**Maintenance Assignment**

By Lee Bills (Word Count: 162)

* Currently, the Unity project is not connected to the full game in any way. It is completely standalone. It is, however, designed in such a way that it can easily be added to the full game by calling the single unity scene containing it.
* Our puzzle uses an ID system for art assets. Adding/Replacing art in the game simply requires adding it to the Resources folder in the Unity project. For art used in procedurally generated objects (soil and artifacts), it will be necessary to change the range of the sprite randomizer code to include the new ID’s.
* The screening and matching phases of the puzzle were not implemented, but our puzzle is structured in such a way that these features could be added later down the line.
* Puzzle rewards in the game are assigned an Object ID as well as a monetary value, allowing them to be sent to the full game. Additionally, all rewards are pooled under a single Unity object tag, allowing all collected objects to be referenced at once using a call to Unity’s GetObjectWithTag(…) function.