

## Match 3 Level Creator by ycan in dev

Thanks for using Match 3 level creator tool. Please note that this is still an early version. You may confront errors and bugs. Please don't hesitate to contact me to report the bugs or give advice at [ycanindev@gmail.com](mailto:ycanindev@gmail.com).

Warning! This tool is **only to create the level template**. It does not include any other content related to Match 3.

### Features to be added

- Add layers and create multilayered tiles
- Place the tiles randomly in the runtime
- Add groups and make tiles chosen randomly between the groups
- Autosave

### Notes

- As mentioned, there is no content other than preparing the level template in this asset. We suggest you prepare your other content first. For example, your tiles must be ready to place with their script(s). All of them must already be converted into prefabs and saved. The other scripts like Game Controller must be ready.
- Make sure to save your work frequently. Though the window warns you in case there might be any unsaved changes, there is no autosave feature yet. You might lose data in case of a crash or recompile.

## Creating Levels

To start creating the level template, you need to open the Creator Window first. For this:

Go to **Window>Match 3 Creator** or you can **double-click on a level data** asset file that is created before. You can place the tab anywhere you like.



Then you can start to create the template by entering the **width** and **height**. This value can be changed anytime. **However**, if you enter a smaller value than the current one, the removed tiles will be lost.

**Tile Size** defines basically the size of your tiles. **Offset** is the distance between your tiles.

**Tiles** section with the numbers is where you should place your tile game objects. 0 represents the empty tile, so you cannot put any object there. Start putting objects from 1, then the list will expand itself.

**Template** section represents the actual level template. When you click on them, the value increases by one. This depends on the number of game objects you placed in the tiles section. You can control every single tile there.

**File** section is needed to save your level data in a file. **Level Data** is the file that you saved and working on. When creating a level that isn't saved before, it must be empty. **File Name** is the name of your level data asset, which is needed when saving. **File Path** is where your asset file is located. You have to set these two before saving.

In the **Control**, you have several options. **Reset Window** resets every variable in the window so you can start from scratch. The **Save button** saves your current level data to an asset file. Please note that you have to have entered the file name and file path for this. Also, you can only save the file to the assets folder and its subfolders.

Finally in the **Scene** section, you can place and clear your level template in the scene. Note that after clicking on the place tiles, if there are former tiles in the scene they will be replaced.

## Editing Current Work

Before all, if you have any unsaved work in the window, make sure to save it or you might lose data. After opening the window, you can drag and drop your file to **Level Data** section or click on the dot and select your file.

The window will automatically read and place your data and you can continue your work.