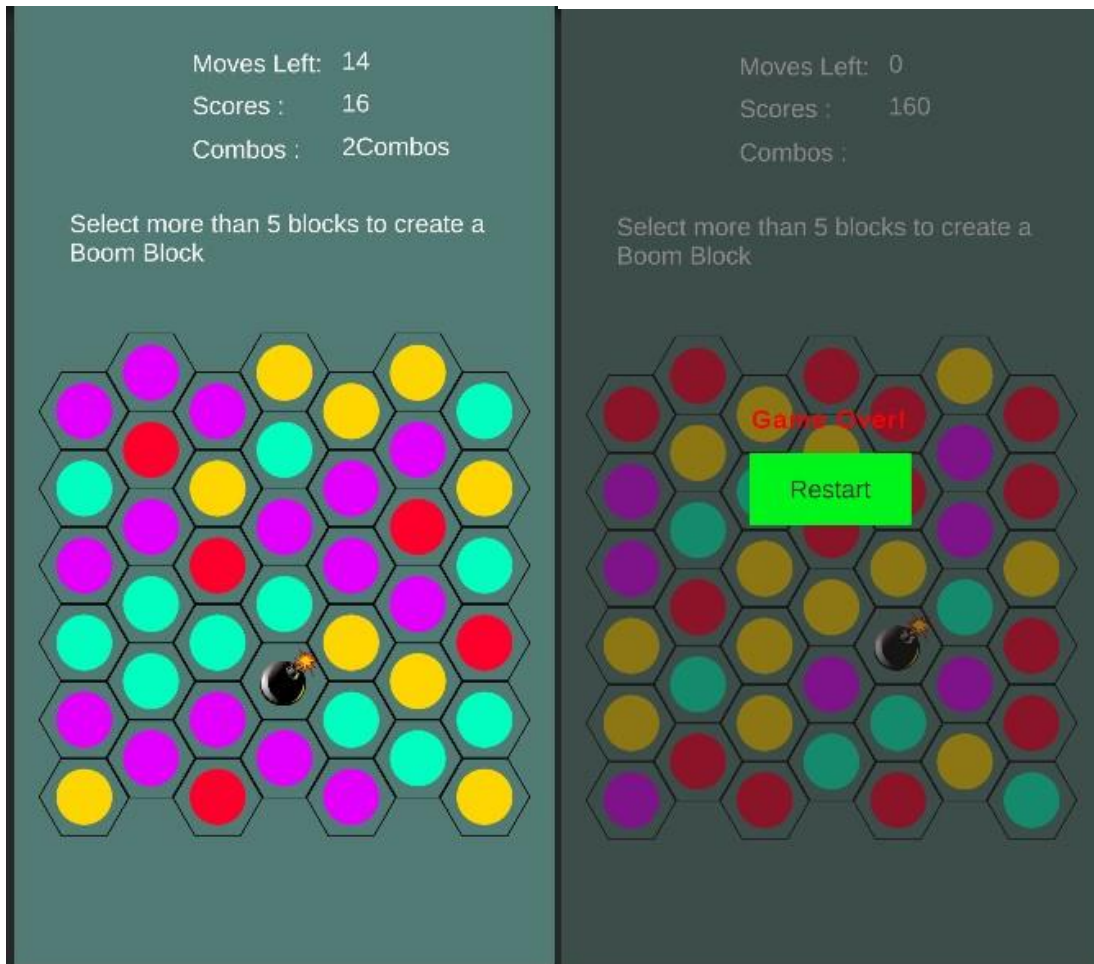


Task: Programming of a Match-3-Line-Drawer

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1. Expansion Features

a. UI

Project has UI show information about

- Score you got.
- Moves left to end game.
- Combo : show current combo value you got.

b. Game ends after x moves

- You can set x value in GameManager Component

c. Possibility to restart the game after game over

d. Special block : Boom block

- If you can selected successfully more than 4 blocks. You can create a boom block. When you clicked on boom block, it explode then destroy all neighbors blocks and you got extra score.

e. Combo

- When you can selected successfully more than 5 blocks, you got a combo and got extra bonus score

f. Sounds

- Project has supported sound. You can find it in SimpleSoundManager Component.

2. Installation

a. Unity Version

You can use any version of Unity, but should try to avoid Unity 2022.3.1 to Unity 2022.3.4, these versions has issue with Canvas and TMP, this is unity's bug. I used lastest Unity 2022.3.8f1

b. Play Scene

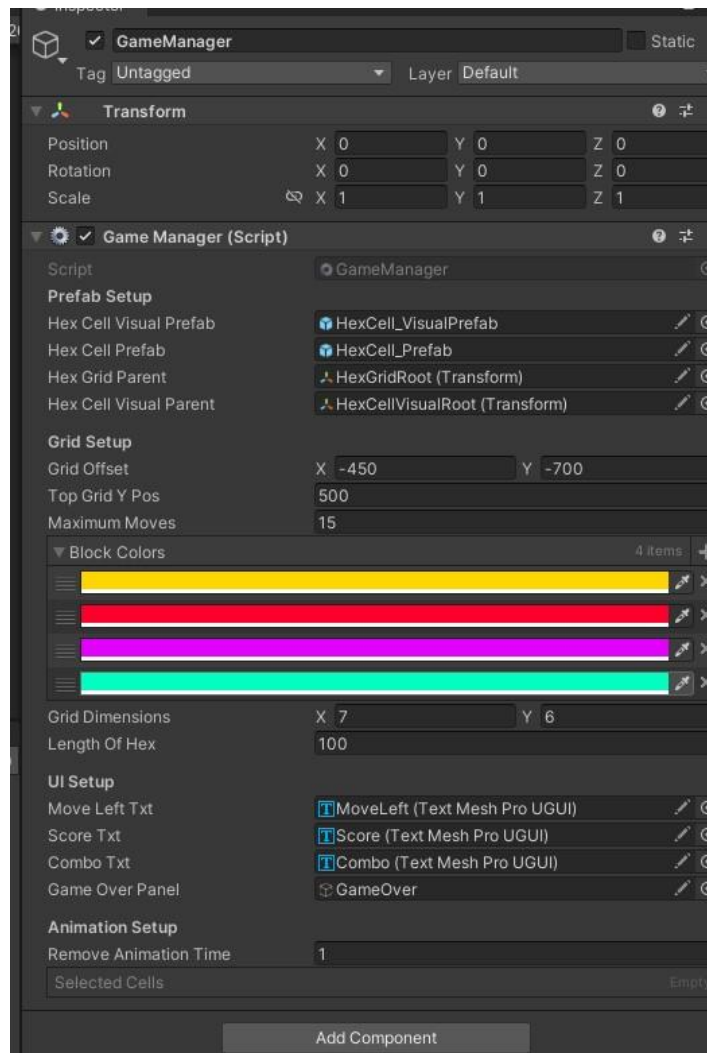
Please open scene name "Bootloader_Match3LineDrawer" in folder Scenes for playing game.

c. Config Gameplay

Please take a look at GameManager Component. It contains all config that you can setup for gameplay, like : Hex Grid Size, Maximum Moves left before game over.....

d. APK build

In folder named APK_Build containt a build for Android devices.



3. References

For common formulas, algorithms and terms about Hex Grid please take a look at this document : [Hexagonal Grid](#)