

## Combo Ball System

This combo ball system is a project base on the combo mechanism of puzzle games like Puzzle & Dragons.

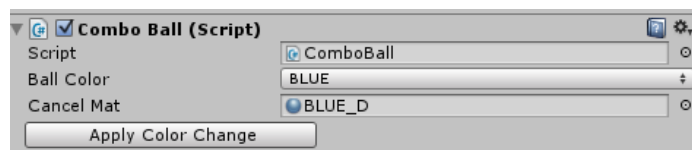
This is a complete project with a sample scene “Combo.unity” located under “Scenes” folder. Open the sample scene and you are ready to roll.

The scene consists of two main parts, the upper screen showing current combo information like the combo number and current combo color. And the lower screen is the combo ball panel, where player can interact with by drag and drop any ball on the panel.

All the scripts are under the folder “Scripts/ComboScript”, the main components including:

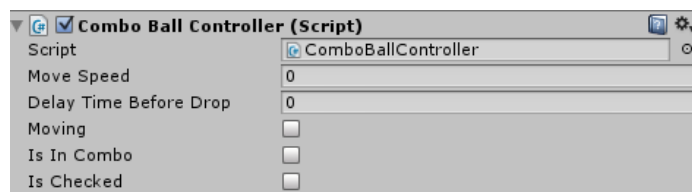
### 1. ComboBall.cs

- The fundamental component of this project, the combo balls, contains information like the color of the ball, the condition of the ball, etc. User can change the ball color in runtime by select a different Ball Color in the drop down list and click “Apply Color Change”. You can add more color by modifying the enum “BallColor” in this class.



### 2. ComboBallController.cs

- An interface for other components to interact with the combo ball.



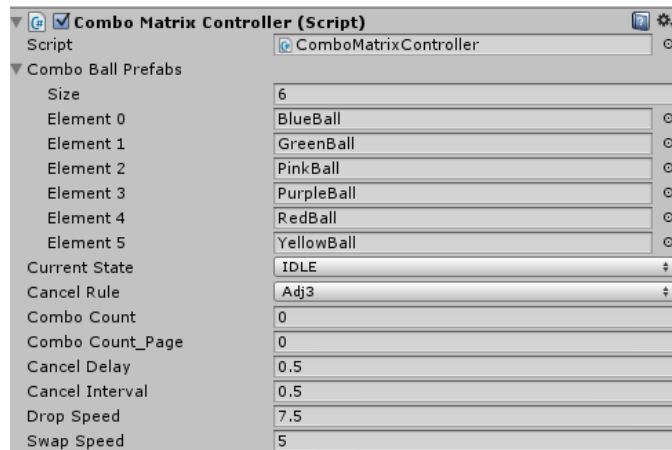
### 3. ComboMatrix.cs

- A 2-D matrix of combo balls, also store information like the size of the balls, number of rows and columns, etc.



#### 4. ComboMatrixController.cs

- Where the combo checking logic is implemented



Currently only 3 cancel rules are supported:

- Adj2: 2 or more adjacent balls with the same color are considered as a combo.
- Adj3: 3 or more balls with the same color in a row or column are considered as a combo.
- AdjGT3: Similar to Adj3, only this time only more than 3 balls in a row or column are considered as a combo

#### 5. GameController.cs

- Main game loop.

Demo Video:

<http://www.youtube.com/watch?v=NinGFyXImpU>

If you have any question or suggestion regarding this project, please feel free to contact me:

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