



Draw Lines Extra Edition

V 2.0.0

Indie Games Studio

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1.0 - Overview

Draw Lines is a game where you have to connect every pair of elements of the same color or family without intersection between lines.

Connect the matching elements to create a line. Pair all elements, and cover the entire board to solve each puzzle. Lines will break if they cross.

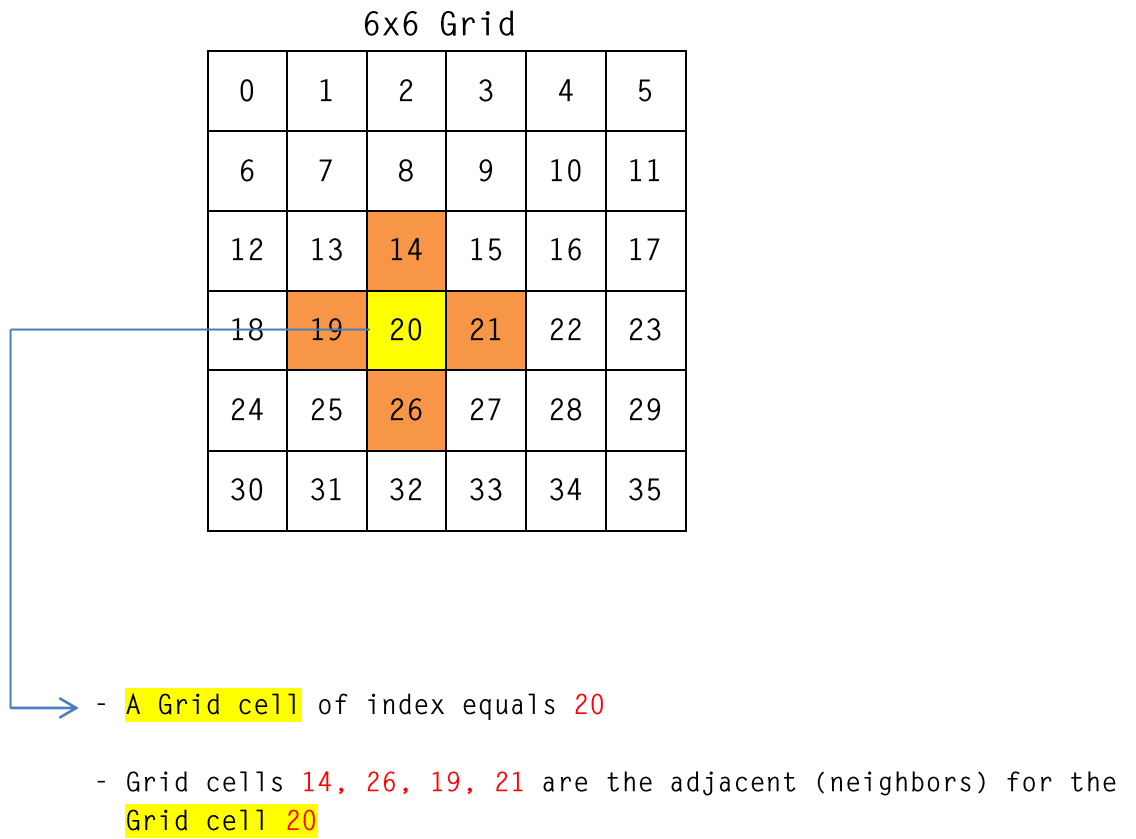
2.0 - Project Scenes

The project is divided into eight scenes:

1. Logo Scene
2. Main Scene
3. How to Play Scene
4. Options Scene
5. Missions Scene
6. Levels Scene
7. Game Scene
8. About Scene

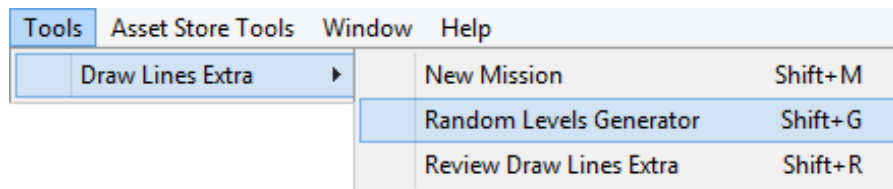
3.0 - The Grid

The following figure is an example for a grid of size equals 6x6.

