

GEMSCAPES

v. 1.0.0

by Vineet Kumar (inspired from HomeScapes)

GemsCapes is a classic single player Match-3 game where you must match 3 or more gems of the same type to get points. However, unlike typical timer or score objectives that are seen in most match-3 games, this one is a bit more challenging.

Basic objective remains: Match 3 or more gems of the same type, and you will get points. However, here you have specific type of gems to match to get through the level.

Winning Condition: Match the number of gems of mentioned type within time & move limit.

Losing Condition: Timer runs out, Moves run out before you get all types of gems cleared.

There are 5 gem types: Star, Heart, Rectangle, Pentagon and Octagon.



For every match-3 you will get 10 points. You have only limited number of moves to clear all the gems of the given type. Use it wisely and try to get your power up special feature to have more advantage.

Music, SFX for match, swap decline of non-matching gems, bomb explosion, win and loss declare is there.

To make the game more fun and challenging, I have added 3 difficulty levels - *Easy*, *Normal* and *Hard* which the player can choose from the Main Menu.

	EASY	NORMAL	HARD
Matches Number	3 or more	3 or more	3 or more
Obstacles/Blockers	None	2-3	4-6
Obstacles destroy chance	50%	50%	50%
Gem swap requirement	Any gem can be swapped around matched/unmatched	Only MATCHING gems as per matches number is allowed	Only MATCHING gems as per matches number is allowed
Gem Type to match	2 random of 5	2 random of 5	3 random of 5
Gem count objective	25	25	40
No. of moves	Unlimited (LOL)	15	15
Time constraint	45 seconds	60 seconds	60 seconds

Special Features:

1. Bomb

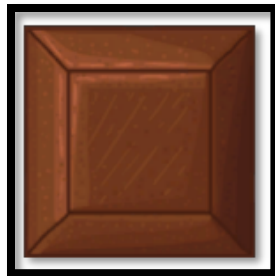


When you do a 5+ count match of any gem, it will spawn a bomb at that location.

Directly click on the bomb to activate it and it will clear ALL the gems of the bomb's ROW AND COLUMN.

Using bomb gives bonus points.

2. Blocker

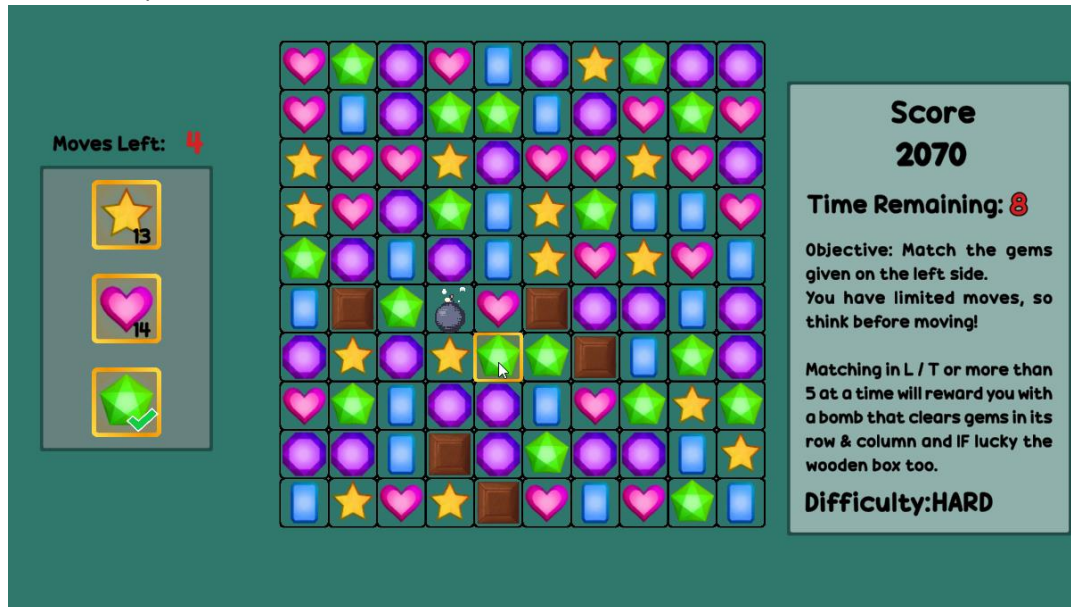


A blocker will block the location for the gem to so that it doesn't directly drop down. It will *diagonally* move from the blocker.

