Links: Challenging Puzzle Game Template

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Overview

Links: Challenging Puzzle Game Template is a unique and challenging puzzle game, ready to be published.

A different board will be presented to the player at each level. The goal is to connect all the tiles by moving and rotating them. Each tile has its own features and capabilities - you can move them, rotate them or both. Connect all the tiles to solve unique puzzles in increasingly difficulty and challenge!

Features:

- Mobile ready to be published.
- Complete source code.
- Many integrations: Facebook SDK, Game Analytics, Ads and Game Services (via Easy Mobile Pro).
- Random levels generators (templates come with over 150 unique puzzles.
- Coins collection when completing levels for the first time.

- Daily reward system for better retention.
- Settings and easy to understand menu system.
- Sounds, Music and Vibration support.
- Works on all platforms, PC, Mac, iOS, Android, etc.

How to Play?

- **Red** tiles are static and can't move or rotate.
- **Yellow** tiles can only be rotated.
- **Green** tiles can move anywhere.
- **Blue** tiles can move only horizontally/vertically.
- **Purple** tiles can move anywhere and be rotated.

Move and rotate the tiles, until all the links match, and all the tiles are connected!

How to use the asset

The game is based on an upcoming game template, which allows developers to create new games quickly. The template includes various Managers, each responsible for a different aspect of the game:

- Features Manager: This is the main manager, responsible to configure and control all other managers.
- Theme Manager: Responsible on the look and feel of the game. This is used to control graphics across the game.
- Menu Manager: Responsible for the UX flow – it enabled and disables objects based on the user interactions, and serves as the focal point for main game events, such as "level completed".
- Levels Manager: Responsible for managing collections and levels
- Coins Manager: Responsible for collecting and awarding coins to the player
- Settings Manager: Responsible for user settings, such as volume, sounds/music/vibration on/off.
- Sounds Manager: Responsible for playing sounds and background music
- Vibrate Manager: Responsible for vibrating the device (when supported)
- Achievements Managers: Responsible for displaying and awarding Achievements to the player
- Ads Manager: Responsible for loading and displaying ads
- EasyMobilePro Manager: Responsible for the integration with Easy Mobile Pro asset
- Game Analytics Manager: Responsible for the integration with Game Analytics
- Facebook Manager: Responsible for the integration with Facebook

Features Manager

The features manager is responsible for the whole game behavior – from the options displayed to the user, to the integrations with external services.

Game Options

- **Support Direct Play**: Controls the visibility of the "Play" button that displays the game interface without collections/levels selection. This is not enabled in the Links game.

Collections & Levels

- **Support Collections**: Controls the visibility of the "Play" button that displays the Collection selection popup.
- **Support Levels**: Controls the visibility of the "Play" button that displays the Level selection popup. This is not enabled in the Links game, since it uses Collections.

Store

- **Support Store**: Controls the visibility of the "Store" button for In App purchases. Not implemented yet, and is not enabled in the Links game.

Game Services

- **Leaderboard**: Controls the visibility of the "Leaderboard" button which displays the Game Services' leaderboard, based on the running platform (Based on Easy Mobile Pro). This is not enabled in the Links game, as it has no concept of "score".
- **Achievements**: Controls the visibility of the "Achievements" button which displays the Game Services' Achievements user interface, based on the running platform (Based on Easy Mobile Pro)
- **Reviews**: Controls the appearance of "Please review game" popups during gameplay (Based on Easy Mobile Pro)
- **Sharing**: Controls the visibility of the "Share" button when players complete levels, allowing them to share a screenshot of their game (Based on Easy Mobile Pro)

Coins

- **Supports Coins**: Controls the visibility of the coins counter at the top of the user interface, as well the ability to award coins to the player.
- **Daily Rewards**: Controls the visibility of the "daily reward" button in the main menu, and the granting of such awards to players.

Settings

- **Supports Settings**: Controls the visibility of the "Settings" button the main menu, and the "Settings" button during gameplay.
- **Sounds / Music / Vibrate**: Controls visibility of the relevant settings buttons, as well as the relevant behavior.

Ads

- **Banner**: Controls the visibility of a banner Ad at the bottom of the game
- **Interstitial**: Controls the ability to display interstitial Ads.

Integrations

- **Facebook**: Controls the integration with Facebook for analytics
- **Game Analytics**: Controls the integration with Game Analytics for, well… analytics.

Managing collections and levels

A collection is a set of levels logically groups (e.g. by difficulty). Collections and levels are managed by the Levels Manager. You define the list of collections in the Unity Inspector. You can then generate new levels by implementing the method LevelsScript.PrepareLevel().

Menu Manager

The Menu Manager handles multiple events:

- On Start Game: Triggered when the player starts playing.
- On Collection Loaded: Triggered when a collection is displayed in the collection selector popup.
- On Level Started: Triggered every time the player starts a level.
- On Level Completed: Triggered every time the player completes a level.
- On Collection Completed: Triggered when the player completes the last level of a collection.
- On Game Completed: Triggered when the player completes the last level of the last collection.