



Match 3 Complete Project + EDITOR

Minimal requirement: Unity 2017. Latest android SDK



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Remember - the license for reselling the code **does not exist!**

Description



Sweet sugar is a great complete project in the genre of classic match-3 games, with many goals and obstacles. Super customizable and easy to use. After the purchase, you will have a project of the highest quality with perfect support.

We have years of experience in creating games for mobile platforms. And we know - you need not just a game, you need a convenient and customizable project. Project that will help you create your own, unique game SUPER EASY. Sweet sugar is the best solution for you. Just try it!

We are happy to work for you!

How to play

Combine 3 or more items the same colors for WIN!





Features


- Full Complete Match-3 Project
- Doesn't require the skills of a programmer
- Ready for Publishing
- Mini Game (Bonus Spin)
- Daily Rewards
- Dynamic Reskin System
- Layered PSD Map
- 6 colorful game items + 3 types for each item (stripe, package and marmalade)
- Gravity system (set the directions to the movement of items on a game field)
- System of creating several game fields for one level
- Unity IAP's purchases (boosters):
 - + 5 Moves
 - + 30 Seconds
 - Choco Bomb
 - Magic Wand
 - Hand Mover
 - Multicolor Bomb
 - Sprite Items
 - Marmalade
- Two type of Orientation:
 - Vertical
 - Horizontal
- Many game obstacles:
 - Box
 - Cookies (3 levels)
 - Thriving Chocolate
 - Choco Spiral
 - Teleports
 - Unbreakable Block
 - Wall
- Many Game Goals:
 - Spread the Jelly to the game fields
 - Collect different game items
 - Collect the ingredients (milk and cherry)
 - Collect Sugar Blocks
 - Complete a goal in time

- Ads Monetization:
 - Chartboos
 - Appodeal (Unity Ads, Admobe and more...)
- Dynamic game tutorials:
 - Visual
 - Tabs
- Life Shop
 - For the coins
 - Watch the video ad
- Rewarded video
- Optimized for Mobile
- Coins Shop
- Booster Shop
- Lead border
- Friends on a map
- Fantastic Visual Effects
- Great sound Effects
- Many Combos
- Level EDITOR
- IAP's EDITOR
- Clean and Flexible Source Code
- SUPER Easy for Reskin
- Facebook Sharing
- 100 tested levels
- Localized Price
- Professional Design
- Great Support

Important info

	You can use this template ONLY for PUBLISHING your games on mobile stores like GooglePlay, AppStore and etc. Resale of source code is not allowed , even after reskin.
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	In order to avoid problems with GooglePlay, we recommend to make a reskin. They don't like many the same games.
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	If you already bought a project and you need a support, please write us by support email (you can find the email into the project → Help). In head of your email, please indicate your Order Number (invoice). We will support you as soon as it possible.
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Attention!

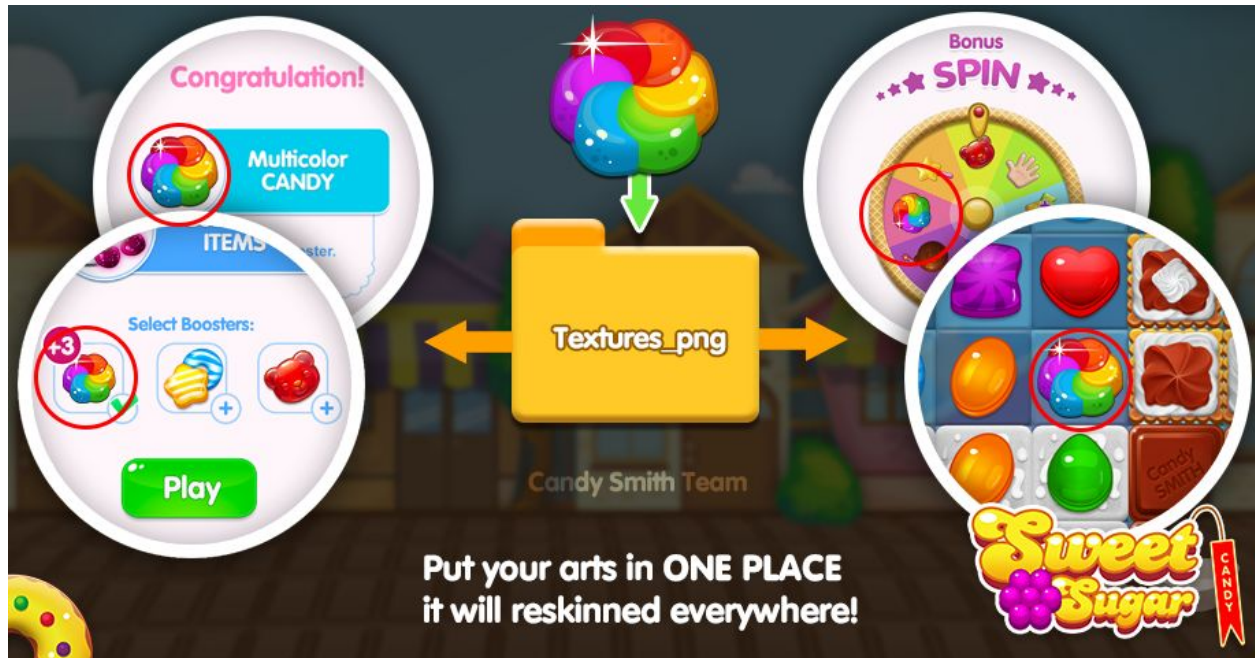
We are not responsible for the work of free plugins and third-party IDE. For any questions, please contact an official developer. The quality of our templates for games is not depends from the quality of plugins and IDE of other developers!