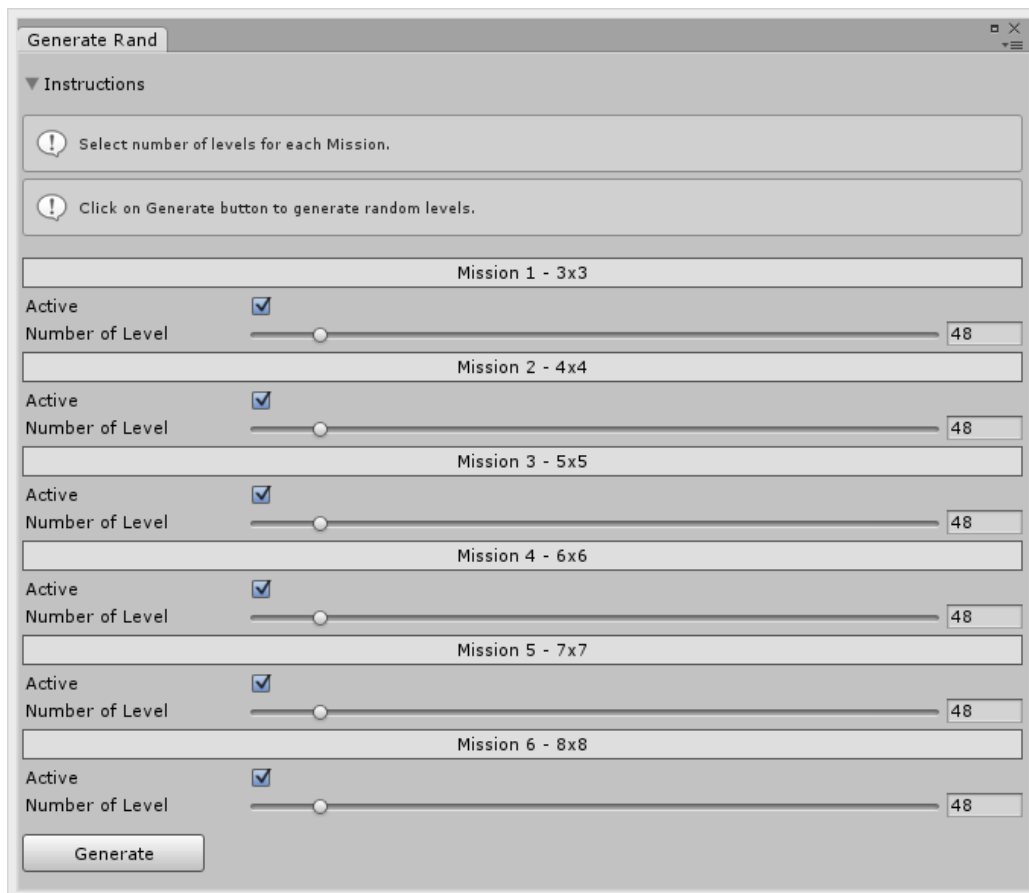


4.0 - Random Levels Generator

To create a lot of levels select **Tools** -> **Draw Lines Extra** -> **Random Levels Generator**.

