Ilumisoft

Minesweeper

Documentation

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Setup

1. Make sure you are using the latest release of Unity 2019.4 or higher.
2. Create a new empty 2D project.
3. Import the game from the Asset Store.

Minesweeper is a complete game template, therefore all project settings should already been set up correctly after the import and no further setup should be required. If you still have problems importing the project or getting shown any error messages, please check out the Troubleshooting section.

Run the Game

To run the game in the editor, open the **Menu** scene and click the **Play** button.
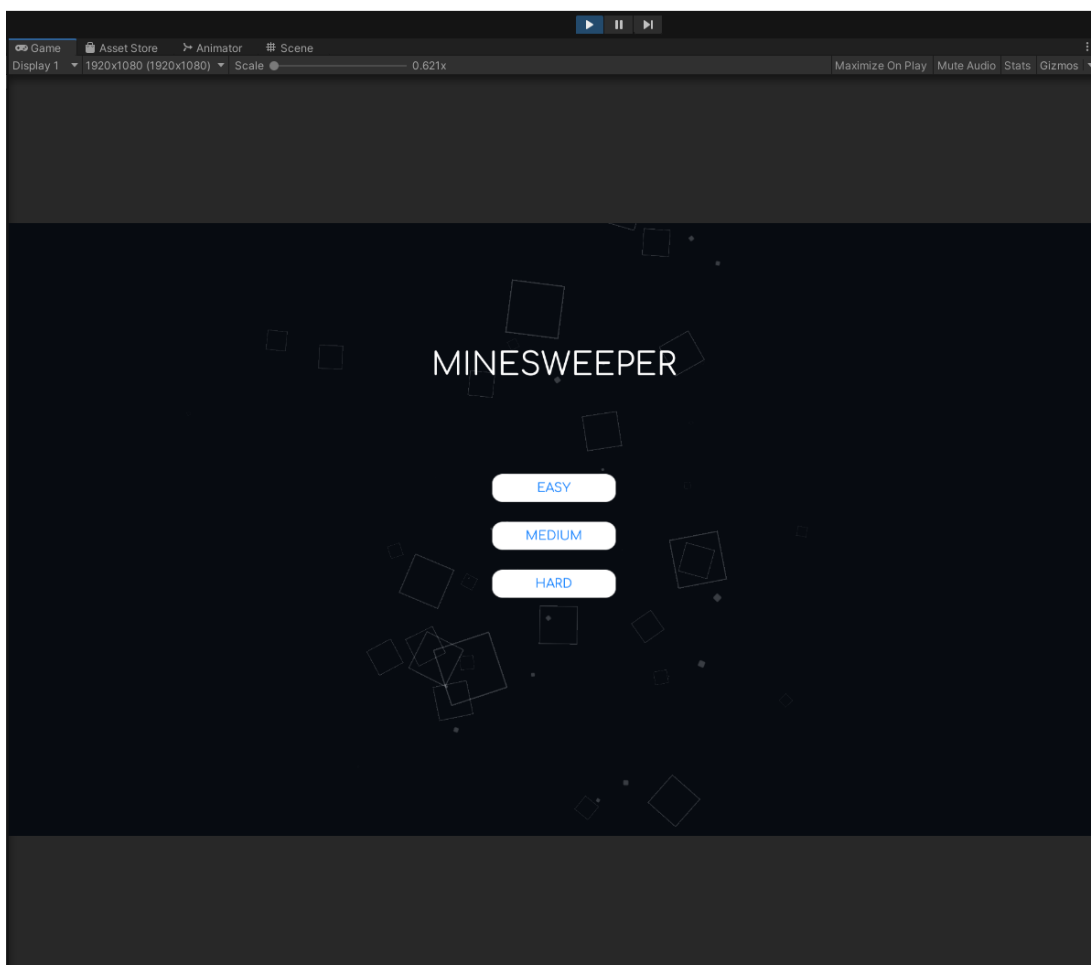
Build the Game

The project does not require any special configuration or setup on your site, other than the normal steps required for every Unity project. If you have never built a game with Unity before, please check out the guides provided by Unity itself for each platform.

Troubleshooting

Depending on the version of Unity, the Android SDK or Windows SDK installed on your system, it might happen that problems occur when building the game, which are not related to the asset itself. Please check the following questions:

1. **Can you build an empty project?**
   The simplest way to find out if your system is not configured properly to build a project, is to create a new empty project containing only a sample scene and trying to build it. If this is not possible, the problem is not related to the asset.

2. **Can you build the project with Unity 2019.4?**
   The project has been developed with Unity 2019.4, therefore we highly recommend using this version to build it. If you are using a newer version and are encountering problems with building the project, the easiest way to get everything working might be to go back to 2019.4.

3. **Did you modify the project?**
   If you modified the project, it might be that the problems occurred because of these modifications. To check out if this is the case, create a new empty project, import the asset and check if the problems still occur.

If these steps did not help and you are still having problems with the project or getting shown any error messages after the import, please contact us via email (support@ilumisoft.de).

