

Color Blocks

Destroy as many blocks as possible by clicking on group of blocks with the same color. Game has two modes: standard mode and time mode. In both modes goal is to score as much as you can but in time mode you have 60 seconds to do so.

Features:

- Easy to reskin
- Two game modes – standard and time mode
- Easy to change number of rows and columns
- Easy to change color of the blocks

How to use this project?

Just open “Game” scene from “Scene” folder and there you go, whole game is ready for you.

Scripts

If you need to edit/change some code here is what you need to know about scripts:

AddNewTiles.cs – When player destroy blocks in time mode this script will respawn new ones on the top.

ArrangeColumns.cs – When player destroys all blocks in column this script will move all column to the left.

AvailableMoves.cs – This script will check if there are available moves. In case there are no moves it will show game over menu.

CreateTiles.cs – Used when game starts to create blocks with defined number of rows and columns.

DestroyParticle.cs – It is used to destroy particle in game hierarchy

Menus.cs - It is used for navigation through different menus.

MenuTransitionAnimation.cs – Used to show fade in – fade out animation when users changes menu.

NearbyTilesWithSameColor.cs – Used when player clicks on the block to check if any of nearby blocks have same color.

PlayButtonOptions.cs – It will show game modes buttons when player click on the play button.

Score.cs – It will show score when player destroys blocks.

Sound.cs - It is used to always keep “Sound” game object on the scene.

TileColor.cs – It is used to color block with random color.

TimeModeTimer.cs – Countdown timer in time mode.

Vars.cs – Used for static variables