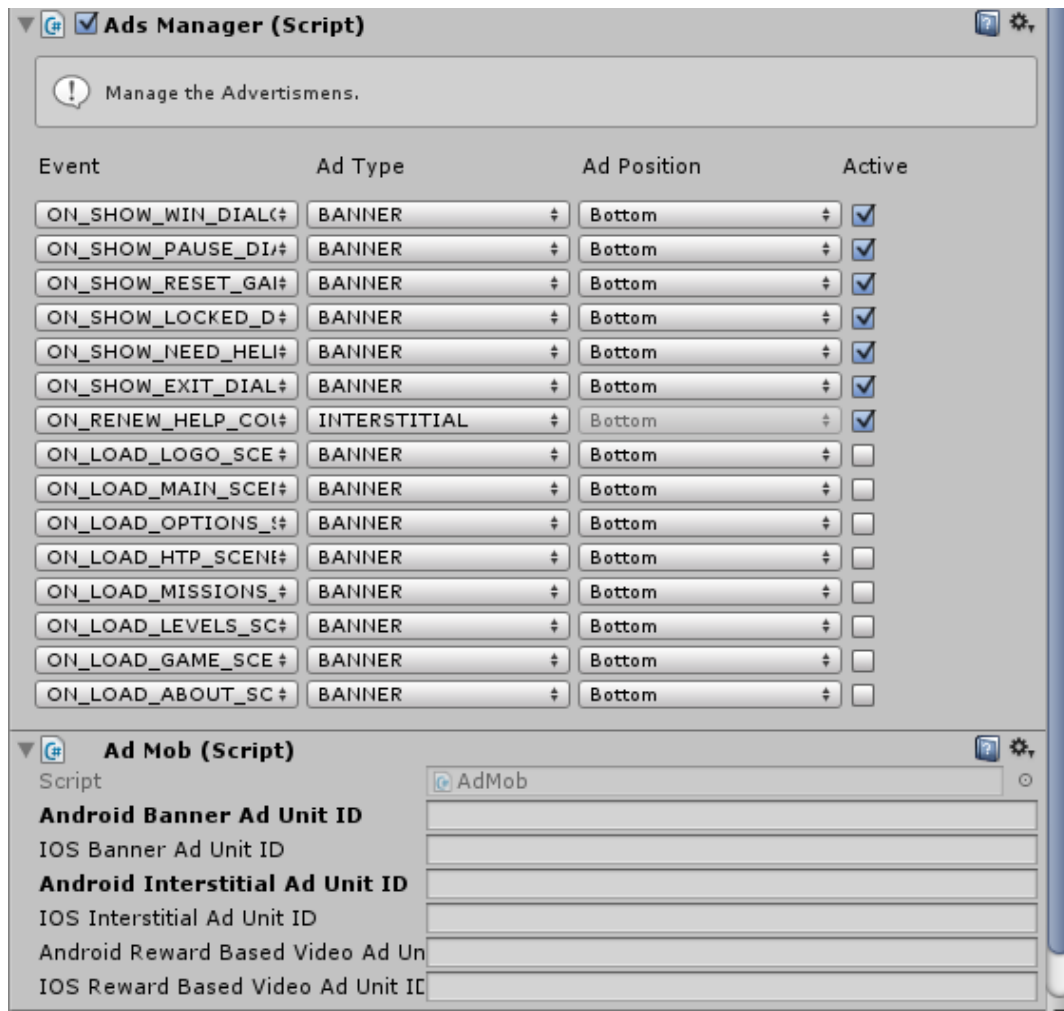


Select Number of levels for each Mission, then click on **Generate** button.

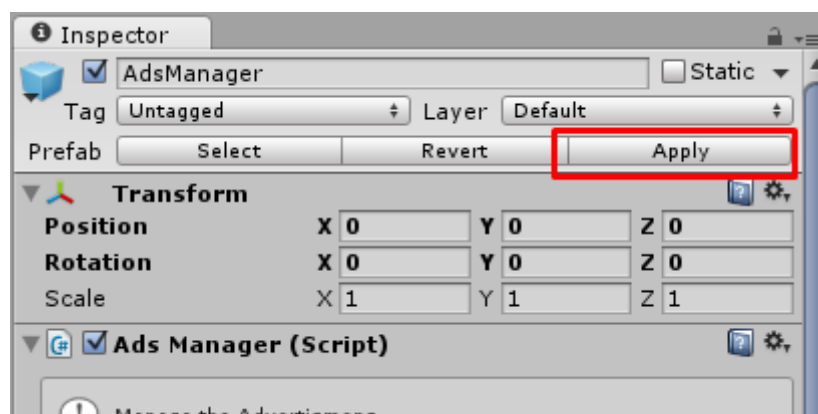


5.0 - Advertisements Manager

You can manage the advertisements using **AdsManager** component as following figure :