Also, we unable to educate every of our buyers work with these plug-ins and third-party IDE. If you have questions, you can ask us or to google.

Usually, we add them from your big requests and completely free! If you do not like those free plugins, you can integrate your plugins.

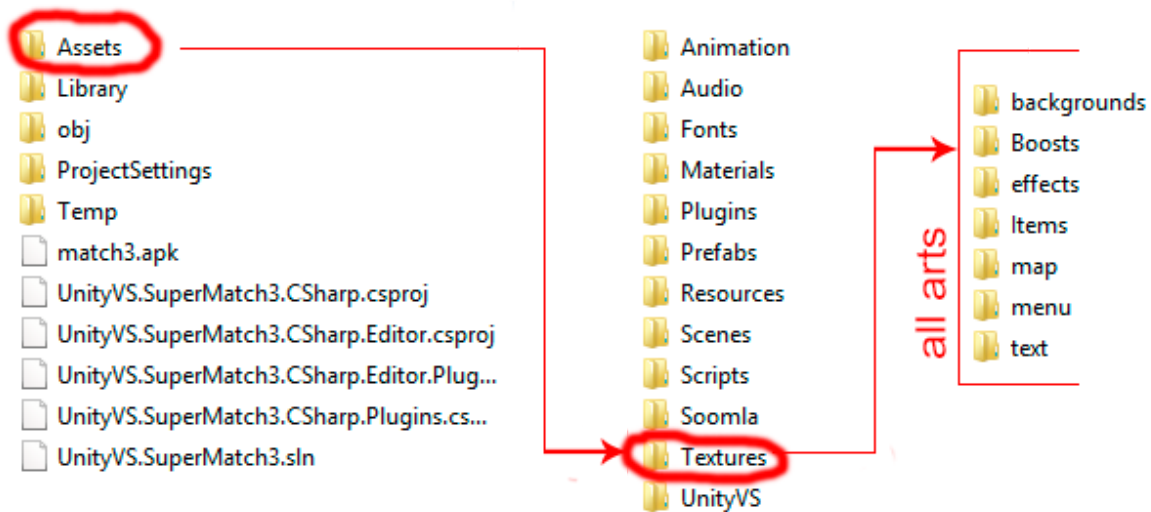
We are always happy to help you find out in the project, but we can not be responsible in your experience in working with plugins and third-party IDE. So please objectively evaluate the project and the work done by us. Thank you!

How to reskin



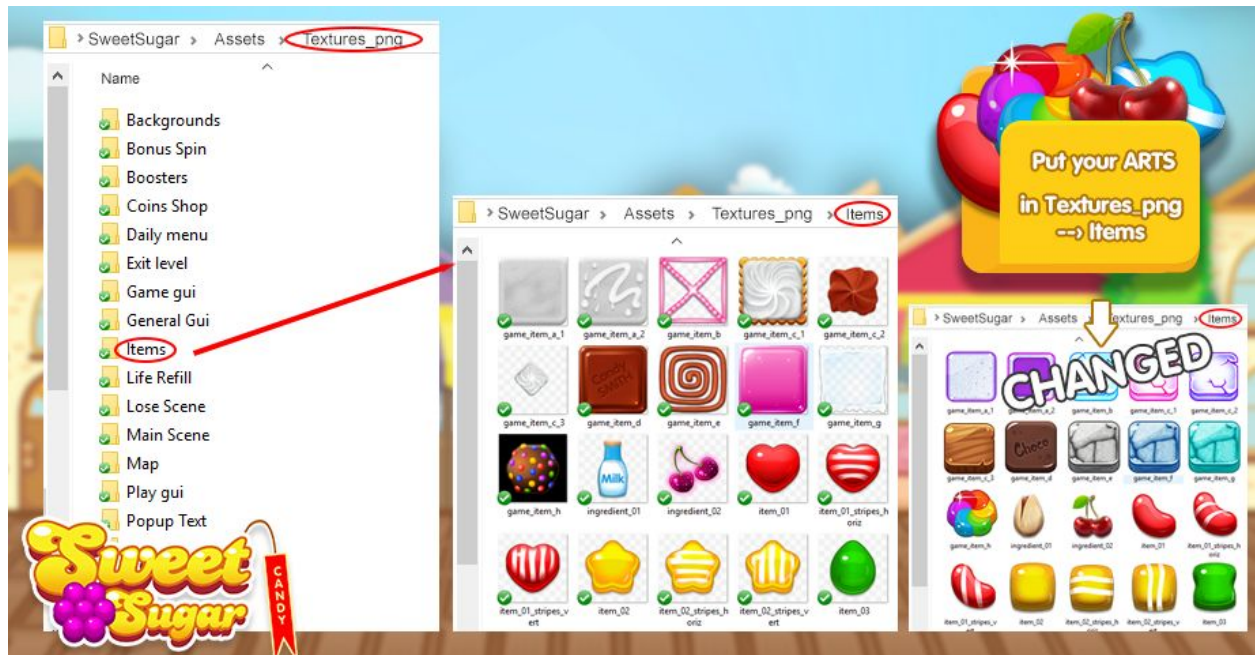
Easy for a reskin? YES!

