

# Get 13 Puzzle – Ready-to-Publish Puzzle Game Template

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A clean, modern puzzle game template designed for mobile and fast publishing. **Merge matching tiles** to reach 13 or complete number targets — with two polished game modes, built-in haptics, boosters, daily rewards, and Unity Ads support.

⚡ Lightweight, offline-ready, and fully extendable. No third-party SDKs. Just open, build, and publish.

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## ✅ Key Features

- ✨ **2 Game Modes** • Endless Mode – Relax and reach 13 • Level Mode – Complete number goals in limited moves
  - 🧩 **50 Built-in Levels** • ScriptableObject-based structure • Each level defines starting tiles, goals, and move limits • Easy to expand — no coding required
  - 🔊 **Sound Effects** (names are set up, but no actual audio files included — for structure/testing only)
  - 📱 **Haptic Feedback** for mobile interactions
  - 💰 **Daily Rewards, Coins, and Boosters**
  - 🎨 Unlockable **Themes** and post-level **Image Collection**
  - 📱 Clean UI using **TextMeshPro**
  - 📺 **Unity Ads** (Rewarded + Interstitial) via **LCAdsSettings**
  - 🔧 Modular UI prefab: **Prefabs/UIs/UIHandler.prefab**
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## 🚀 Quick Setup – Ready to Publish

- 🗂️ Clean, organized C# code (Unity 2022.3.60f1)
  - 🔧 Just insert Unity Ads IDs — no extra setup needed
  - 📦 Small build size (~<50MB)
  - ✅ Fully offline gameplay
  - 📱 Supports Android and iOS
  - 🌐 WebGL build available (for demo or browser deployment)
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## 🔗 Try the Game












- ▶ **Play WebGL Demo:** <https://logcat.team/g/13puzzle>
- 📱 **Download APK (Android):** [Google Drive – APK Link](#)

⚠️ *WebGL demo is for gameplay preview only. Unity Ads, haptic behavior may differ from mobile builds.*




## Package Contents


- Complete Unity project
- 2 game modes
- 50 pre-built levels (expandable)
- Booster system
- Daily reward system
- Coin economy & shop
- Haptic manager
- Ads system with editor window
- Level data in [Resources/Levels/](#)
- Modular UI prefab ([UIHandler.prefab](#))
- Clean, readable, commented C# scripts

## Dependencies & Requirements

-  **Unity Version:** Requires **Unity 2022.3.60f1 (LTS)** or higher
-  **Render Pipeline:** Built-in Render Pipeline (URP & HDRP not tested)
-  **Programming Language:** C#
-  **Mobile Ready:** Android & iOS
-  **WebGL Compatible:** Yes (for demo only — Ads, haptics may be limited)
-  **UI System:** Uses **TextMeshPro** (Unity built-in package)
-  **Ads Integration:** Unity Ads (Rewarded + Interstitial) via [LCAdsSettings](#)
-  **Font:** Uses **Oswald-Bold**, licensed under **SIL Open Font License 1.1** (see [LICENSE\\_Oswald-Bold.txt](#))
-  **Audio:** No production-ready audio included. Placeholder sounds are provided only to demonstrate the audio controller. You must replace them with your own licensed audio before publishing.
-  **Haptic Feedback:** Integrated for mobile platforms
-  **No third-party plugins or SDKs required**

## Support

-  Email: [hifromlogcat@gmail.com](mailto:hifromlogcat@gmail.com)
-  Discord: [logcatteam](#)
-  Customization & publishing help available

 Whether you're prototyping, reskinning, or publishing directly — **Get 13 Puzzle** is your fast track to launching a high-quality mobile puzzle game.