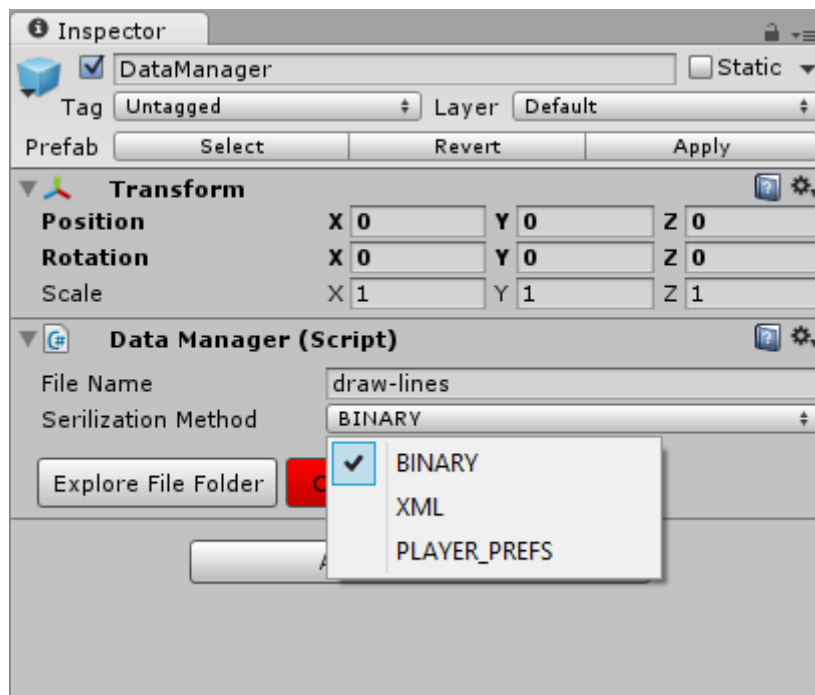


Once you done editing the attributes, you must apply changes on all Instances of the **AdsManager** as following figure :

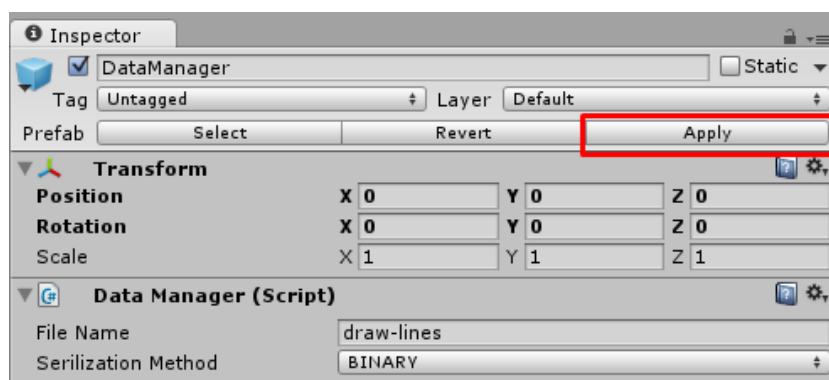


6.0 - Data Manager

You can change the serialization method for Reading & Writing the data of the Game using **DataManager** component as following figure