Now you don't need to change a lot of similar arts in different places into the project. Just change one art in Textures_png folder, and this picture is replaced in all places of the project, where it should be located.









1. Open a project
2. Go to Assets → Textures_png
3. For reskin, you should to change all arts in all folders into Textures_png Folder.

EXAMPLE, open **Textures_png** Folder --> **Items** (folder includes all items and blocks images in the project). Replace your arts in **Textures_png** --> **Items** to reskin all images in this Folder. Do the same for **all folders** inside the **Textures_png**.

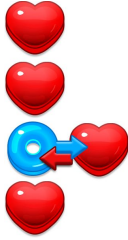

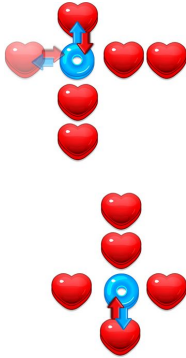

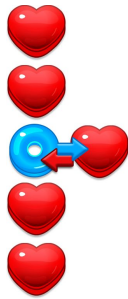







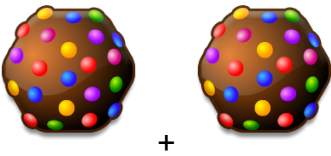


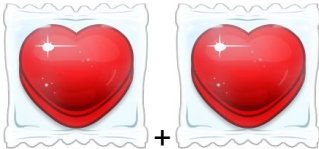



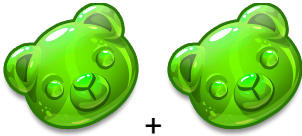
Remember - your art should be the **same size** and only in the **PNG format** like in the project, to correctly display the textures in the project.

Main Game Items

Type	Texture	Description
Candies		Basic 6 items of different colors.
Striped		Sprited items - destroy the horizontal or vertical row. Can be used like booster .
Packaged		Package - cover any candy. If activate, destroying up to 9 objects around itself. 2 times
Multicolor Candy		If Multicolor Candy to combine with any candy, it will remove all candies the same colors from gamefield. Can be used like booster .
Marmalade		Can be free after combining with candy the same color. Marmalade will be divided into 2 parts. It it will take a randomly candy with the same color. Can be used like booster .
Ingredients		Game target - should be lowered to the bottom row. Can't be switched with any candies.








Combinations

	 <p>Combine 4 items the same colors to vertical or horizontal rows to get striped item.</p>
	 <p>Combine 5 items the same colors to Γ or T combinations to get packaged item.</p>
	 <p>Combine 5 items the same colors to one row (horizontal or vertical) to get multicolor item.</p>
   	<p><u>If combine Multicolor item with striped/ packaged candy or marmalade:</u></p> <p><i>*It will change all items the same color to striped / packaged or marmalade items.</i></p>

	<p><u>If combine two Multicolor items</u></p> <p><i>*It will destroy all items on a gamefield.</i></p>
	<p><u>If combine two striped items (horizontal or vertical):</u></p> <p><i>*It will destroy vertical and horizontal rows.</i></p>
	<p><u>If combine horizontal and vertical striped items:</u></p> <p><i>*It will destroy vertical and horizontal rows.</i></p>
	<p><u>If combine two packaged items:</u></p> <p><i>*It will destroy _____</i></p>
	<p><u>If combine packaged and striped items:</u></p> <p><i>*It will destroy 3 horizontal and vertical rows. (?)</i></p>
	<p><u>If combine marmalade and striped items:</u></p> <p><i>*Striped bonus will activated. Marmalade will change 2 items in a random place to striped items.</i></p>
	<p><u>If combine marmalade and packaged items:</u></p> <p><i>*Packaged bonus will activated. Marmalade will change 2 items in a random place to packaged items.</i></p>
	<p><u>If combine two marmalade items:</u></p> <p><i>*It will change 2 items in a random place to marmalade items. It means, player will</i></p>