Project

Scene structure

The project is split up into the following scenes, which can be found in the

**"Assets/Ilumisoft/Minesweeper/Scenes"** folder:

- **Menu**
  The main menu and starting point of the game
- **Game Easy**
- **Game Medium**
- **Game Hard**

Prefabs

The project comes with several prefabs, you can modify to change the look and feel of the game. All prefabs are in the **"Assets/ Ilumisoft/Minesweeper /Prefabs"** folder.
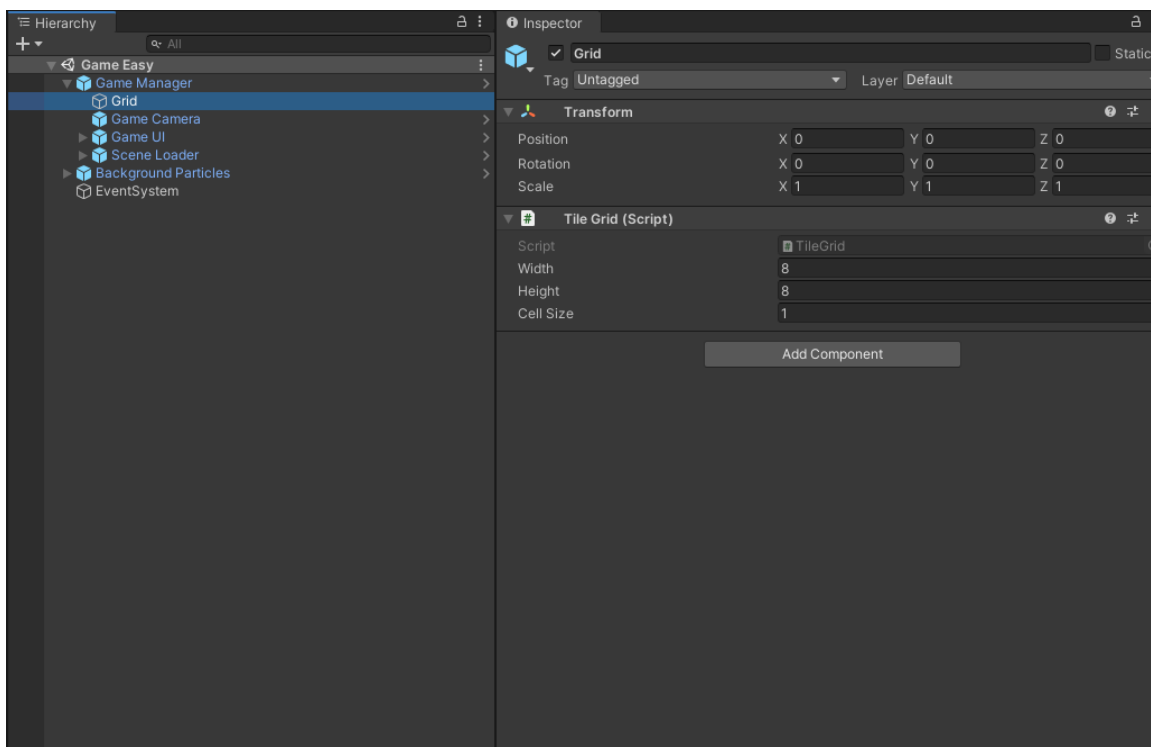
Edit the Number of Bombs

To change the number of bombs spawned, select the **Game Manager** and edit the field **Bomb Count**
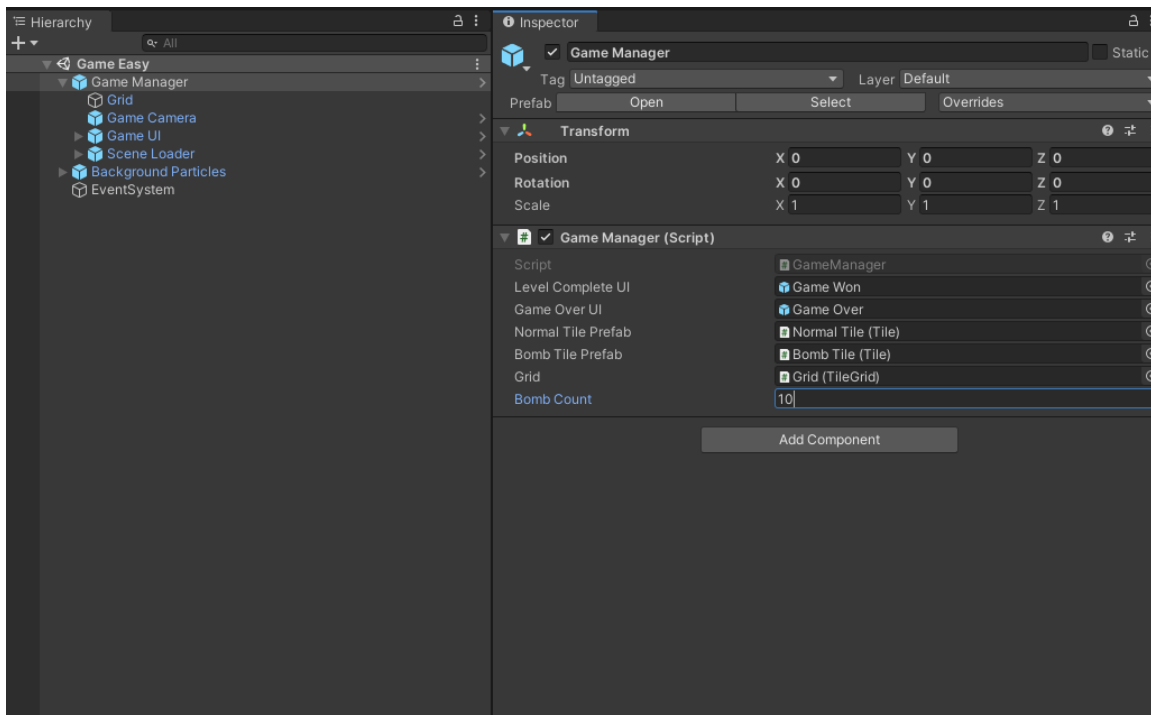
Modifying the Grid

To change the number of tiles, select the **Grid** GameObject and modify the **Width** or **Height** field.

Support

If you like the project, please take a minute and give us a rating in the Asset Store. This really helps us to create and improve our Unity Assets.

If you encounter any problems, errors, or have a question do not hesitate to contact us via email:

support@ilumisoft.de