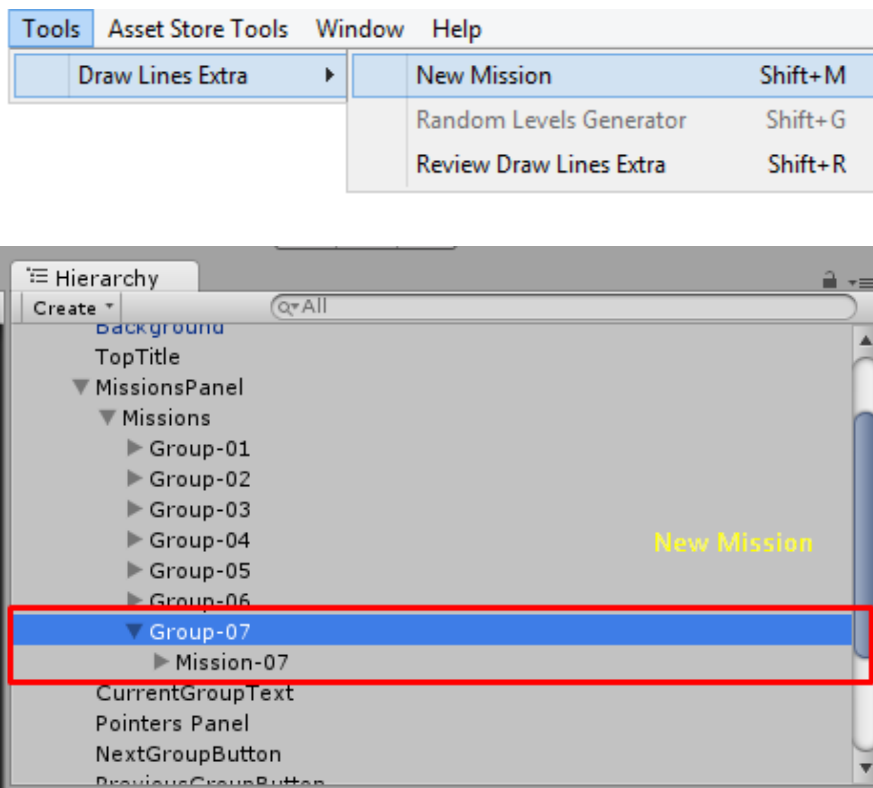


Once you done editing the attributes, you must apply changes on all Instances of the **DataManager** as following figure :



7.0 - Create Mission

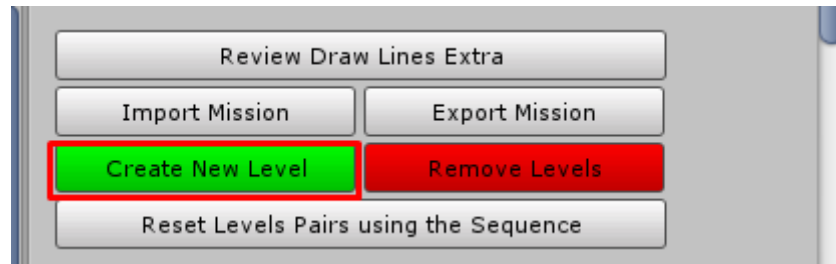
To create new mission select **Tools** -> **Draw Lines Extra** -> **New Mission**.



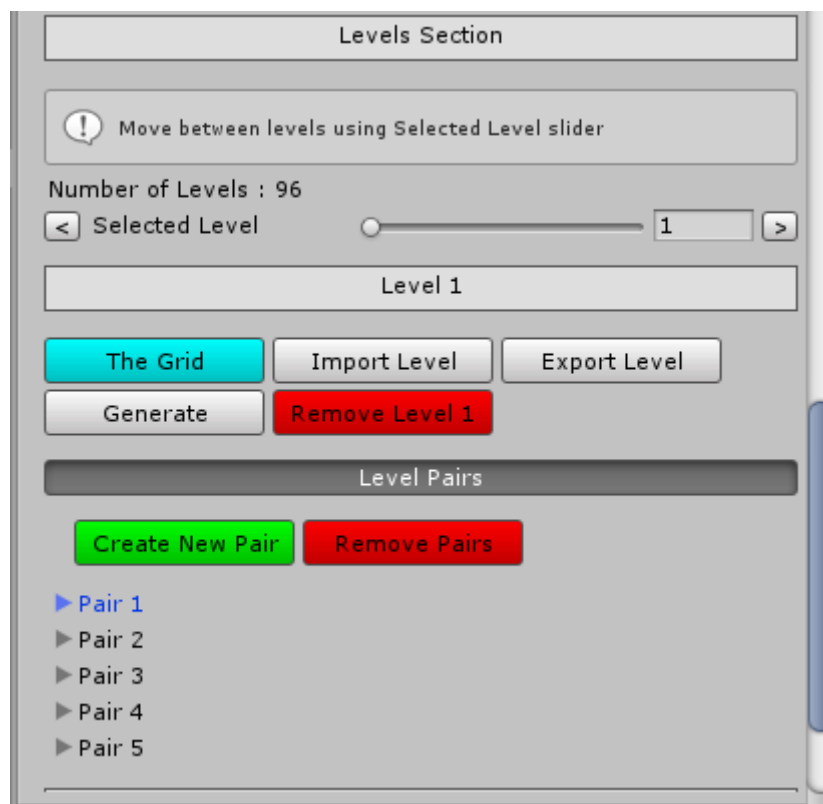
Congratulation, the new mission will be added automatically to the Missions GameObject with an **auto-generated name**.