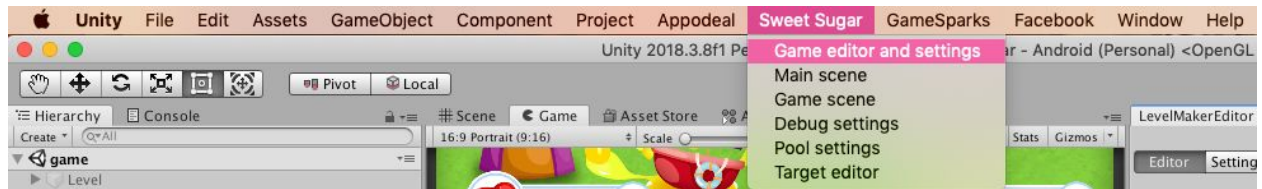
	<i>have 4 marmalade items on a game field.</i>
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Blocks

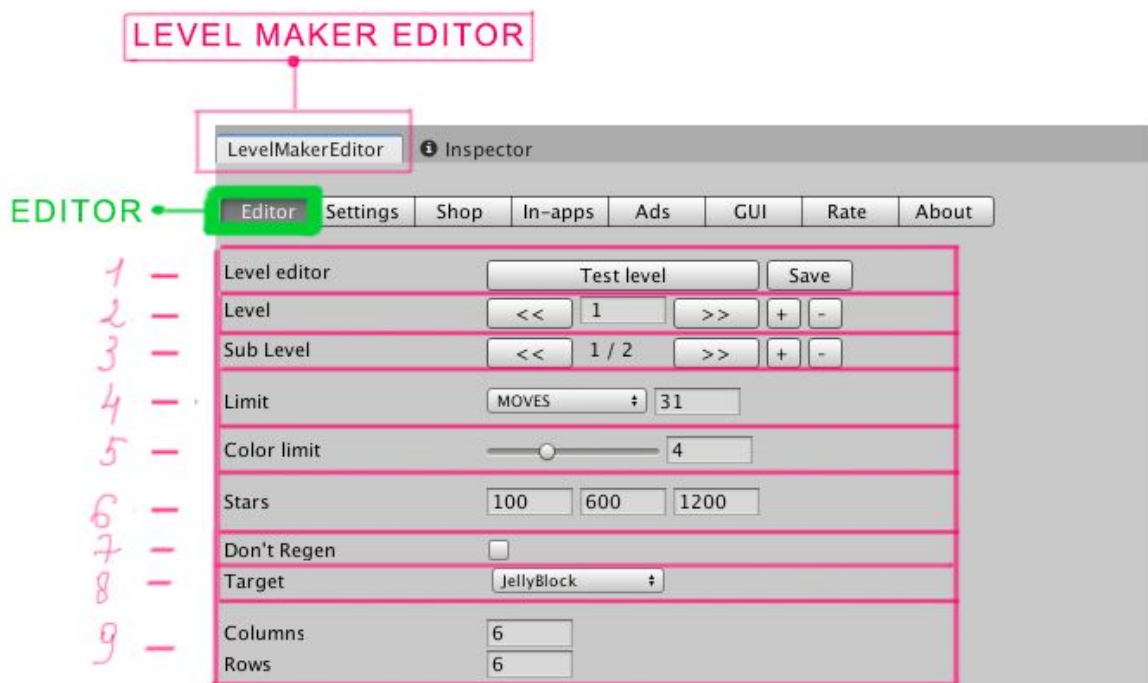
Name	Texture	Target	Obstacles	Description
Game_item_a_1 / 2		Yes	---	Have 2 levels. Can be remove after destroying any candy above this block
game_item_b		---	Yes	Keeps a candy inside. Can be remove after destroying this candy.
Game_item_c_1 / 2 / 3		---	Yes	Have 3 levels. Can be remove after destroying any candy nearby.
game_item_d		---	Yes	Expanding block. Absorbs any candy in a random order. Can be remove after destroying any candy nearby. In this case, the block doesn't expand.
game_item_e		---	Yes	Can be remove after destroying any candy nearby. This block can be swapped with any candy for match 3 or more.
game_item_f		Yes	---	Can't be remove. It expands if to destroy a candy on top of such a block.
game_item_k			Yes	Can't be destroying.


