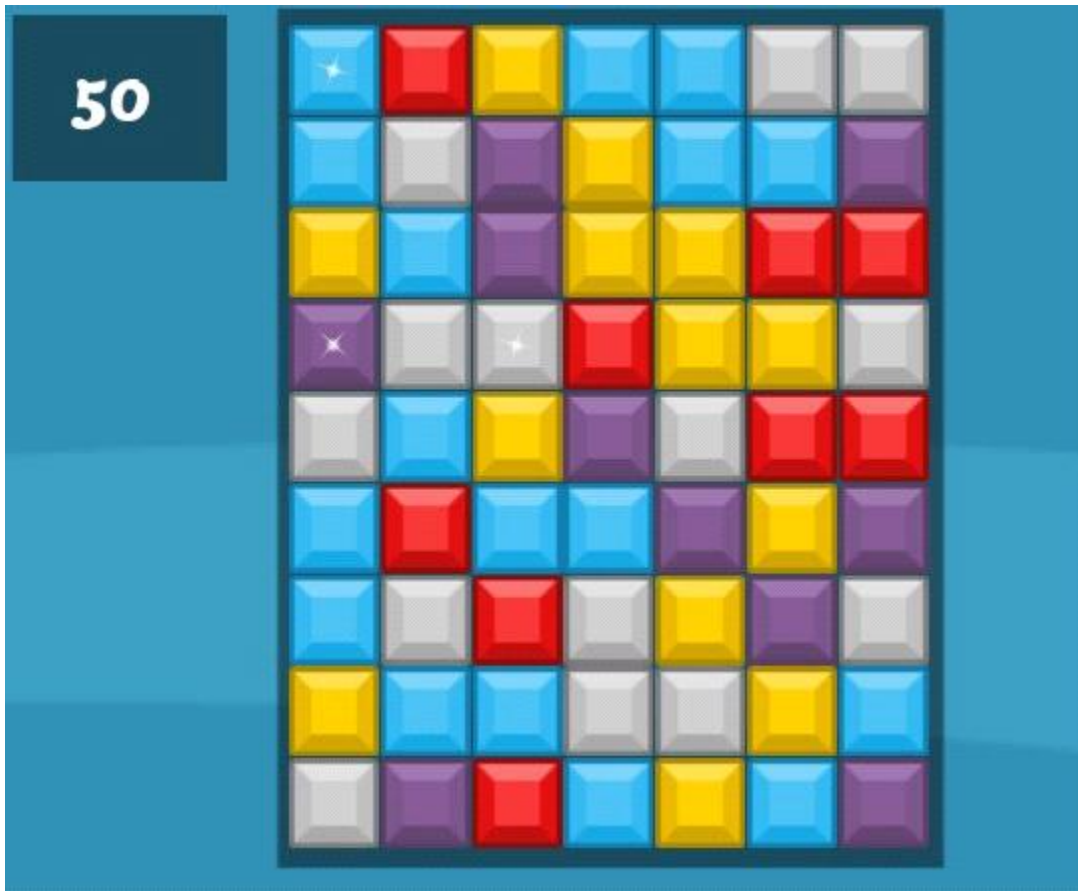
ScoreBackground : The background of the score text.

How to start the game :

To start the game Chose one of the 3 scenes (The difference between them is just the assets used and the diagonal matching that is allowed in the MainScene3)

When you start the MainScene you get the following result :

How to personalize the Game :

On the project hierarchy select MainGameObject :

On the project inspector select the Main script :

Here you can see the all the parameters that are passed to the script :

Indicator : The indicator when you click on a gem and indicate that it's selected.

List Of Gems : Represent the gems that are used by the game, it's fixed to 5 but you can change that, you can also change the used gems by draging them on the element.

Empty GameObject : Represent an empty game object the replace the gems when they are destroyed.

Particle Effect : represent shining star on the gems but you can change that by drag your own particle.

Particle effect when match : Is the particle that is played when the gems match.

Can transit Diagonnaly : indicate if the player can switch gems diagonally.

Score Increment : The amout of point that are added to the score.

Match sound : The sound played when the gems matchs.

Grid width : Is the number of gems horizontally.

Grid height : Is the number of gems vertically.