8.0 - Create Level

To create a new level click on **Create new Level** button



Congratulation, new level is created as the following figure:



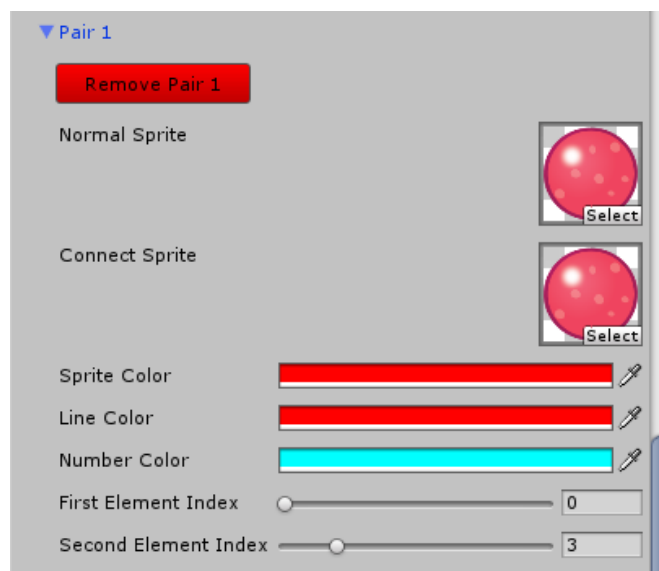
- * The Grid: Display the grid of the selected level.
- * Import Level: To replace current level by new one.
- * Export Level: To export the current level.
- * Generate: To generate random level.
- * Remove Level: To remove the selected level.

9.0 - Create Pair of Elements

To create a new pair of elements click on **Create New Pair** button.



Congratulation, new pair elements is created as the following figure:



- * **Normal Sprite:** the normal sprite of the pair of elements.
- * **OnConnect Sprite:** the sprite of the pair of elements on line connected.
- * **Sprite Color:** the color of the sprite of the pair of elements.
- * **Line Color:** the color of the line between the pair of the elements.
- * **Number Color:** the color of the number of the pair of the elements.
- * **First Element Index:** the index of the first element in the grid.
- * **Second Element Index:** the index of the second element in the grid.

10.0 - Win & Confirm Dialog

- Show Dialog

To show the Win/Confirm Dialog, you need to call the **Show()** Method which is in the WinDialog/ConfirmDialog script.

Example: `GameObject.FindObjectOfType<WinDialog> ().Show ();`

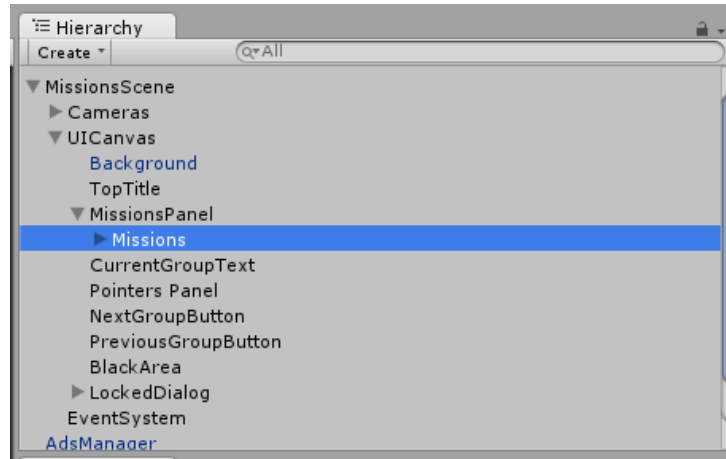
- Hide Dialog

To hide the Win/Confirm Dialog, you need to call the **Hide()** Method which is in the Win Dialog/ConfirmDialog script.