How use an EDITOR

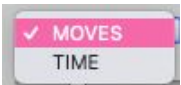

- Go to **Sweet Sugar** menu → **Game editor and settings**



- Open **EDITOR** TAB



1	Test level	Button to test your level The level is automatically saved when using this button.
	Save	To save your level Use this button to keep changes at a level without testing.
2	Level	Use to choose a level
		Create or delete the levels
3	Sub Level	Create more playing fields for the current level

4	Limit 	Set the number of moves or time
5	Color limit	Set the number of colors
6	Stars	Set the number of score for 1-2-3 stars
7	Don't Regen	Use this to disable regeneration of items if No Matches detected
8	Target 	Choose a game target
9	Columns Rows	Size of the playing field

BLOCKS



1	Clear all changes
2	Empty cells
3	Remove cell
4	Choose any block and use FILL+ to fill free cells

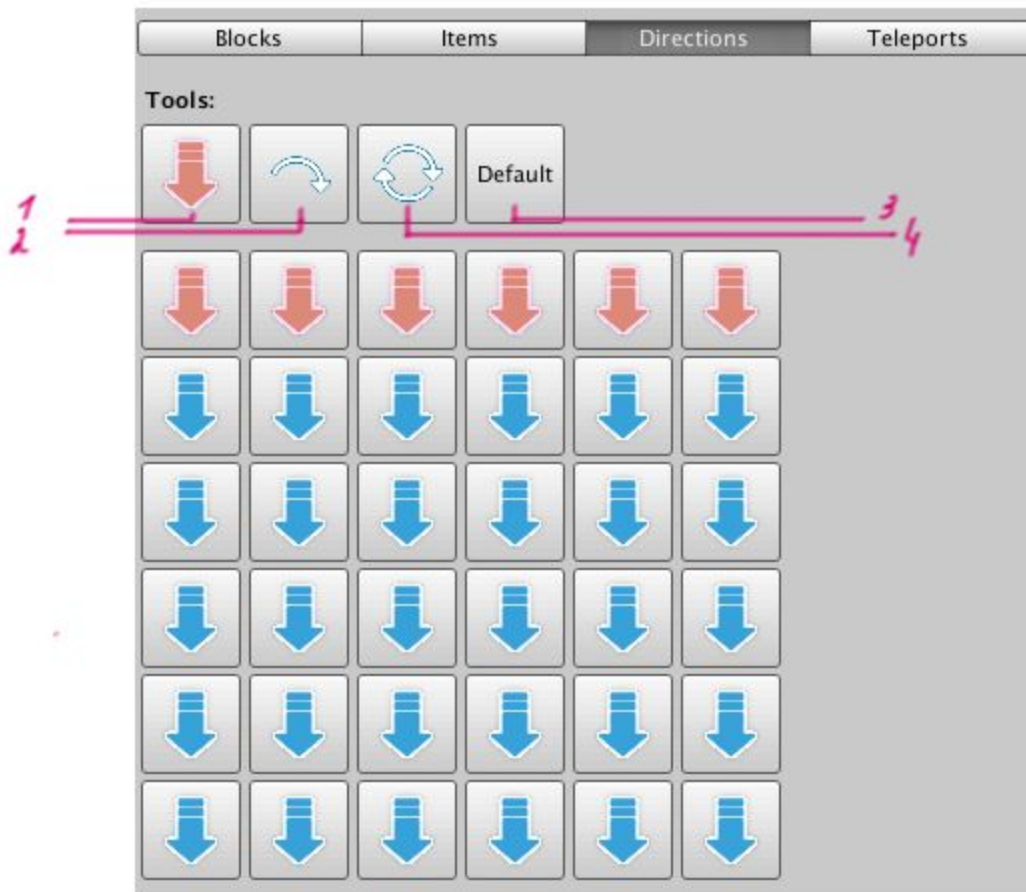
About another **BLOCKS** read [here](#)

