

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

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.

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**

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)

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
-  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.