

Instructions

thank you for your download

*please check ReadMe.pdf previously

1. How To Play

* Match 3 Game

- Start "Title.unity"
- Select "Match 3 Game"
- Start Game!
- First, Waiting for monster
- second, choose some block
- third, swipe left or right or up or down.
- if matched same color 3 block, player attack monster.

* Haxer Game

- Start "Title.unity"
- Select "Haxer Game"
- Start Game!
- First, choose some block.
- second, swipe to near some color block.
- third, make 3 or more connecting blocks
- Release mouse or touch. so, player attack monster.

* Match Color Game

- Start "Title.unity"
- Select "Match Color Game"
- Start Game!
- First, find blocks around same color 2 or 2 more
- second, choose some block
- player attack monster

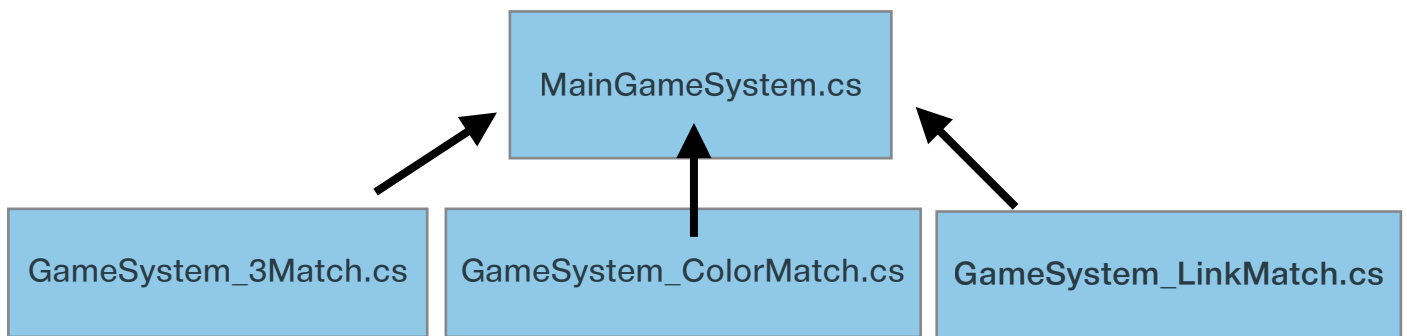
* Click Play Video

2. Code Structure

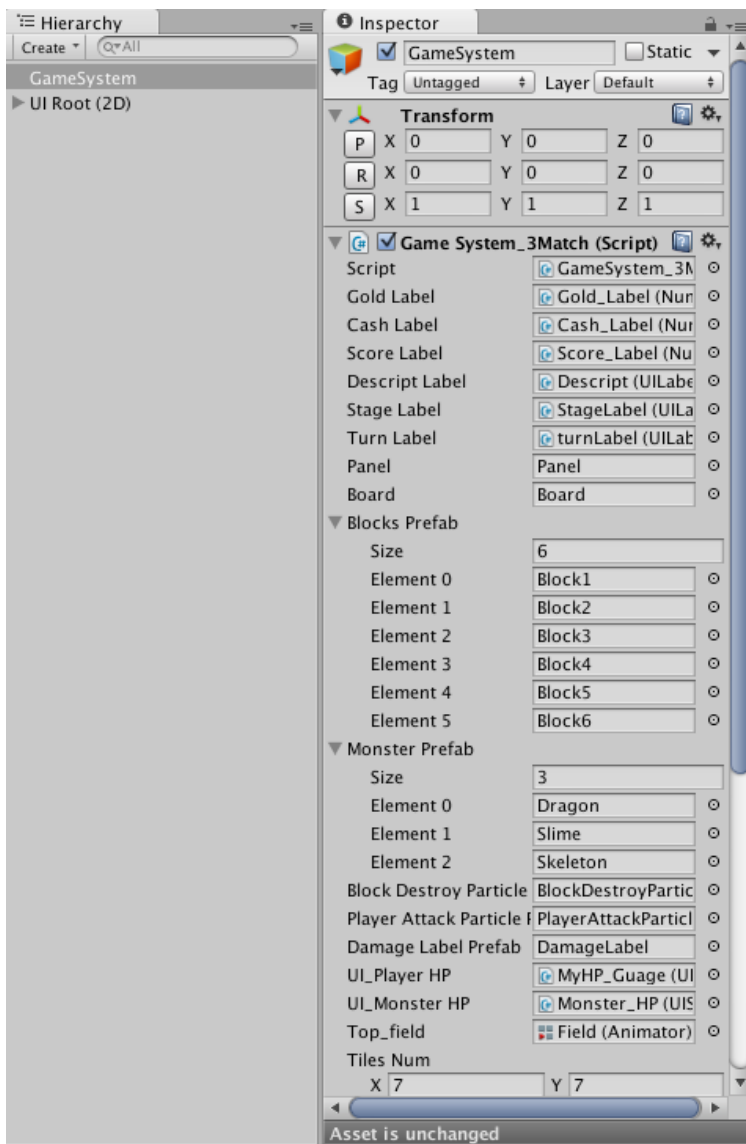
* All Type Game

- All type Game Main Process is GameSystem_*.cs
- GameSystem_*.cs class inheritance MainGameSystem.cs

- MainGameSystem class is defined utils and common function for matching game
- echo GameSystem_*.cs defined Game rule and override MainGameSystem class some function



* modify



ScreenShoot is Match3Game's GameSystem.

if you want to adding more block or remove block, Adding or Remove Prefab in "Blocks Prefab" in inspector. **Block Prefab muse have "Block.cs" script components

if you want to more monster? adding monster in "Monster Prefab" **monster prefab must have "Monster.cs" script component.

You can change tiles num, tile size in inspector.

* Main Process

- main processing function "Update" in each GameSystem class.

- Mouse Event, Check game rule each GameSystem in "Update"
- "tilePos" function defined tiles arrangement. if "tilePos" changed, you can get hexer disposition or normal disposition.
- you can check comment in script files

* Resource data

- all psd, spine project data in data folder

if you more explain or can not understanding some script, contact me

contact

email : reve@soulmatec.com

Facebook : [https://www.facebook.com/profile.php?](https://www.facebook.com/profile.php?id=100001086497767)

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Thank you.