ITEMS



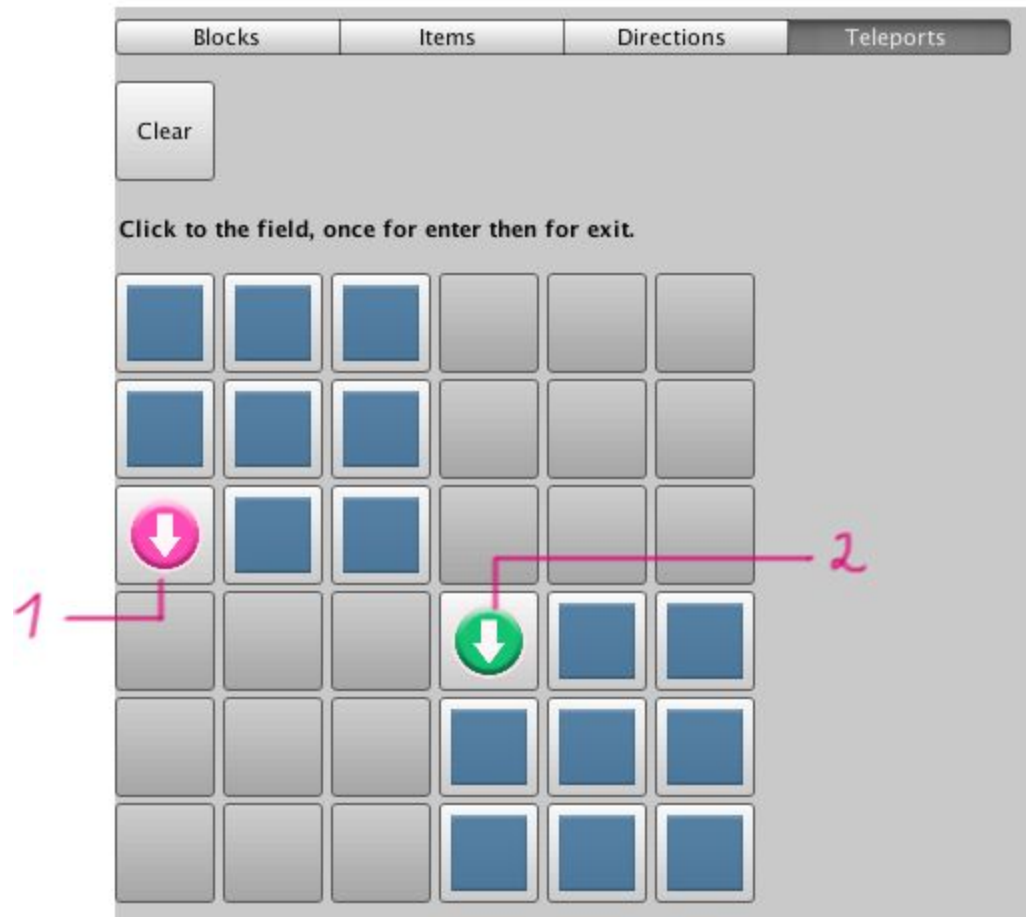
Place the items on the gamefield

DIRECTIONS



1	Enable/disable the enter points
2	Rotate one cell
3	Rotate all cells
4	Reset to default

TELEPORTS



1- teleport start

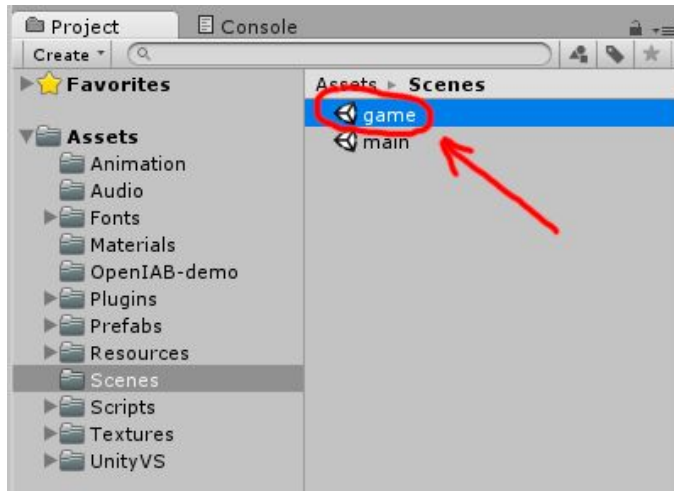
2- teleport exit

Click first to teleport start, click second to teleport exit.

HOW TO EDIT MAP

([video tutorial](#))