HOWEVER, they can be destroyed using a Bomb giving more bonus points along with bomb's points.

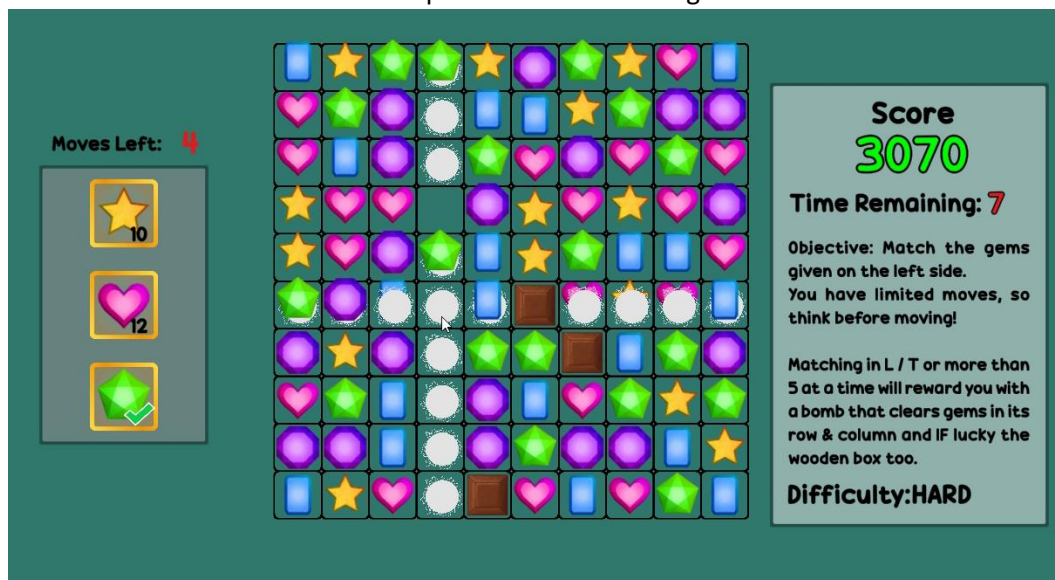
The UI for score will have a special VFX for bomb.