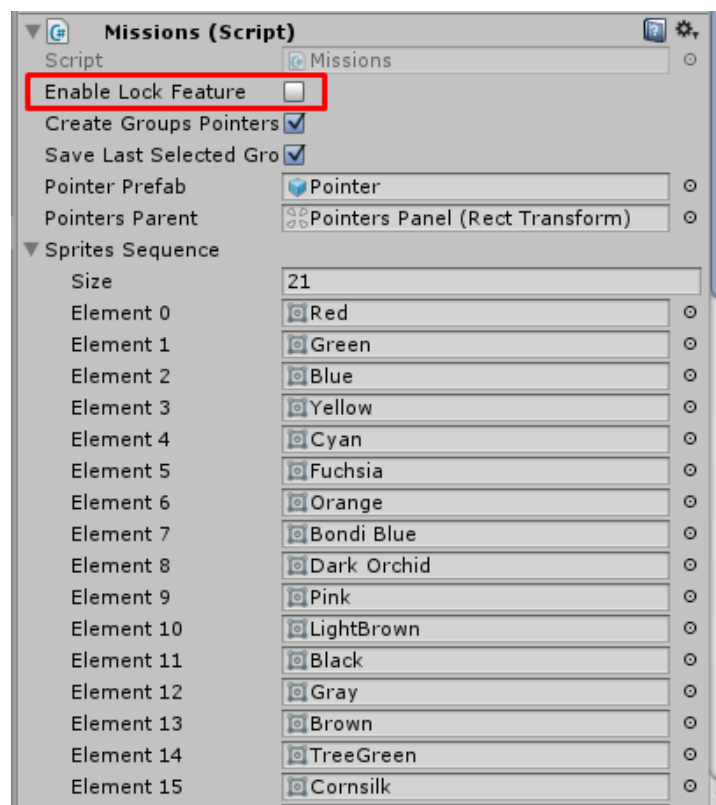
Example: `GameObject.FindObjectOfType<WinDialog > ().Hide ();`

11.0 - Enable Missions Lock Feature

To enable the missions lock feature in the **Missions** scene select the Missions gameobject



then enable the checkbox in the Missions component.



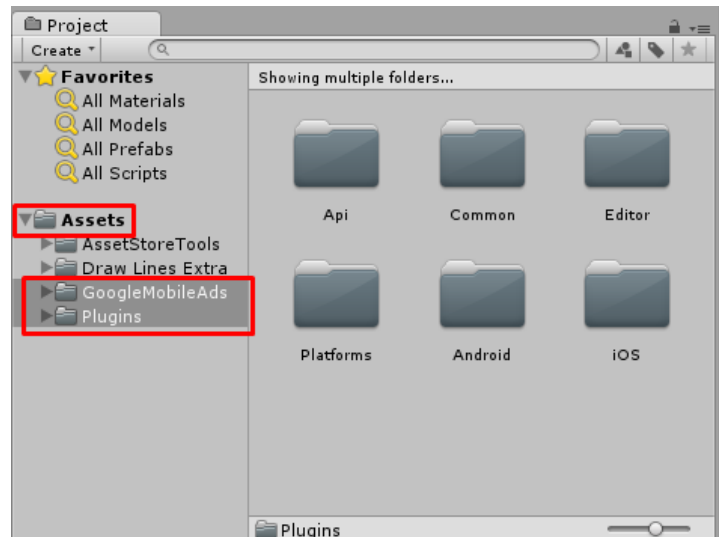
12.0 - Hot Keys

<u>Press this</u>	<u>To do this</u>
Shift + M	Create new Mission
Shift + G	Random Levels Generator
Shift + R	Review Draw Lines Extra

13.0 - Notes

Important

Before build Move *GoogleMobileAds* & *Plugins* folders from **Draw Lines Extra folder** to **Assets folder**.



We always strive to provide high quality assets. If you have enjoyed with Draw Lines, we would be happy if you would spend few minutes and write a review for us on the Asset Store.

If you have any questions, suggestions, comments, feature requests or bug detected, you can contact us and we would be happy to listen from you.

For more details send email to freelance.art2014@gmail.com

Useful Links

<https://www.youtube.com/watch?list=PLF3q1CufGTI2-4oxq0wYT74WJet08hiBW&v=5Qzh4VvPuY8>