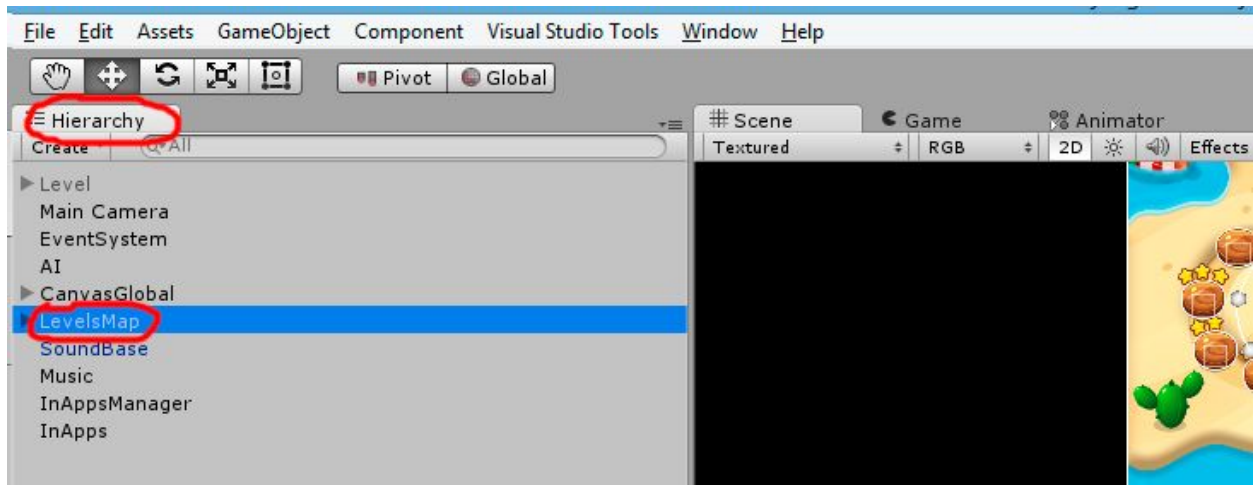
1. Open game scene



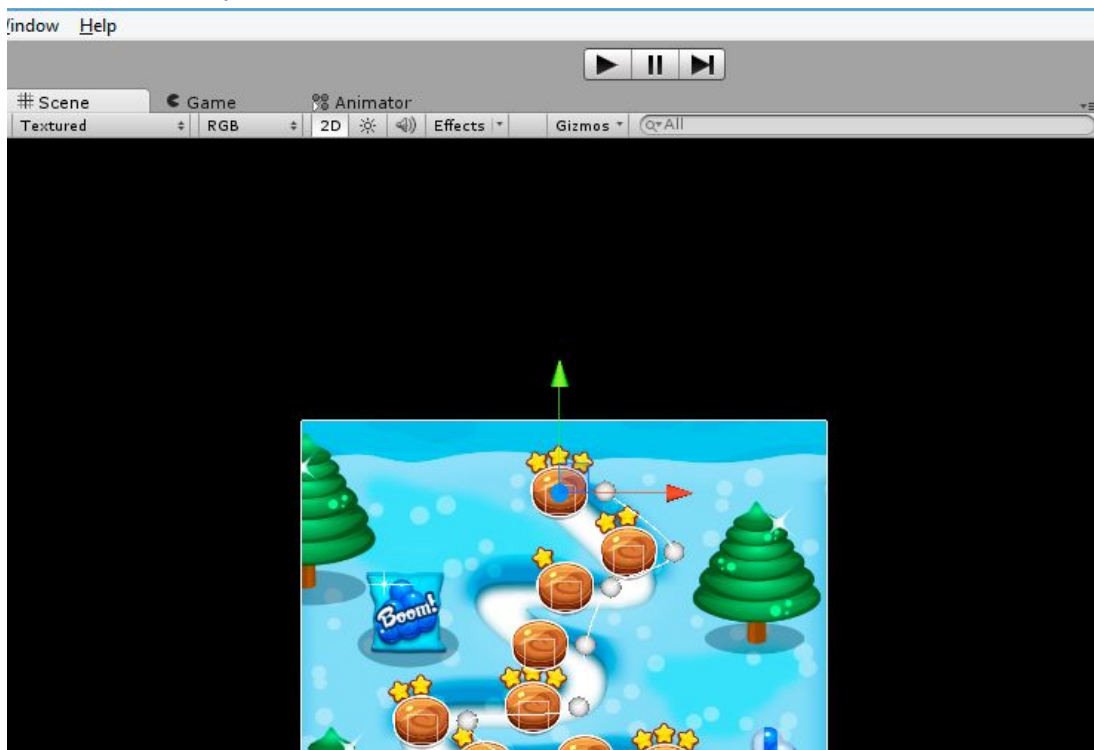
2. Select Scene view



3. Double click on LevelsMap object in Hierarchy to see it in center.

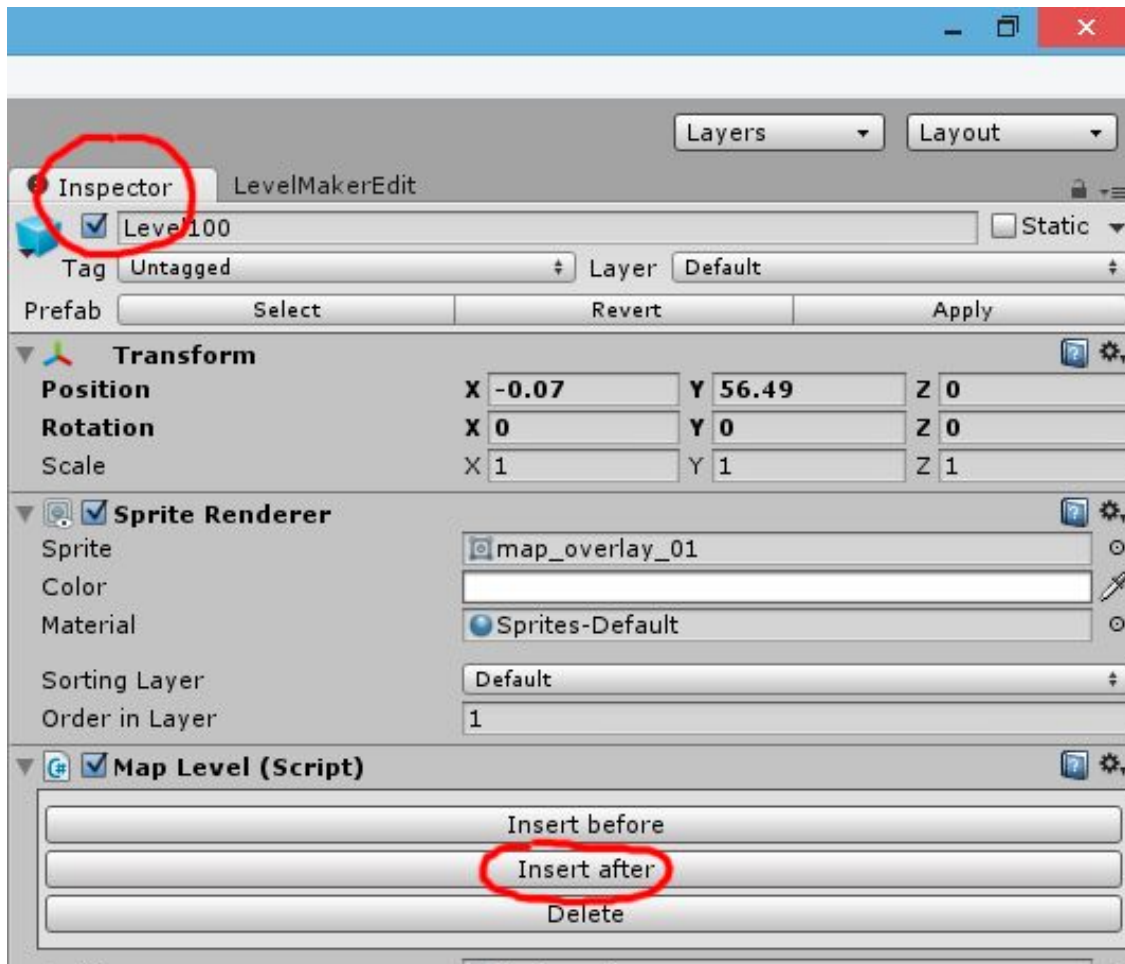


4. Select level icon you need on the map



5. Drag it where you need.
6. If you need to **add new level** select the last icon on map. Now it is 100th level

7. Click “Insert after” in inspector window

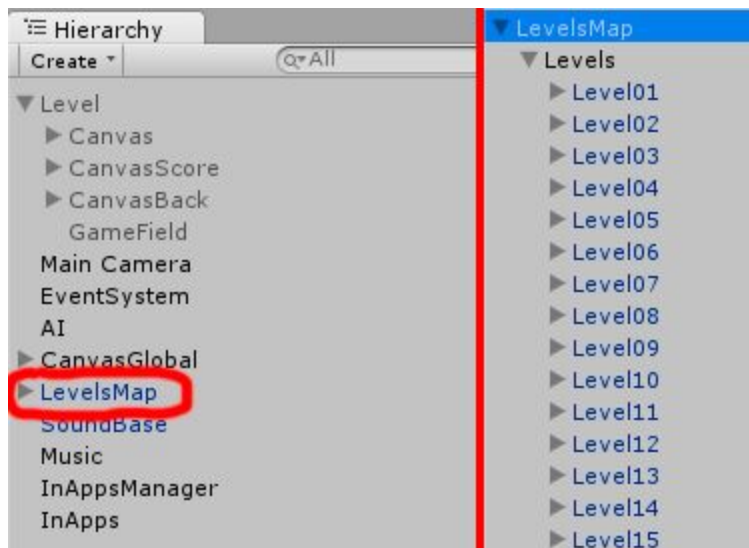


8. Drag it where you need.
9. Also you have “delete” and “insert before” buttons there
10. **Remember:** If you want to create new levels (**more than 100levels**), you need to create new levels in LevelMakerEditor and then to create the new object on map.

How to edit **Player Icon** position



The grey points in map editor is Player Icon position. You can change it, just look in **Hierarchy** and select Levels map, expand it:



After this, expand any "level...", you see the "PathPivot". It is position for player icon.

General Questions

Q. Can I publish a game with your arts?

A. Yes, you can. BUT some of our arts have a **watermark**. Please reskin it to change. Also we are forced to warn you about possible **problems with GooglePlay and AppStore**. You can be rejected or ban, because they don't like many games with similar arts (game with these arts was published by Candy Smith Team).

Q. Can you provide me PSD sources?

A. After purchase you will have a Layered PSD map. Unfortunately, we can't provide you more open arts.

Q. Can I use this character design?

A. If you want to use this character design, you need to buy a license from Graphic Mama. Use this link:

<https://graphicmama.com/cartoon-character/charlotte-cabernet>

Q. Are you available for freelance?

A. No. If you need to customize a project, please hire a programmer.

Q. I need support. I wrote to the developer. How long will I wait for an answer?

A. We will support you as soon as it possible. Even in weekend and holidays. But sometimes we sleep. Remember this ^^ . The average waiting time is 24 hours.

Q. I wait for support for more than 24 hours. What is the problem?

A. We are always happy to help our customers and do not ignore the problems. Probably there was a problem with communication. Contact us again or leave a comment to the project.

Credits

Sweet Sugar Source Code was made **Candy Smith Team**.

Character design by **Graphic Mama**:

<https://graphicmama.com/cartoon-character/cute-cooking-housewife-cartoon-vector-character>

You can buy it here to get all AI and PNG files from main character.