1. Bomb Power up

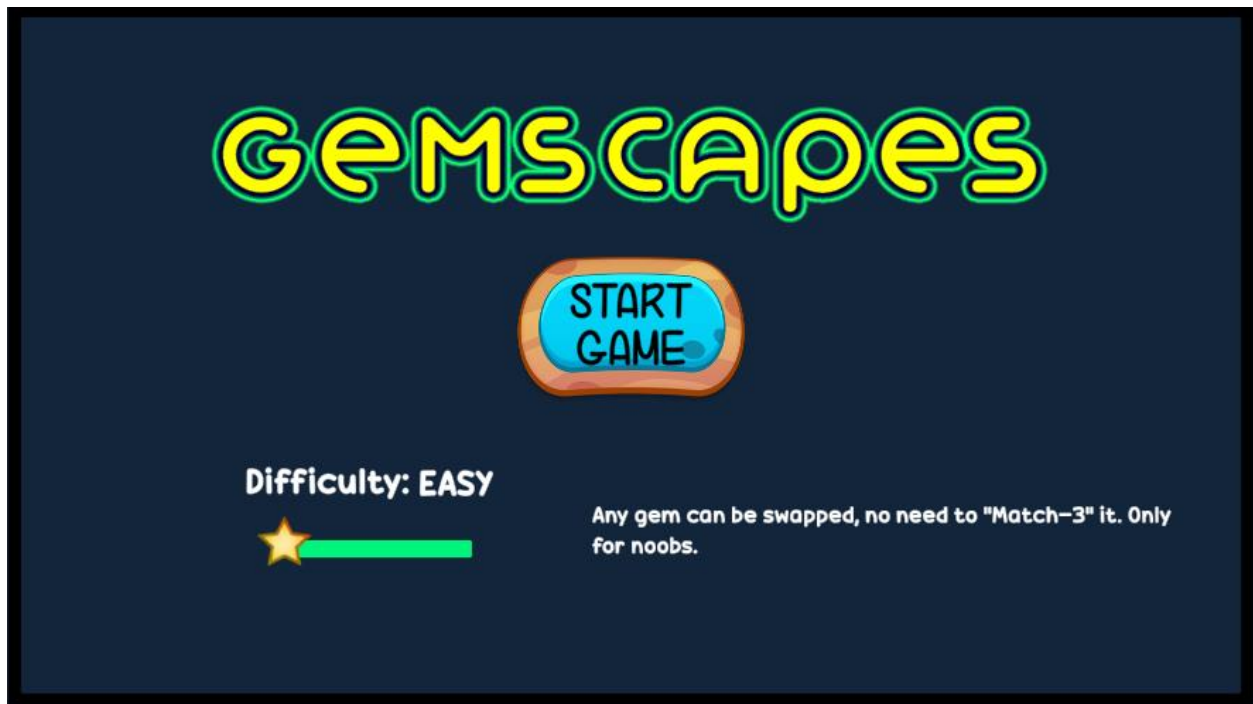


2. Activating it:

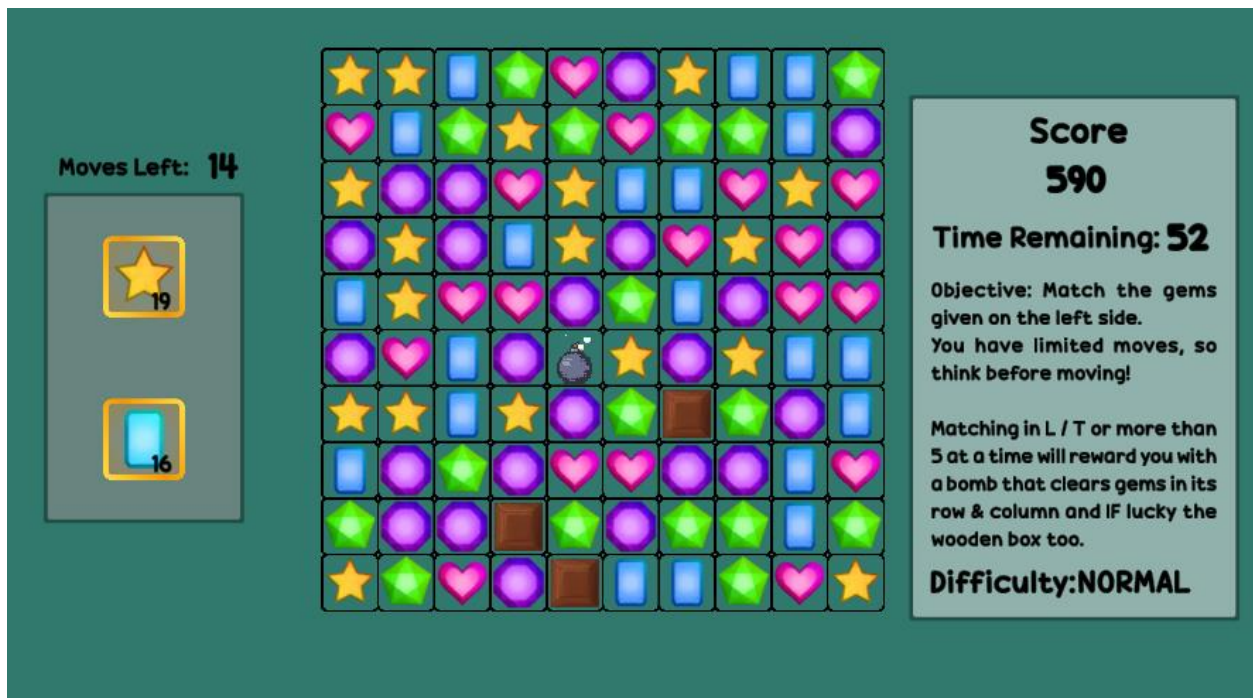
- Left Block cleared
- Row and Column cleared
- Bonus points UI update with special effects
- Custom animation for bomb explosion for all related gems



Start Screen:



Gameplay Screen:



End Screen: Win, Lost due to out of moves and lost due to out of time



UI:

Moves Left, Gems to be matched with count and completion check mark	Score, Time remaining, Additional Instructions and selected Difficulty

Sound for: Main menu music, Gameplay music, Win state, Lost state, Match, Swap Deny due to unmatchable gems, bomb explosion

Animations for: Gem clear, Swap Deny due to unmatchable gems, Bomb Explosion, Gems being exploded, Blocker explosion