MATCH – 3 GAME DETAILS

Unity Version: 2018.2.5f1

* TILES

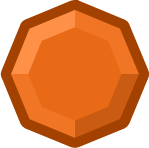
There are 5 types of tiles:

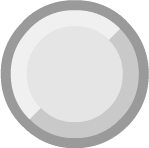
1. **Normal Tiles** – Basic tiles you can swap with. Have different colours
2. **Bonus Tiles** – Tiles which give you bonuses when swapped / matched
3. **Block Tiles** – Tiles that cannot be swapped with. Remain stationary in their position on board.
4. **Empty Tiles** – Same as block tiles except no graphic to create an empty space on the board.
5. **Bomb Tiles** – When matched with 4 or more matches, a bomb is created of match sequence colour.

There are 4 types of bombs: Rows / Columns / Row & Columns / Adjacent.

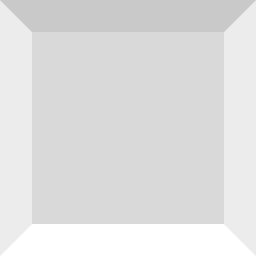
A bomb type is currently set to random after bomb is spawned. Depending on bomb type row / columns are cleared upon match.

Normal Tiles (Coloured and Shaped)



Block and Bomb Tiles

Used as Background Tile



* SCRIPTS

1. BoardManager: Handles all board operations and functionality like filling the board. Shuffling, placing tiles on board logically.
2. TileManager: Handles all tile functionalities like checking for swap / adjacency / animating tiles.
3. UIManager: Handles all in-game UI functions to display score / timer /pause panels / audio buttons.
4. ScoreManager: Handles game score. Sets game goal type, whether game is moves based or timer based. Checks if score achieved.
5. AudioManager: Handles all audio options. Mute / play audio sfx or bg music.
6. TileFactory: Responsible for creating a tile pool and fetching tiles from pool or creating new if necessary
7. Tile: Base class for all types of tiles. All tile types inherit from this base class.
8. TileBonus, TileNormal, TileBomb, TileBlock: Tiletype classes for each type of tile. All inherit from base class Tile.
9. Interface Board Shuffle Strategy: Provides an interface for board shuffling algorithm. Can be used to extend and create new algorithms without making any changes to other scripts.
10. SimpleBoardShuffle , AnotherShuffle: Two shuffling algorithms uses strategy pattern.
11. Interface Board Fill Strategy: Provides and interface for board filling algorithm. Can be used for random fill / text based (reading from files) / or string data